Round-Up At The Mordheim Corral

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Giovanni was thinking, what a great day! He had just stumbled across a bunch of Wyrdstone from a dead warband. The merchant was on his way to Mordheim to sell some boars as food, fur, or whatever. Giovanni, found an old pen in the middle of the Merchant area of Mordheim. Giovanni and his hapless assistant were attempting to guide the boars into an old pen. While trying to put the boars in the pen he slipped and fell. The boars may be "thick skulls" but know an opportunity when they see one. The boars themselves are evil minded creatures and take every opportunity to maim, bit and kick their masters (Orcs page 12). They attack the merchant and proceeded to eat him and all the Wyrdstone.

The door to the Twisted Goat inn swung open, a bloodied stable boy stumbles inside. His body is bloodied, his fingers on his left hand are gone, and he is mumbling. He collapses next to the Bar. Sam the Bartender(He got bought out from the Lucky Griffon by StarMuck's) steps out from behind the Bar. Sam gives the bloodied stable boy a sip of some Ale. The Bloodied stable boy explains that his master, the Merchant, was killed by their boars in the Merchant Area. At that point most mercenaries in the Tavern no longer cared about the bloodied stable boy's story. "The Boars had swallowed the Merchant's Wyrdstone", stammered the bloodied stable boy. The warbands stopped eating and drinking when they heard "Wyrdstone". It was eerily quiet. The warbands begin to eye each other. The stable boy's eyes fluttered and passed off. Sam rummages through the warriors pockets to pay for the Ale and to tip himself.(Business is Business - Someone has to clean up the dead stable boy)

The race is on. The warbands will begin to search for the Boars.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'X4'. The center of the area should be empty to represent a pen or open area for the boars to run off in a random direction.

Set-Up

All players roll a D6 and whoever rolls highest chooses which warband sets up first. If more than two warbands, please use Mordheim Annual 2002 page 27 Diagram 1.

Starting the Game

Roll a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

Ending the Game

The game ends when all warbands but one have failed their Rout Test. If two warbands are left they may ally together to end the game. This should be agreed before game begins. Routing can only happen by losing 25% of your troops. No voluntary routing.

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 or Henchman group earns +1 Experience for each enemy he puts out of action. Includes Boars put out of action.

+1 per Wyrdstone Counter. If a Hero or Henchman group is carrying a Wyrdstone counter at the end of the battle, he receives +1 Experience.

Special Rules

Once you have placed the terrain, place D3 + 1 Boars for each warband involved in the game. All Boars start in the middle of the table. The Boars will go first, use random arrow dice and 2D6 to determine direction and distance of each Boar. Thus Boars are wild animals and do as they please. Each Boar must be killed in order to search for Wyrdstone. No Boar would allow anyone to perform a cavity search whilst alive!! War Boars will charge closest enemy unit. When the Boar is killed the warrior must roll a D6 on a 1-3 the warrior can not locate the stomach of the boar and must wait next turn to try again.(Yuck!) On a 4-6 the warrior has

located the stomach or intestines of the Boar and then will roll a D3 to determine how many shards of Wyrdstone located. If more than one model is in contact with a dead boar they may also roll a D6 if another warrior has failed to locate Wyrdstone.

Wyrdstone can not be transferred to another warrior. Animals can not carry Wyrdstone but can cause a kill. Opposing Heros and Henchman may pickup Wyrdstone from dead, stunned, or knockdowned enemy warbands.(If you are unable to fight how could you hold onto Wyrdstone?)

Use page 68 of Mordheim Annual 2002 for rules on War Boar Profile. A boar has a armor save of 5+. Tusker charge will increase the boar's charge strength to 5 on the first round. If an Orc Hero(No Henchmen) comes in contact with a Boar he may roll 2D6 on a 10 or higher the Boar can be tamed and the boar will discharge any D3 WyrdStones for the Orc Hero. Sounds nasty but Orcs do not really care about the smell. Anyway the Orc would make a goblin or snotling clean off the Wyrdstone.

Optional Rules

On the beginning of the War Boars second turn they will begin to mutate due to the Wyrdstone they have swallowed. Use page 76 of Mordheim Annual 2002 for rules on mutations. All mutations will be generated at random D6. Pick 6 mutations from the list of 9 and number each mutation 1-6.

Added Note

Our gaming group agreed before the game that the boars would only charge any warband member within 7". In other words, NO FAILED charges from a boar. If you needed to measure, THEN YOU WOULD measure. If an enemy warband member was 8 inches away then someone would roll 2D6 and a scatter dice to determine where the boars go. If the enemy was within 7 inches then it would charge that model. If the 2D6 and scatter dice brought the boar within distance to attack someone they would.(In our game, this did not happen). Just keep in mind the boars are mean and evil and will attack anyone they come across and are fearless.