

Happy Harpy Hunting Grounds

By Chris Van Tighem

The tall ruined buildings of Mordheim are home to many strange and fantastical creatures. Occasionally the warbands of Mordheim will attempt to discover the treasures that are contained in the lairs of such creatures.

A group of 3 Harpies have nested in one of the tall buildings and their scavenging and attacks on unfortunate warbands has ensured a sizable stash of valuables. In fact, the harpies have been nesting on some rather sizable shards of wyrdstone closely resembling eggs of a sort. Partially due to their maternal instinct and probably due to the corrupting influence of the wyrdstone the Harpies have grown extremely protective of their nest and will guard it to the death if need be.

Setup:

Normal set up rules apply but set one of the taller buildings (6 inches or greater) in the centre of the playing area. This will act as the nest for the harpies. Ladders may be placed in nearby buildings but none in the building occupied by the Harpies.

Roll a d3 to determine how many Wyrdstone shards are included. The nest is also full of various items. The winning warband may roll on the chart provided to determine what is contained in the nest.

The Harpies go first before any of the warbands.

Winning the Scenario:

The warband who does not rout is

considered the winner. If all three harpies are not taken out of action before the other warbands have routed than no one receives the rewards from the nest.

Harpies

The harpies are jealously protective of the wyrdstone in their nest. If any model approaches within their charge range than they will charge. The harpies will try and coordinate their attacks so at least one stays back and protects the nest. Therefore, a Harpy may disengage from a fallen enemy model if there is an opportunity for one of its companions to charge another model.

	M	W S	B S	S	T	W	I	A	L d	Sav e
Harpies	4	4	0	4	4	2	2	2	6	

Special Rules:

Fly: A Harpy may fly up to 12 inches. After the movement phase the model is assumed to be landed and may be charged. If on the ground, a Harpy may make a full movement and then use its wings. Any model that it comes into contact in while flying is considered a charge.

Talons: A Harpy has talons and is accustomed to fighting unarmed.

Drop Attack: If a Harpy is successful with both attacks in the first round of combat than the harpy has successfully grabbed on to her enemy and swoops back up in the air to drop the model allowing gravity to do the work instead. The attacks themselves do not wound but the person controlling the harpy immediate rolls a d6 and a scatter dice. That is the distance and direction from the place where the attack took place that the model will rest. Next the player

controlling the harpy rolls another d6. This is the distance from which the model has been dropped. The result is the strength of hit (Str 1 to Str 6). Falling rules apply. Therefore the model will suffer a d3 number of Str d6 hits. If a model falls into a building than count the fall to where they land and then determine if the model falls again if it is within 1 inch of the edge of the floor. Any model that is struck by the dropped model will suffer a S3 hit. Large targets may only be dropped a d3 inches since their size and weight make them more difficult to pick up. Once its opponent is dropped the Harpy may continue flying and return to the nest, preparing for another attack. Models that are stunned or knocked down will not be charged as it is too difficult for the Harpy to fly that close to the ground and do a drop attack.

Will not Rout: The Harpies have mistaken the wyrdstone in their nest as Harpy eggs and will fight to the death to protect them.

Harpy Nest Contents:

Besides the wyrdstone the following items may be in the Harpy Nest.

Roll d6	Item
5+	2d6 Gold
3+	Jeweled Dagger
5+	Heavy Armour
6+	Ithilmir Sword
3+	Gems worth 30 GC
6+	Wolf Cloak (See 2002 Mordheim Annual)
5+	Straggler*
3+	Lucky Charm
4+	D3 Shields
5+	D3 Helmets
6+	D3 Swords

*Some how this unfortunate sod was whisked away to the harpy nest. What they had planned for him is unknown but he may aid you in your exploration phase either this game or next.

Experience

+1 For the leader of the winning warband
 +1 for each hero and Henchman group that survives the battle
 +1 for each enemy taken OOA by a Hero (this includes Harpies).