

# Scenario 013 - Defend the Village!

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This scenario is inspired by those wonderful films, *Seven Samurai* and *The Magnificent Seven*. One player's warband has been hired to defend a village of poor peasants against the marauding threat of the other's player's warband. This usually means the "most good" player is the defender and the "most evil" player is the attacker, but you could also have the situation of a heroic Necromancer and his creatures hired to save innocent mutants and dregs from an evil Matriarch seeking to purge their kind :) Be creative.

## Terrain

The defender sets up a village in the centre of the table, using the central 2' x 2' area of a 4' x 4' table. For every building or two linear obstacles (i.e. fences or barriers) the defender places, the attacker is allowed to place a piece of small cover (tree, rock, fence, overturned cart etc) outside of the central area. These pieces must be placed no closer than 6" to any other terrain. The idea is to end up with a "defended village" surrounded by scattered cover.

## Setup

The side with the smallest number of warriors is automatically the defender. If the bands have the same number of warriors, the defender is the warband with the lowest rating. The defender sets up first, anywhere within the central setup area. The defender may place up to two models within 12" of the central setup area as pickets. The attacker then sets up within 8" of any table edge, or combination of edges, as he or she sees fit.

## Special Rules

The Village People: For every defender, there must be a villager model also deployed. These represent the best fighters of the village and are both an asset and a liability to the defender. Villagers may never move outside the central deployment zone, unless fleeing. A villager has the same profile as a Mercenary Youngblood, but only has a Leadership of 5, reproduced below for convenience.

## Villagers

Scrawny human scarecrows, who live in extreme poverty. Planting crops, minor hunting and fishing are their way of life. They are a cowardly bunch who would not survive any of the opulent sights that Mordheim has to offer.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	5

**Weapons/Armor:** Each villager can be armed with either a spear or a short bow, at the defender's option. Villagers do not get free daggers, so any archers will have to defend themselves with fists if engaged in close combat.

## Special Rules:

- Villagers *Fear* the attacking warband.
- Villagers are also subject to making an *All Alone* test if they are in combat and do not outnumber their opponents.

- Villagers are treated as being more than 6" away from all friendly models at all times, and cannot use the defending leader's Leadership value.
- Villagers do not add to the defender's warband size for the purpose of Rout tests, but do count for models taken Out Of Action. For example, in a warband with 9 warriors, there will be 9 villagers added. The warband will test for routing if 3 warriors or villagers are taken Out Of Action.

### Starting the Game

The attacker has the first turn.

### Ending the Game

The battle ends when the routing warband fails a Rout test. The routing warband loses.

### Experience

+1 Survives: If a Hero or a 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. A Hero earns +1 Experience for each enemy he puts Out Of Action.

+1 If the Village is saved. If less than 25% of the villagers are put Out Of Action and the defender wins, each surviving member of the winning warband gets a bonus experience point for saving the day.

### Rewards

The winning player rolls D6 on the following table to see what reward the villagers are able to provide (defender) or what loot he is able to squeeze from them (attacker). If the attacker won, he adds +1 to this roll. If you can't get blood from a stone then you're not trying hard enough!:

D6	Effect
1-2	Nothing of any value. The villagers were on their last legs and tricked the defenders about the hire fee.
3-4	2D6gc worth of food, personal possessions and tools.
5+	1D3 Wyrdstone shards.