Scenario 159 - Break-In

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Mordheimer.

As often as not, warbands are forced to steal from each-other in order to survive in the streets of Mordheim. Sometimes a warband takes days staking out another warband, just to be able to steal their loot when they are away. Unfortunately, such methods are often used by others as well. This is one of those times. It inevitably will come to fighting as the warbands try to take the loot for themselves.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4' or 4' x 6' for multi-player games.

Setup
For one-on-one games, each player rolls a D6. Whoever rolls highest chooses which table edge to set up on, placing all of his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge. In multi-player games players use the normal set-up rules (see 'Setting up the Warbands' in the multi-player rules from WD242).

Special Rules
The Loot: A chest is placed in the center of the board. The chest cannot be opened while the game is in progress, as it has too many locks on it. It may be moved by a model in base contact with the chest. A model moving the chest may not run, shoot or cast spells, and has −1 WS. Alternatively, two models may carry the chest, allowing them to run, but still having the other restrictions.

Starting the Game
Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game
The game ends when one warband manages to get the chest off the table. That warband is the winner. If the chest is not brought off the table, there is no winner. The warband owning the stash, returns and scares the other warbands off.

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 gains +1 Experience.
+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

The Loot
After the battle, the chest is opened, and the following loot is pillaged by the victorious warband. Note that you roll a D6 for each item separately, apart from gold crowns, which are always received.

Item	Result on D6

4D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+
D3 Swords	4+
Suit of Heavy Armor	5+
Suit of Light Armor	4+
Helmet	5+

Designers Notes

Generally I like when players have a little more than just the usual amount of stuff up their sleeve. It is so much more rewarding to run around with a captain tooled up for everything (even though his price alone takes up the gold used for two additional mercenaries). Additionally, opponents love to take out an over-tooled-up character.

Break-in was designed to be a more "normal" scenario with a little twist (getting hold of the chest), and higher rewards.

Having a fixed point of battle (the chest), gives a lot more action in a multi-player game. In one-on-one games, players who normally hang back and fires volleys of crossbows, are hard-pressed to win (because if they wipe out the other player, they cannot win). I have experienced players to rather wanting to play this scenario than the normal "Skirmish/Street Brawl", as it has more of the feel and tactics of e.g. a game of WH40k.

Notes on terrain – Well, chests are supplied with the splendid Mordheim boxed set. I made one attaching an old skeleton shield to the top. Gives the thing a more gothic look.