Scenario 5: Last Orders!

Your warband is scouring the Rauberthal region, and has decided to take a short respite from their quest at the local watering hole – The Last Chance Inn, a notorious haven for the scum of society, where all manner of low-lifes and ne'er-do-wells rub shoulders. And that's just the warbands!

The inn is known locally as a particularly seedy establishment (which is really saying something in a haven of scoundrels like the Rauberthal!), but one that puts a premium on security. Between the Ogre bouncers and the confiscation of your weapons, you don't expect much trouble here. Of course, that drunken Halfling at the end of the bar seems to be looking for trouble…

TERRAIN
This battle takes place inside a large inn. The layout of the inn is ultimately down to the players and the terrain that they have available, although we would suggest the following:

The battlefield should consist of 2-3 small (at least 1'x 1', and not more than 1 ½' x 1 ½') areas. Each area represents a level of the inn.

The "ground level" should be the pub itself, and should be relatively open, with a bar, a few tables and several chairs scattered around, stairs at one wall that lead to the upper level, and probably a fireplace.

The "second level" (as well as a third level if you desire) should consist of a series of rooms off a main hallway. Each room should have a small bed, but keep the number of other furnishings to a minimum. Do not forget to include an area to represent the top of the stairs from below (and a set of stairs to the next level if you have one!).

Suitable floor-plans can be downloaded at http://www.specialist-games.com/assets/BrewhouseBash.pdf or http://www.specialist-games.com/assets/Dungeonbowl.pdf .

Note that models may always attempt a Diving Charge from the tables and bar, irrespective of the true height of the furniture.

SPECIAL RULES
Unarmed: All weapons have been confiscated for this game. If a player wishes, he may have any fighter who owns one to attempt to sneak in a dagger. If this is tried, roll a D6 for that character – on a 4-6 the attempt succeeds, and he gets his dagger; however, on a 1-2 the character has been caught trying to sneak a weapon in, and is banned from the pub (you cannot use him this game)! No other weapons may be sneaked in.

Improvised Weapons: Not being able to bring their weapons with them doesn't mean that the warriors cannot make do with what is available in the pub itself though. At the start of any turn, a fighter can try to find some sort of blunt implement from a nearby table to use as a weapon (this could be a beer mug, a plate, a large wooden cooking spoon, or even the local codger's walking stick!). Only warriors capable of gaining experience may attempt this.

If this is attempted roll a D6 – on a 3-6 the fighter finds something suitable, but on a 1-2 nothing close by will work and the warrior will have to make do with his fists. A warrior MAY search for such a weapon if in combat, but if he does so he will strike LAST in that round (regardless of whether or not he found something). If a weapon is found, treat as a Club with the following characteristics:

Range: Close Combat; Strength: As User; Special Rule: +1 Enemy Armour Save, Concussion, Breakable

+1 Enemy Armour Save: As the equivalent rule for Daggers and Fists in the Rulebook.

Concussion: As the equivalent rule for Clubs in the Rulebook.

Breakable: If the warrior attempts a close combat attack with this weapon and rolls a '1' on his To Hit roll, the item has broken and become useless. The warrior must find another weapon or resort to his fists for the rest of the combat.

Throwable: A player may choose to throw his weapon. Any model may attempt this, irrespective of his usual ballistic prowess. Use the models' BS and include penalties for cover as normal

> **Range:** 6"
> **Strength:** As user
>
> **Special Rules:**
> **Thrown weapon:** Models using their improvised weapons as missiles may ignore penalties for moving or range

Other Patrons: The warbands are not the only visitors to The Last Chance, and the other patrons enjoy a good brawl as well! At the start of each player's turn, one randomly determined member of his warband takes a single Strength 3 hit from a random patron. These attacks will NOT cause Critical Hits.

SET-UP
The warbands are scattered about the inn when the trouble starts. Randomly determine which level of the inn each warband member is at. Then each player takes turns placing each warrior in his warband.

After all warband members have been placed, each will scatter 1D6" in a random direction (use whichever method you prefer to determine direction, but the dice Games Workshop makes for figuring things like this out are probably easiest!). Warriors will not scatter past the edge of the level they are on, but CAN scatter "through" walls into another room!

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

ENDING THE GAME
The game ends when one warband has failed their Rout test. The Routing Warband automatically loses.

