NEW SCENARIO: THE ENGINEERS WORKSHOP
Replaces Scenario 4 from the Mordheim Rulebook

The Dwarf Engineer's Guild is a remarkably conservative group. Despite such novelties as the Flame Cannon and the Gyrocopter, the elders frown on new developments and innovations. For this reason, many engineers choose to work alone and in secret. This must have been the abode of a Master Engineer. The workshop, offices and storerooms have been sealed with strong runes and have survived almost intact.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'. The first building should be placed in the centre of the table, and the object of the scenario is to take control of this building.

Warbands
One player is the defender, determined as normal (see Attackers and Defenders in the 'Chaos on the Streets' article), representing the warband that reached the workshop first. The defender is deployed first, inside or within 6" of the objective building. Then the attacking warband is set up as normal.
In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than one, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

D6 Roll Item Found
1 Automaton
2 1D3 doses of healing herbs
3 1D3 flasks of Bugman's Ale
4 Luck charm
5 Holy (Unholy) Relic
6 Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Automaton. For rules on the Automaton, see new items below. A flask of Bugman's Ale works the same as in the Mordheim rulebook but there is only sufficient for one warrior (hero or henchman) to drink.

Starting the Game
Each player rolls a D6. The player rolling the 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 the warbands but one have failed their Rout test. The routers automatically lose. If one or more of the warbands have allied, they may choose to share the victory and end the game.

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 Experience.
+1 Per Enemy *out of action.* Any Hero earns +1 experience for each enemy he *puts out of action.*

Engineer's Treasure

At the end of the game the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the workshop. Note that you will need to roll for each item separately, apart from the gold crowns, which are always found. For example, you will need to roll a 4+ to find the Engineer's notebook. Then roll to see if you find the gromril sword and so on.

Item Found D6 Roll Needed

3D6 gc Automatic
D3 gems worth 10 gc each 5+
Engineer's notebook 4+
Gromril sword 5+
Widget 4+
Brace of pistols 4+
Dispel scroll 5+

New Items

Automaton: Use the stats and special rules for a zombie with +1S and +1T. The Automaton is an ingenious mechanism roughly in the shape of a man. It will follow the instructions of the defending warband but will not leave the vicinity of the workshop for any reason, even after the game, (ie it will stay within 6" of it). The Automaton may obviously not be traded.

Engineers Notebook: To the casual observer this looks just like a battered old notebook, filled with strange writing. One of your heroes may study the Engineer's notebook, and the extra knowledge he gains will enable him to choose from Academic skills whenever he gains a new skill in addition to those skills normally available to him.

Widget: Dwarf Engineers use many strange tools for which ordinary folk have no name. This one obviously serves some obscure function for the engineer but is useless to everyone else. Nevertheless you take it and it can be traded for 10 gc. If the warband who finds it includes an engineer, he will keep the widget until he can work out what it is for.