



The Raven Barracks

House rules for a new Scenario.

By Andy Tabor

The Raven Barracks, located North West side of Mordheim, housed the military arm of Count Steinhardt. The Empire was deeply embroiled in a bitter civil war. During this turmoil, Count Steinhardt refused to commit his forces to any of the three warring factions. The Count had the finest uniforms made for his soldiers. As the Empire went to war, expending valuable resources on arms and soldiers Mordheim grew rich in selling arms and supplies at extortionate prices to any side. The weapons were for top quality and craftsmanship.

After the great disaster the barracks are empty of soldiers. The soldiers have perished or left the city as fast as they could. Now many warbands are attempting to get to the Raven Barracks to stock up on supplies for themselves or to sell them at a profit. The City of the Damned is a dark and deadly place. The route to the barracks is dangerous and leaving alive from the barracks might be more difficult than the warbands think.

Ideas taken from Town Cryer 23/25: Space McQuirk, Nick Jakos, and Mark Havener

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, wall, or similar piece of terrain. We suggest the terrain is set up within an area of 4' x 4' or 4' x 6'. This is a great opportunity to use your Warhammer Fantasy Fortress as the Raven Barracks. The barracks should be an area that is at least 2' x 2' in the middle of the board. Plenty of terrain should be around the barracks to provide cover and some obstacles to get there.

SPECIAL RULES

Once you have placed the terrain, place D3 +1 crate for each warband involved in the game on the tabletop to represent where the crates are. The crates should be 10" inches away from the table edge and 6" inches away from each other. Once a model is in base contact with a crate they must wait till the next turn to move with it. No warband may use catacombs or other like skills as information provided only gave a vague area of the barracks.

When a model First touches a crate roll a D6. If the result is a 1 then a trap has been activated. D3 Arrows are fired at that model at Strength 3. Only one trap per crate.

There are many options of supplies to have in the crates. Feel free to change them to your gaming groups needs.

Supplies The supplies are in crates. Each crate can be carried by a single model at normal movement rate (no running allowed). Two models may carry a crate, in which case they may run. While carrying a crate, the model may not fire any missile weapons or use any spells. If attacked, the crate will be dropped, ready to be carried by anyone coming into contact with it. Once a model escapes off the board with the crate, the model and crate can not return to the board. Each crate in the possession of a warband at the end of the game earns them a roll on the Crate table.

WARBANDS

Players use normal warband set-up.

ABOUT THE AUTHOR

Andy Tabor has been gaming for over 5 years. He has collected over 6 warbands and is currently finishing out a Tilean warband and working on an Araby Warband.

STARTING THE GAME

Each player rolls a D6 after the terrain has been placed. The player rolling the highest roll has the first turn, and order proceed clockwise around the table (based on where players placed their warbands).

ENDING THE GAME

The game ends when one warband manages to get all his men off his table edge with supplies or when all but one warband have routed. If one or more warbands have allied, they may choose to share the victory and end the game.

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.

+ Per Enemy out of action. Any Hero earn +1 Experience for each enemy he puts out of action.

+1 Per Leader with most supplies off the board. The leader whose warband gets the most OFF the board then they earn +1 Experience.

+1 Per Crate captured. If a Hero or Henchmen takes a crate OFF the battlefield they earn +1 Experience.

CRATE TABLE

4D6	Result
4	Gems worth 100gc. Sold for half the value or worn adds +1 to rarity finds and a pack of Tarot Cards and 1 Rabbits Foot.
5	Blunderbuss and shot.
6	Medicine chest, can be used as D6 does of Healing Herbs or as one off to allow a reroll on the Hero Serious Injury Table (unless the result was pit fight or captured. Adjust to your gaming style.
7	Suit of Heavy Armour.
8	Elven Cloak.
9	D3 shield and swords.
10-11	Beer, worth 2D6 per crate. On a D6 roll of a 6 there is one dose of Bugman's ale. Food worth 2D6 per crate, on a D6 roll of a 6, that warbands food costs are halved at the end of the game.
12-16	4D6 Gold.
17-18	Clothing, worth 2D6gc per crate including D3 sets of toughened leathers. On a D6 roll of a 6 you leader has found a fancy hat that will increase his leadership range by 2".
19	Luxury goods, worth 4D6gc per crate hidden inside (1-3) a Wyrystone Pendulum (4-6) a set of Cathayan Silks.
20	Blackpowder, worth 5D6gcs per crate, contains one pack of Superior Blackpowder.
21	D3 Crossbows each with Hunting Bolts (same as hunting arrows) for one game.
22	D3 Suits of light armor.
23	Hunting Rifle.
24	One suit of Gromril Armour.