



Bar Room Brawl, by Tom Bell

SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

Special Rules

Too close for comfort - While the close-quarters of the Rust'd Cup Inn's tap-room are pleasant for an evening's drink and comradery, it is far too cramped for missile weapons. As such all bows and crossbows that are dependant on range (pistols or crossbow pistols, for example, are exempt from this rule) are useless, and are tossed aside for more appropriate weapons. Also, due to the cramped and crazy fighting occurring, should any missile miss by 2, it will count as hitting the cover (instead of the regular "miss by 1" rule).

JUST TOSS IT! - With all of the handy stuff just laying about the tap-room, there is *always* something to grab and throw. As such, *everyone* can make a ballistic attack if not engaged in H2H combat. The missile can range from a chair to a mug of ale. It's range is the characters *Strength* value in inches. The missile counts as having a S-1 from the user.

Don't touch my boss! - The Leaders of the warbands will not lower themselves into fighting in this brawl. They may not be attacked by any other model while they sit and watch their boys duke it out with aloof amusement. As the fight progresses, however, each leader may decide the time is right for him to jump in and show everyone why it's he that leads this band. There are **THREE** ways for a leader to enter the fray:

- 1) At the beginning of each players turn, they must roll a D6. Once the total of these rolls exceeds 12, the leader may immediately dive into the action.
- 2) Should the leader be struck by a stray missile, he will immediately try to charge the *nearest* model that is not of his warband.

No one knows who started it, but the brawl rages around the Tap-room of the Rust'd Cup Inn. Tables, chairs and daggers fly about the room, hitting targets indiscriminately. Mugs and goblets are emptied of their contents by being smashed over someone's head more often than down someone's gullet. Through the ruckus, the leaders of each respective warband stand and watch with detached amusement. Watch, that is, until a stray (or was it?) fist connects with one's chin... All is silent while the brutish leader shakes his head, and brings his hand up to his lip. The trace of crimson is all it takes to launch him all-out into the fray, cursing the opposing leaders and promising pain.

This scenario can be played by any number of warbands of any type.

Terrain

This scenario takes place indoors. While there can be several rooms, all action takes place within one building. Place obstacles (chairs, tables, walls and doorways) accordingly. Each player may place one terrain-piece until the board is full. It is recommended to play this scenario on a 4x4 table for 4 players, 6x4 for 6 players, etc.

3) Should the leaders warband have enough men OOA to require a Leadership test, the first attempt automatically succeeds, and the Leader jumps in to preserve the honor of his band.

Placement

Each player rolls off. The highest roll chooses which section of the bar they'd like their warband to start in. The deployment zone is 4 inches by 4 inches square, with exceptions made only for terrain that is in-place, or if it is impossible for the player's entire warband to start within that area. Players should try to stick as close as possible to the deployment zone while placing their characters.

Starting the game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table.

Ending the game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. There are no alliances allowed within this scenario. Things are too heated, and no one has any true sense of who is friend and who is foe, other than their brothers-in-arms. Also, no one is allowed to voluntarily rout. Honor is at stake.

Experience

+1 Survives. If a hero or henchmen group survives the battle they gain +1 experience.

+1 Winning Leader. The leader of the winning warband gains +1 experience. The leader will gain an additional 1 experience if he did not participate in the brawl.

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each enemy he puts out of action.

+1 Exploration Dice for every member not taken OOA. These are substitution dice, and a player cannot exceed the amount of exploration dice they would be allowed to use regularly. This represents the treasures found on and around the the stunned and moaning patrons of the tap-room. *Every warband that participates in the brawl is allowed this bonus.* A player would roll the regular amount of exploration dice allowed, set them aside, and then roll all of the bonus dice separately, thus allowing a higher exploration score to be substituted in, and possibly turning doubles into triples, etc.

*****Special Note*****

Due to the non-lethal tone of the brawl, when rolling on the Injury table, all rolls that result in death (1-2 for Henchmen, 11-15 for Heroes) must be re-rolled once. Should the unit roll death a second time, the roll counts, and the unit must be removed from the warband's roster sheet.