

Slave Train

Smoke still rises in lazy ribbons at your back as you leave the rotting vessel behind you. It doesn't take you long to leave the stench of the undead pirates, although the repugnant odor of death seems to have taken up residence in all of your clothing and armour. You promise to buy yourself new garment at the next village when you come across a small band, lying dead in the road. While stripping off boots and rings, you find a bloody note, begging that a certain boy be freed from a certain slaver's caravan. It promises gold...LOTS of gold. You figure, while trying on the new boots, that the slaver must've taken injuries too.

Terrain:

A dirt road splits the table in two. The Caravan, with drawn horses and armed men on foot, will start at one end, and attempt to traverse to the other.

Setup:

Deployment zones are as follows: the road splits the table into two halves. Treat these as portion A and B. The Warband with the highest rating will be on side A (left or right, warbands choice). The warband with the lowest rating will occupy the other half of side A. Middle-classed warbands will start on side B. After all warbands are set up, roll a D6 and add your leaders Initiative. Highest roll goes first. This wood is strangely quiet. There is no need to roll for zombie-packs. There are 4 Men-at-arms per Warband upon the table, plus the Slaver, Arsun Grever.

Slavers:

The Slavers have already had one fight, and are eager to get their goods to the market. They travel 6" from one end of the road to the other every turn, after all players have moved. They lead their burdened horses and mules as they go, and the horses will continue moving along the road even if their masters are involved in combat. The horses

may not be attacked; the risk of injuring the boy is too great.

I don't feel so good:

This rule is still in effect for any warbands who fought in *Knee Deep* and have not yet completed it.

Yer of good stock:

Any model who is taken

Out of Action by the Slavers must pass an *Initiative Test*. If failed, it means that the Slavers have managed to get their magical trinkets upon the model, rendering them a mindless slave. They must immediately be removed from the roster.

Profiles M WS BS S T W I A Ld

Slavers 4 4 4 4 4 2 4 2 8

Arsun 4 5 5 5 4 3 5 3 9

Weapons and Armor:

Each Slaver has a Whip, a Sword and a bow. Arsun Grever is equipped with a Sword and Skullsplitter, his spiked mace. It is magical, and nullifies *Helmet Saves* and the 'No Pain' Special Rule. Anyone who takes Arsun *Out of Action* is able to claim Skullsplitter by standing in contact with his corpse for one round after he is removed from the board. All of the Slavers have the *Dodge* Special ability, and possess 'Hunting Arrows' as well. They will shoot at anyone they see, and will make every effort to make it to the end of the board. Thus, they will move their 4" and shoot, unless moving would make it impossible to shoot.

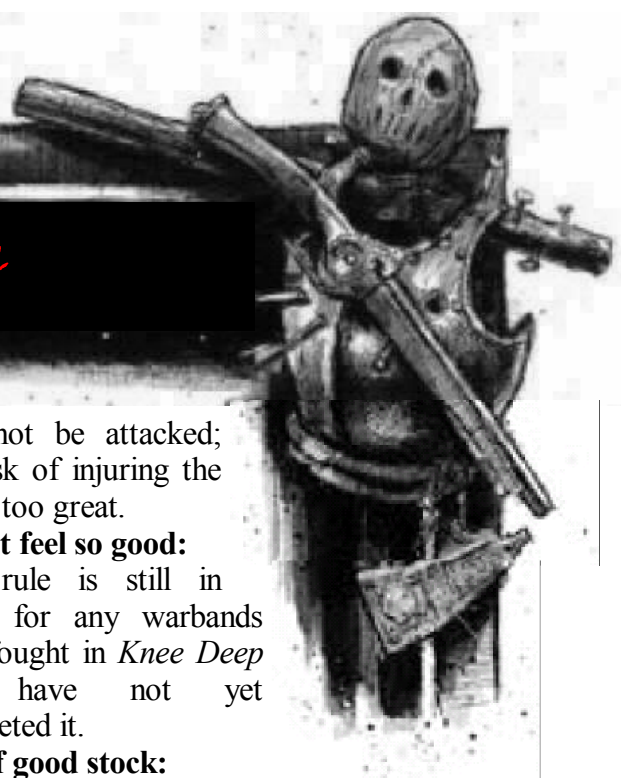
Special Rules:

Fearless: These slavers have been operating this trail for years.

The Draw Horses: The winning warband may search the Draw Horses.

Ending the Game:

The game ends when all warbands but one have failed their rout tests, or when the draw



horses leave the table. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.

Experience:

+1 Survives: If a Hero or a Henchman group survives they gain +1 Experience.

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *Out of Action*.

Bonus:

Queen of Kislev: Rangers and Scouts are able to stop some stray draw horses that made it away during the confusion of battle. Add +1 to your roll of horses found.

Black Hand: Hansel VonGrettel is able to use one of the slaves bodies to create a new Henchman. Using sick and twisted surgery (and bits and pieces of existing henchmens brain-matter) he is able to transfer all the bonuses and experience to this raw recruit, making him a trained killer. Add one Henchman to any group of your choice.

Penalty:

Queen of Kislev: 2 Treasure tithe to pay for the Rangers and Scouts to search the area.

Black Hand: None.

Draw Horses:

The Winning warband must roll to see how many draw horses they have found after the battle. Roll a D6 for each Hero that was not taken *Out of Action*. For every 3+, you may roll on the following table. Note that you can ever get one result of '7' and one result of '10-12'. Treat further rolls of these results as lost.

Roll 2D6 on the following table.

2-3 A Suit of Ithilmar Armor

4-6 D6 Swords

7 The Boy from the Letter

8-9 2D6*10gc worth of gems

10-12 A Sylvanian Artifact

Artifacts of Sylvania:

1- Dread Armor: +1S, Subject is always *Frenzied*, 5+ save for CC, 4+ save for ranged.

2- Chalice of Blood: Immune to Psychology, +1S if you drink from the Chalice. Priests of any type may not drink from the Chalice, but may carry it.

3- Mask of the Ages: Causes *Fear* in all models, even those immune to Psychology.

4- Dagger of the Fang: Treated as a Sword, 1-3 is *Stunned*, 4-6 is *Out of Action* regardless of Special Rules.

5- Hand of Seeking: As long as the Hero who is carrying the Hand is not taken OOA during the battle, he may roll 3D6 for exploration, and keep 2 of the dice rolls of his choice.

6- Crimson Lantern: Archers suffer -2 to hit, models must make a successful Ld Test to charge. Otherwise conveys all the bonuses of a regular Lantern.

7- Cloak of Flight: Allows the wearer to move regardless of vertical. No Initiative tests are required for gaps or leaps, nor climbing.

8- Shining Silver: Light Armor in all regards. Whenever a wound is scored, it is transferred to the model who dealt it on a D6 roll of 6.

9- Darkstone: When a weapon is sharpened by it, it counts as being coated in Dark Venom. Can only be used once per battle, and only on bladed weapons.

10- Dagger of Thirst: Adds a Wound to the bearers profile for every wound dealt by this weapon. A dagger by all other counts.

11- Blackblade: Auto-wounds on a "To Hit" roll of 5-6. Adds +1 to all Injury Rolls.

12- Vasoboire, the Bloodthirster: Gain +1W on a D6 roll of 3+ when a wound is inflicted by this weapon. If a wound is gained in this way, the model is *Frenzied* until a successful *Leadership Test* is passed.

13- Mantle of Darkness: Invisible to all outside of 10", 5+ save versus all ranged, close combat and magical attacks. Is not Stackable nor modifiable.

A 1 or 13 is only attainable by those players with the "Seeker" ability.