

# Scenario 055 – Dry Heat

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as appeared in  
Pancreas Boy's Wyrystone Shards  
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Will this drought ever cease? Mordheim and surrounding areas haven't seen any sign of rain in months, and thus the search for water lately has been just as important as finding Wyrystone. It is in the hottest day yet that the warbands now meet.

## Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a well in the center of the board.

## Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

## Special Rules

The Well: A lone well has been discovered by all the warbands, and everyone is dying for a drink - well they will be once they get there. Due to the heat and lack of fluids the warriors will need to take a dehydration roll before their turn. Roll a D6, on a 1 the warrior has fainted from thirst and becomes Knocked Down. Do not need to roll if a warrior is in Hand To Hand combat or the warrior does not need to drink, like a zombie).

If a figure comes into base-to-base contact with the well in the center of the board they can roll a D6 to see what they find.

D6	Results
1-4	AH!! Beautiful water, the warrior slurps down some fresh water and immediately feels revitalized, ignoring the dehydration roll for the rest of the game.
5	WHAT'S THIS !?! The warrior pulls from the well a shiny Wyrystone. If he can make it off the board he may keep it.
6	OH NO!!!!!! The warrior has awoken a creature from the well. A zombie immediately attacks the warrior.

## Starting the Game

Both players roll a D6. The higher scoring player takes the first turn.

## Ending the Game

The game ends if a warband fails a Rout test. The routing warband loses.

## 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.