

# Scenario 014 - Don't Wake The Giant

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A wounded warrior has stumbled out of Mordheim, battered and hysterical, he claims a giant ambushed his band, and took their treasure. The warrior gives a vague location before he passes to the next life. Rumors spread quickly, and various warbands (3-4) prepare to enter the city to steal the prize.

## Terrain

As usual, except that one big building must be initially placed in the centre. This is where the giant has made camp.

## Setup

Each warband (4 max) must set-up on one edge, at least 8 inches from another side of the table. Each band rolls a d6, and deploys where on the edge they want in the order of highest numbered rolled.

## Special Rules

**Giant:** Each warband has located the camp and after seeing the giant, have decided to wait until he sleeps to steal his loot. Ironically enough, each leader has been so concerned about the giant; they failed to notice other warbands doing the same thing. The giant has two treasure chests in the building with him and a bag of gold on his belt. The sleeping giant will only be awakened by the sound of close combat within 8", or injuring spells (Warpfire, Fires of U'Zhul, etc) and black powder weapons within 12". If awakened, he will attack the nearest character and defend his treasure.

## Grumm, The Giant

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	Sv
6	5	2	6	6	5	4	3	8	6+

**Weapons/Armor:** Club, Stone Hammer, Toughened Leathers, Throwing Stones (10" R, S6, -2 Sv, Concussion effect)

## Special Rules:

- *Hard to Kill:* Grumm is a tough and resilient individual who can only be taken Out Of Action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as Knocked Down, 3-5 as Stunned, and 6 as Out Of Action.
- *Hard Head:* Grumm ignore the special rules for maces, clubs, etc. He is not easy to knock out!
- *Fear:* Grumm is a frightening monster which cause *Fear*.
- *Large Target:* Grumm is a Large Targets as defined in the shooting rules.

**Stealing the Treasures:** A model may attempt to steal treasure from the room by moving into contact with the chest and rolling an Initiative test. Failure results in a noise loud enough to awaken the giant. Carrying the treasure chest works the same

as in the Hidden Treasure scenario in the Mordheim Book. To get the bag of gold, a model must make a -1 Initiative test. Failure results in waking the Giant and starting in Hand To Hand combat with it. The bag only prevents running for a model carrying it. A warband must get the treasure within 2" of their starting edge to get it off the board. Remove the model(s) and the treasure.

### Starting the Game

Each player rolls and adds their leader's initiative. Turns go in order from highest to lowest.

### Ending the Game

The game ends when all treasure has made it off the board, or all warbands have routed.

### 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 For Getting a Chest. Any Hero or Henchman group that successfully gets a chest to safety receives +1 Experience.

+2 For Killing the Giant. The Hero or Henchman group that lands the killing blow on the Giant gets +2 Experience.

+2 For Getting The Bag. Any Hero or Henchman group that successfully gets the bag of gold to safety receives +2 Experience.

### Rewards

Roll on the table below to find out the contents of each of the Treasure Chests and the Bag of Gold.

Item	Result on D6
<b>Treasure Chest</b>	
3D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+
D3 Gems worth 10gc each	5+
Mordheim Map	4+
Light Armour	4+
Lucky Charm	3+
<b>Bag of Gold</b>	
1D6 x 10 gold crowns	Automatic
D3 Gems worth 10gc each	5+