

Scenario 163 - Life's a Beach

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as appeared in Yahoo! Mordheim
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The warband has some vital strategic information to pass on to a faction of their army based inland. Their ship will drop them off on a beach and then it is up to them to make their way inland to the army's encampment. After spending days looking for a suitable landing point, your Warband has been dropped on a beach. You soon discover that the enemy has done the same. Unfortunately for both parties, the forthcoming skirmish is also likely to attract the attention of a local Giant, keen to see off newcomers.

Terrain

The table represents the beach except for a 1" strip along the North edge which represents a cliff top. At the South side of the table is the sea.

The sea-line is most easily represented by a piece of taut string and some blue-tack. Place some stones on the table to represent rocky outcrops as well as some twigs to represent driftwood. Walls can be placed perpendicular to the cliff-face to represent groynes.

One large rocky outcrop and one ruined building should also be placed on the beach. The upper stories of this ruin and the large rock will not be submerged as the tide comes in (see later).

Warbands

Both player roll D6 and add their leader's Initiative rating. The higher total is the attacker and deploys first within 10" of either the Eastern & Western edges. The attackers must be placed within 10" of the opposite edge.

Special Rules

Tide: During the battle the tide will come in by D6" per turn until the tide reaches the cliff, at which time it will begin to recede by D6" per turn (the effects of Chaos are even influencing the speed of the tides on Albion). Any warrior 3+" out to sea must swim.

Swimming: Unarmored figures swim 3" in a direction of their choice. Light armored figures (including Ithilmar & Gromril) must roll 4+ to swim 3". A failure results in no swimming movement. Heavy armored figures can only bob (N.B. the word "bob" should be said in a comedy, Blackadder-style voice.) Every figure then bobs 3" in a random direction. While in deep water a figure can perform neither missile fire nor Hand To Hand combat nor offensive spells. They can however be the targets for missiles & spells making them sitting ducks. If the tide retreats to leave the figure on land again they are treated as Knock Down.

Mannfred the Giant: The noise of battle will attract the attention of Mannfred the Giant who is keen to see off all foreigners. Beginning on the 2nd turn he will stand atop the cliff and hurl boulders at the warriors beneath. He will throw one boulder in each of the players recovery phases at one of the 12 warriors nearest to the cliff (roll a red & a white dice: 1-3 on red = 1-6 on white, 4-6 on red = 7-12 on white). Any warrior targeted must pass an I test or take a S6 hit (armor saves apply) with a +1

to the wound roll. You may wish to place stones where the boulders land for extra cover.

Starting the Game

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Ending the Game

The non-routing warband wins.

Experience

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Treasure

The beach contains shards of Runestone, which may be traded exactly as if they were Wyrdstone.

Post Battle (campaign only)

The victors are able to light a fire, catch some fish and have a peaceful night. Add +1 to all models LD value for the next battle.

The losers spend the night looking for a safe pitch, cold, tired & hungry. Subtract -1 from all models LD value for the next battle.