

Scenario 048 – Escape Through The Floods

By Christian Ellegaard,
as appeared in Mordheim Nort.
Transcribed & edited by
The Mordheimer.

The warband division is attacked by beneath the river Stir. The defenders have few tactical options now, and the only thing to do if they want to escape attackers is to get over the river. This may, however, be dangerous. The (wo)men are tired, and the riverbanks are swampy.

Terrain

Standard except that there should be a river crossing the board. If you do not have any rivers, then they are easy to make yourself. It requires only some cardboard, PVA glue, flock or sand, a bit of paint and some high gloss varnish! Alternatively you can use the easy river method to create a "cheap and fast" river using sheets of paper or cardboard painted in any appropriate color.

Setup

The defending players set up first, anywhere on the table but no closer than 6" from the river. Of course they must just as well set up on one side of the river! The attacking player must set up on the same side of the table within 8" from the table edge. They may, however, be no closer than 12" from the nearest defending warrior. The attacking warband gets the first turn.

Special Rules

The River: The defenders are tired after having fled from the attackers; so all defenders get a -1 Initiative modifier. The river Stir that runs through Mordheim is not very deep, but it may be muddy and hard to cross. To cross the river a warrior must stand beside the water itself in the beginning of his Movement phase, and then the player must roll a D6 on the following table.

D6	Result
1	Very swampy! The river is very, very swampy indeed at the point the warrior wishes to cross the river. Because of the mud the warrior will move at a quarter of his standard Movement rate, i.e. a model with a Movement of 4 will only be able to move 1" a turn!
2	Unpredictable: The bottom of the river is really unpredictable - here and there is a deep hole - and crossing it counts as moving over difficult ground (i.e. the warrior moves at half speed). In addition, before each Movement phase roll a D6 for the model. On a roll of 1 the model has fallen into one of these big holes and is fighting for getting up again. Therefore he may do nothing that turn.
3-5	Swampy and muddy: The river is just nice swampy and muddy. Moving over it counts as crossing difficult ground, so the warriors will move at half speed.
6	Ford: The warrior has found a small ford that makes it possible to cross the river virtually without any difficulties. No penalties apply to crossing the river.

Once a model has rolled on the River table a counter is laid on the river at that spot indicating how easy it is to cross it. If any other warriors later wish to cross the river at that spot then they can just use the previous result and do not have to roll on the table again. A warrior that has just rolled on the River table does not have to cross the river that turn. He may move to another point and try to see if it is easier crossing it there. Keep in mind, though, that a warrior has to be at the spot in the

beginning of his Movement phase to check out the river, so a warrior can only inspect a river spot once in every turn. After having inspected the river the warrior may move again. Of course it is possible for both attackers and defenders to cross the river!

Starting the Game

Roll D6 to see who goes first. Highest roll starts.

Ending the Game

The game ends once either two thirds of the defending warband is on the other side of the river, or the attackers have put at least one third of the defenders out of action.

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.