"A bloody nose and two black eyes": Due to the generally non-lethal nature of the weapons used in this fight, players should roll twice for Injury for each

warrior who was Taken Out of Action during the game, and choose the best result. For example, Hans the henchman was Taken Out of Action during the game, the player rolls two dice for Injury, resulting in a '2' and a '5'. Normally a '2' would result in removal from the roster, but the player would choose the '5' instead, resulting in a normal recovery. Injuries for Heroes are done in a similar manner (though in some cases which result is "best" may be something the player has to decide for himself!).

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(s) gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts Out of Action.

OPTIONAL RULES

The following rules are included for groups who would like to add a little more spice to their brawl. Players are invited to use some, all or none of the following rules, or even to make up their own.

In fun scenarios such as this, the players - being infinitely resourceful - will invariably dream up new sub-rules to fit the situation. As long as all concerned are in agreement then we encourage this approach.

Option A: Royal Rumble

The above rules describe how to run the scenario as a two-player game. However you may wish to play it as a special scenario that involves all the players in your campaign (or as many as you can fit around the table anyway).

In this case it won't be appropriate for players to field their full warbands - that would be far too many models for a fun game. Instead each warband should be limited to enough warriors to give a reasonable number of models on the board. We'd suggest that a total somewhere between 18 and 24 models would be about right.

On the first go-around, each player randomly determines a Hero from his warband to take part in the scenario. On the second round of selection, each player randomly determines a Henchman. This is alternated each round until the desired number of fighters is reached. No player may include more than half his warband in the scenario - as soon as a player has reached this number of models, he drops out of the selection process and the remaining players continue.

With a limited number of models per player, you should also play the following Special Rules

Drunken Bravado: The warriors have been indulging in the inn's refreshments, and are now very "refreshed" indeed! No rout tests are necessary - the winner is the player with the last standing model.

Drunk and Disorderly: Numbed to the pain of the bruises, the models are able to fight on beyond their normal limits. Any model that starts with only one Wound may add +1 to their number of Wounds before they roll on the Injury table.

Rich Pickings: Warbands may attempt a limited amount of looting and pickpocketing before the local constabulary turn up to sort out the mess. Each Hero that makes a Full Recovery on the Serious Injury table may roll on the exploration table at the end of the battle.

Players should use the standard Mordheim exploration table rather than the Empire In Flames version, as this better represent the types of item likely to be found amongst the inn's patrons.

Option B: Belligerent Drunks

In the (almost nightly) event of a fight breaking out, most of the inn's patrons will quickly go to ground. However there will always be a few who are eager to wade in.

If this option is used then it should replace the "Other Patrons" rule above.

After all the warriors have been deployd, each player may place one drunk model anywhere in the bar. The models will then stagger D6" in a random direction.

The drunks will move and fight in their own turn, which occurs after all the players have taken theirs.

Belligerent Drunk

Profile	M	WS	BS	S	T	W	I	A	Ld
Drunk	4	2	0	3	3	1	2	1	9

Weapons: Improvised Weapon (see rules above)

SPECIAL RULES
"Did you spill my pint?": The drunk will always move at full pace towards the nearest player model, charging if within range.

Option C: The Weapons Cache

The popularity of The Last Chance Inn amongst the rogues of the area is partly due to the safety lent by their strict admissions policy. Armed warriors will only be allowed entrance to the establishment if they agree to deposit their weapons in a locked storage box just inside the door. The doorman, a local Ogre name Grout, confiscates all the weapons at the entrance and drops them into the box.

Warriors may not donate their weapons to their non-playing colleagues at this stage. You might want to make a list of all the confiscated weapons.

Grout the Ogre will stand guard over the box during the entire game. He will not initiate combat, although he will fight back if attacked.

Once the game has begun, models may choose to attack Grout. If Grout is taken Out Of Action, the model that dealt the killing blow is assumed to have gained the key. The box will take one turn to unlock.

Once it's opened, any model in base contact with the box may grab one (and only one) weapon from the list. The weapon may be a hand-to-hand or missile weapon and doesn't need to be the model's own weapon, although it must be one that he is capable of using.

Grout The Ogre

Profile	M	WS	BS	S	T	W	I	A	Ld
Grout	6	3	2	4	4	3	2	3	7

Weapons: Club.

