



## Blood Hunt



Each warband assumes they have been fortunate enough to hire the services of one of Mordheim's most notorious hired swords. What they aren't aware of is that each of these new 'hiredlings' is involved in a deadly game of cat and mouse, and the warbands are merely pawns in this struggle...

### Terrain

Each player takes it in turn to place a piece of terrain, either small building, set of hedges or walls, set of trees, small clump of bushes, or similar item of terrain appropriate for Mordheim.

### Special Rules

Each warband gets the services of one Dramatis Personae for free for the duration of this scenario. The scenario is set up to be played with two assassins fighting it out against each other – Johann the Knife and Marianna Chevaux. However, if there are more than two players (or if the players really don't like Johann or Marianna for some reason?), other Dramatis Personae can certainly be thrown into the mix. After all, the better-known inhabitants of Mordheim would certainly have butted heads with others of similar ability before, and these types of prima donnas often carry long grudges...

Note that players must still follow the normal rules for Dramatis Personae, including which warbands they will work for. If two or more players wish to use the same Dramatis Personae, the warband with the lowest warband rating gets to choose his Dramatic Personae first. Any Dramatis Personae that are normally hired as a 'set' (example: Ulli and Marquand) may be counted as the warband's free Dramatis Personae for this scenario. Also note that if a Dramatis Personae has a special rule that could cause him to 'switch sides' (example, Ulli and Marquand again), that special rule is ignored for this scenario (Ulli and Marquand figure out that any attempt at bribery is really just a trap!).

If a warband's Dramatis Personae is taken Out of Action, that warband automatically Routs at the start of that player's next turn (either the warriors have been hired to protect her and failed, or they have decided that they are not

about to take on a warband that just took out the best fighter in their warband!).

### Set-up

All players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two players, then the next player sets up on the opposite board edge. If there are more than two players, the remaining players choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A player must set up his warband within 8" of his table edge, but not within 4" of a side edge, and not within 10" of another player's warband. Keep in mind that more than four players should be accommodated with a larger battlefield than normal (see the 'Chaos in the Streets' article on multiplayer games in the Mordheim 2002 Annual, page 26).

### Starting the Game

Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there.

### Ending the Game

The game ends when all warbands but one have failed their Rout test. Warbands that Rout, automatically lose. If two or more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious (ie, break the alliance and fight it out!).

### Experience

- +1 Survives.** If a Hero or Henchman group survives the battle they gain +1 Experience.
- +1 Winning Leader.** The leader of the winning warband(s) gains +1 Experience.
- +1 Per Enemy Out of Action.** Any Hero earns +1 Experience for each enemy he puts *Out of Action*.
- +2 Enemy Assassin taken Out of Action.** Any Hero who takes an enemy Dramatic Personae *Out of Action* gets an additional +2 Experience (in addition to the normal +1 for taking out an enemy warrior!).