



Scenario 2: Hunt the Heretic



The rural provinces of the Empire, like Stirland, are a haven for warlocks, necromancers and other foul creatures. Too easily in the wild and untamed backwaters do dark deeds go unchecked and unchallenged. Such men are hunted though, by men of courage and steel – those who would not sit idly while evil was wrought...

One warband has been hired to aid a Witch Hunter who has tracked down a nefarious Warlock of some local repute. However, the Warlock has allies of his own and the hunt for his head won't be as straightforward as was first supposed...

Terrain

There is a ruined tower in the centre of the board which represents the Warlock's lair and the place to which the Witch Hunter and his allies have tracked him. Other than that players take it in turns to place a piece of scenery; a rocky outcrop, scrub or anything to represent the wild and distant outskirts of a town or village. The battle is fought over an area roughly 4' x 4'.

Set Up

Each player rolls a D6. The highest roll may choose to fight for the Witch Hunter or the Warlock. If one warband is overtly 'evil' (see the previous scenario) then they will automatically fight for the Warlock, and if a warband is overtly 'good' eg, Witch Hunters, Dwarfs, etc (but not Sisters of Sigmar) then they will fight for the Witch Hunter. (Note: if you want to use Sisters of Sigmar in this scenario they will fight for the Warlock, having been duped and believing him to be some wandering hedge wizard, wrongly accused. A fact they are all too familiar with).

The Warlock and up to four members of the warband protecting him are set up first inside or within 3" of the ruined tower.

The Witch Hunter and his allied warband are then set up within 8" of any table edge.

Special rules

Witch Hunter: The Witch Hunter counts as a Witch Hunter Captain. He may use his Leader skill along with the warband's leader for the Leadership tests of the allied warband. He has +1 Wound, +1 Attack and +1 Leadership. He wears light armour and carries a sword, a torch (see Empire in Flames page 16) and a brace of pistols. He has the skills Fearsome and Resilient and also carries a Holy Relic and three vials of Blessed Water.

Warlock: The Warlock counts as a Warlock hired sword. He has +1 Wound and +1 Leadership. He carries a sword and staff and has a Tome of Magic and the poison Black Lotus (which is upon his sword). He has the skill Sorcery and knows the following three spells from the Lesser Magic list: Fires of U'Zhul, Dread of Aramar and Silver Arrows of Arha.

The trap is sprung: The Warlock, knowing the Witch Hunter was on his trail, has lured him and his allies into a trap. Starting with the second turn roll a D6 at the start of each of the Warlock player's turns. On a roll of 4+ the rest of the warband protecting him arrives from any table edge. They may move onto the board as normal, but are unable to charge that turn. On the third turn the reinforcements will arrive on a 3+, the fourth turn a 2+ and on the fifth turn automatically.

Rout tests: As it is the Witch Hunter's will that drives the allied warband, they must take an immediate Rout test if he is taken *out of action*, regardless of casualties. This is in addition to any normal Rout tests that need to be taken.

The Warlock's warband are effectively cornered in the tower and so will only have to take a Rout test when 50% of the warband have been taken *out of action*.

Starting the game

Each player rolls a D6 with the player rolling the highest choosing whether to go first or second.

Ending the game

The game ends as soon as one warband fails its Rout test, with that warband losing. The game will end immediately if the Warlock is taken out of action with a win for the Witch Hunter's allied warband.

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 extra Experience.

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts *out of action* (this also counts for Outriders too).

Reward

If the Witch Hunter's warband win they gain D6x15 gold crowns as payment and D3 vials of Blessed Water.

If the Warlock's warband win he concocts D3 doses of any poison or drug of their choice.

