

# Scenario 029 - Rumours

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Mordheimer.

*The camps around Mordheim is always full of rumors telling tales of great treasures hidden in the scattered ruins of the city. Most of the time the rumors are just that, rumors, and the rest of the time the value of the treasures is greatly exaggerated. But sometimes a rumor sounds so valid (or the potential gain sounds so tempting) that warbands choose to check out the location described in the rumor – because just maybe... And if two, or more, warbands follows the same rumor, they fight.*

In this case the rumor tells about a alchemist who, before the comet, had hidden a lot of valuable potions in a chest in his home. He was killed by the comet and thus nobody has ever claimed the hidden treasure.

## **Terrain**

Place a building with a large floor plan and several rooms at the centre of the playing area. Alternatively place two buildings in close proximity to each other and treat it as one combined structure. This is the target building. Then place the rest of the terrain, by each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. Set up the terrain within an area of roughly 4' x 4'.

## **Setup**

Both players roll a D6 and whoever rolls highest deploys his warband within 8" of any table edge. His opponent then deploys his warband within 8" of the opposite table edge.

Multiplayer: The scenario can be played by 3 or 4 players. In this case, each player choose a separate corner of the table. Roll a D6 to see who chooses first. The player then deploys his warband within 12" of his chosen corner. Warbands cannot ally in this scenario.

Special: Models (like Skaven infiltrators) who don't set up in the players deployment zone, cannot be placed within 8" of the target building when they are deployed or enters the game.

## **Special Rules**

Searching for the Hidden Chest: All models (not animals and mindless creatures), who at the end of the players Recovery Phase is in the target building and not in close combat (and not Knocked Down or Stunned), is able to look for the hidden chest. Roll 2D6 for each model and add +1 for each previous round the model has been searching the building (i.e. if this is the third round a model is searching the building he adds +2 to the dice roll). If you roll 12+, the model has found the chest and no more rolls are made. If you roll a 2 on the dice before adding bonuses, the model has triggered a hidden trap, and takes a single S3 hit. Armor saves are taken as normal, but the skills Step Aside and Dodge cannot be used.

Carrying the Chest: After finding the chest it must be brought to safety by carrying it past one of the table edges (doesn't matter which one). The warband carrying it to safety has won the scenario and gets the content of the chest. Any warrior (not animals and mindless creatures) can carry the chest but is reduced to move at half

speed. Two or more warriors may carry the chest without penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the chest at the spot where he fell. Any eligible warrior may pick it up by moving into base contact with it.

Chest Contents: Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Roll a D6 for each item on the chart, apart for the gold crowns, which are always found. If you roll equal to, or higher, than the value required to get the item, you find it.

Item	Result on D6
3D6 gold crowns	Automatic
D3 vial of Black Lotus	5+
D3 vial of Dark Venom	5+
D3 vial of Crimson Shade	5+
D3 Mad Cap Mushrooms	5+
D3 Mandrake Roots	5+
Alchemist's Notebook *	6+

\* See location Alchemist's Laboratory, as if rolling a (2 2 2 2 2) on the Exploration Phase. Mordheim rulebook p. 139.

### Starting the Game

Roll a D6. The player rolling the highest has the first turn.

### Ending the Game

When one warband gets the chest to safety or all opposing warbands has failed a Rout test. If the warband carrying the chest routs, they have to leave the chest behind at the spot it was when the warband routed. If all opposing warband routs, the last warband gets possession of the chest. If no warband has found the chest before all opposing warbands Routs, the last warband automatically gets possession of the chest, but in this case its only contains 3D6 gold crowns and nobody gets the +1 experience point for finding the chest. This is to encourage warbands to search for the chest, rather than destroying each other – Until after the chest is found, that is...

### Experience

- +1 Survives: If a Hero or a Henchman group survives the battle they gain +1 Experience.
- +1 Winning Leader: The leader of the winning warband gains +1 Experience.
- +1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.
- +1 For Finding the Chest. The Hero or Henchman group who finds the chest gains +1 Experience.

### Variations

As it was not uncommon for the rich and powerful (or everybody else, for that matter) to hide their most valuable possessions "just in case..." and as many was killed by the comet, there is bound to be more than one valuable treasure chest hidden in the ruins of Mordheim. The content would depend on the type of person hiding the chest, and below is a few suggestions, allowing the players to find different things:

<p><u>Dwarf Gromril Smith</u></p> <p>Items D6 roll required to find  3D6 gold crowns Automatic  Gromril Sword 5+  Gromril Axe 5+  Gromril Hammer 5+  Gromril Double-Handed Weapon 5+  Gromril Armor 5+  Gromril Armor inscribed with the Rune of Courage 6  (Makes the wearer immune to Fear)</p>	<p><u>Rich Merchant</u></p> <p>Items D6 roll required to find  3D6 gold crowns Automatic  D3 Lucky Charms 4+  Mordheim Map 4+  D6 gems worth 10 GC each 5+  Cathayan Silk Clothes 5+  Halfling Cookbook 5+  Elven Cloak 6</p>
<p><u>Gunsmith</u></p> <p>Items D6 roll required to find  3D6 gold crowns Automatic  Blunderbuss 4+  Handgun 4+  Brace of Pistols 4+  Brace of Duelling Pistols 5+  D3 Flasks of Superior Blackpowder 5+  Hochland Long Rifle 6</p>	<p><u>Wizard</u></p> <p>Items D6 roll required to find  3D6 gold crowns Automatic  D3 Wyrdstones 4+  D3 vial of Blessed Water 5+  D3 vial of Tears of Shallaya 5+  Healing Herbs 5+  Tome of Magic 6</p>

**Final Note**

As the potential gain from playing this scenario is somewhat greater than the standard scenarios; it is recommended that any warband only participate in the scenario once per variation.