SPECIAL RULES

Fearsome: Grout causes *fear*.

Large: Grout is a Large target

We suggest that all the weapons be returned to their rightful owners at the end of the brawl, although if you'd prefer to have some fun with this then you have our blessing.

Option D: The Buxom Barmaid

Frederica the busty barmaid flits around the bar, flirting with all and sundry.

During each player's Recovery Phase roll a D6. On a roll of 6 she will approach a randomly-determined model from that player's party and ask him to defend her honour against "that nasty man over there". If the player has no models then Frederica will move on.

That warrior must pass a Leadership test or move with all haste to charge a randomly-determined model (first roll to determine the player, then roll to see which of his models is the target), breaking from combat if necessary. Use the optional rules for "Escaping from Combat" on page 161 of the rulebook.

The warrior will pursue and fight his new rival until one of them is taken Out Of Action.

Warriors that are Immune To Psychology may ignore Frederica's advances.

All the warriors know that attacking the staff is a sure-fire way of getting banned. No model will attack Frederica.

Option E: Da Bouncer

The landlord has hired a local Ogre, Trug, as a bouncer. And Trug's not too happy that he's got some work to do.

Trug the Ogre

Profile	M	WS	BS	S	T	W	I	A	Ld
Trug	6	3	2	4	4	3	2	3	7

Weapons: Club.

At the start of the turn during which the fighting first

breaks out, place Trug at the doorway to the inn. Trug will move and fight in the same turn as the "Beligerent Drunks" (see Option B above), i.e. after all the players have finished their turns.

He will move full pace towards the nearest hand-to-hand combat, charging the participants if within reach. He will engage as many combatants as possible, dividing his attack equally amongst them (randomise any excess Attacks).

If no hand-to-hand combat is taking place then Trug will stand his ground, watching for any further trouble.

SPECIAL RULES

Fearsome: Trug causes *fear*.

Large: Trug is a *large* target.

Bull Charge: Trug's combination of momentum and mass gain him an automatic S4 hit when he charges greater than 6".

Stupid: Years of being paid in cheap grog have taken their toll. Trug suffers from Stupidity.

Option F: Liquid Courage

A model may choose to take a slug from a nearby drink during his Recovery Phase. This model may ignore the effects of fear during this turn. He may also ignore the effects of enemy within 8" if he wishes to run this turn. Only models capable of gaining experience may benefit from this.

Note that a model fleeing due to breaking from combat, All Alone or a spell may take a swig during his recovery phase. The model will automatically rally although he may do nothing else this turn.

Unfortunately the effects of the alcohol are not all beneficial. Models taking a swig must also roll on the following table:

D6	Effect
1	the model suffers -1 BS for rest of game
2	the model suffers -1 WS for rest of game
3	the model suffers -1 I for rest of game
4	the model suffers -1 M for rest of game
5	the model suffers +1 W for rest of game
6	The model has unwisely swigged from a flagon of the landlord's extra-distilled moonshine. Roll on this table twice. If a further "6" is rolled add another +1 to the total number of rolls. Keep on doing this indefinitely until the player stops rolling 6's.

Should any stat be reduced to zero, we suggest the following effects:

BS 0: May not use a missile weapon
WS 0: Cannot hit in hand-to-hand combat. Will be hit automatically.
I 0: Always strikes last, regardless of other circumstances such as charging, etc. May also not attempt anything that requires an Initiative test
M 0: May not move (but may fight as normal)

Option G: The One-Armed Bandit

There is a one-armed bandit leaning against the wall, quietly sipping his beer and watching proceedings. An unengaged model in base contact with him may pay him three Gold Crowns (models are assumed to be carrying any excess from their warband's last Post-Battle phase).

If paid, roll a D6. On a 5+ he'll throw a Throwing Knife at a target of the player's choice. On a 1-4 he'll pocket the money and then ask for more.

The bandit will not initiate combat but will fight back if attacked.

One-armed Bandit

Profile	M	WS	BS	S	T	W	I	A	Ld
Bandit	0	3	4	4	3	2	3	1	7

Weapons: Smuggled Dagger; Smuggled Throwing Knives

Skills: *Eagle Eyes*, *Trick Shooter*, *Step Aside*, *Dodge*