

Scenario 015 - Grudge Match

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as appeared in [Archive Pestilens](#),
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Apart from the day to day scrabble for wealth and power that drives the madness in Mordheim, honor, lust, bravado, revenge or just plain hatred also play their part in setting the stage for conflict and death.

For whatever reason, two warbands will sometimes arrange their fight rather than leave it to chance. They will gather in some relatively open spot and choose their champions; this single combat will sometimes suffice to settle their differences, but more often than not it will lead to a general melee...

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. There should be a clear space roughly 8-12" in diameter in the centre, representing the spot chosen for the single combat. We suggest that the table is set up within an area roughly 4' x 4'.

Setup

This type of challenge requires a certain amount of history between the warbands involved. The scenario may only be played if the warbands have previously fought a battle against each other.

One player is required to challenge the other. He is designated the Challenger and the other player is designated the Defender. If both challenge at the same time, roll a D6.

The Challenger nominates one hero to be his Champion. The Defender then nominates one of his heroes to be his Champion. (Note that though the term "Champion" is used here, a Mercenary warband is not required to send in one of its heroes of that name and is free to send the Captain or a Youngblood) In the event of a warband having no available heroes, a non-animal henchman may be nominated. If a warband currently consists of only animals, it may not challenge or be challenged (woof!)

The two champions are then placed 5" apart in the centre of the table by the Defender. The Challenger then places the rest of his warband behind his Champion, no closer than 10" to either champion. They may be set up in second floor buildings (for a better view, of course) but are required to have a line of sight to both champions. The Defender then sets up his warriors, following the same restrictions. Infiltration, Tactics and Hunch skills may be used as normal, but not to reposition either Champion (this may lead to a warrior starting out of sight of the Champions).

Special Rules

None.

Starting the Game

Each player rolls a D6. The higher rolling player takes the first turn, which will also be the first Single Combat turn.

During the opening Single Combat, only the two Champions may move, attack or cast spells or prayers. The Champions may not charge, attack or cast spells or prayers on an enemy model other than the opposing Champion. Otherwise the two models are free to move and fight as they see fit.

The Single Combat will normally continue until one of the Champions is taken Out Of Action. However, there is the possibility that a dishonorable or enraged warrior might break the truce, causing a general fight to erupt. At the end of his Close Combat phase, the player rolls a D6. If a 1 is rolled, one or more of his warband members are planning something. His leader must make a Leadership roll in order for the Single Combat to continue (this roll is voluntary). If a general fight breaks out, all warriors may move, attack and cast spells normally. Note that it will always be the turn of the other player if a player chooses to let a general fight break out; this is a built-in incentive for the player to let the Single Combat continue.

If the Single Combat continues to its conclusion, the warband of the loser must make an immediate Rout Test due to the loss of morale from losing their Champion. All warriors may now move, attack and cast spells as normal. The side which won the Single Combat is heartened by the victory, and will only have to test to rout after losing 50% of their warriors Out Of Action. The side that lost the Single Combat, on the other hand, remains demoralized for the rest of the game, and must test to rout each turn (it may also rout voluntarily).

Ending the Game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

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. This includes a Champion who puts the other Champion Out Of Action in Single Combat.

+2 Winning Champion. If one Champion puts the other Champion Out Of Action while the Single Combat rules are still in force he gains +2 extra experience. This is in addition to any experience gained by a Hero Champion for putting an enemy Out Of Action. A Henchman Champion who wins will add the +2 experience to his group's total.