



Bounty Hunting



Your warband has tracked a notorious band of outlaws to their lair, hoping to turn them in to the authorities and collect the reward on their heads. Unfortunately, it appears that another band of would-be bounty hunters is hot on their trail as well...

Terrain

Each player takes it in turn to place a piece of terrain, either a building, set of hedges or walls, hill, section of forest, section of swamp, river or stream, or similar item or terrain appropriate for Empire in Flames. There should be a large building in the centre of the table to represent the bandits' hideout.

Special Rule

The bandits are inside their lair, and they aren't real anxious to be caught! At the end of each game turn, D6 crossbow bolts shoot out of the doors and windows of the hideout at the nearest warband members (they're not particular about which warbands they shoot at!). Each bolt will be directed at a different target if possible. Crossbow bolts are fired with a BS of 3, modified by range and cover as normal (and of course the guys inside must be able to trace a line of sight from a door or window to the warband member). Warband members may not enter the building until the scenario is over.

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 which Rout automatically lose. If one 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.

As soon as there is a clear winner, the bandits give up. They may be turned in to the authorities for 5+1D6 gc per head (roll separately for each bandit), and there are 6+1 bandits per warband involved in the game holed up in the hideout (so if four warbands took part in the game, there are 10 bandits in the hideout). The winning warband also captures the bandits' equipment (6 crossbows, D3 swords, 2D6 daggers, and a bunch of wormy rations that are worth nothing).

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*.

+1 Scratched by the Bandits. Any Hero who gets wounded by a bandit crossbow but not taken *Out of Action* gains +1 Experience.

