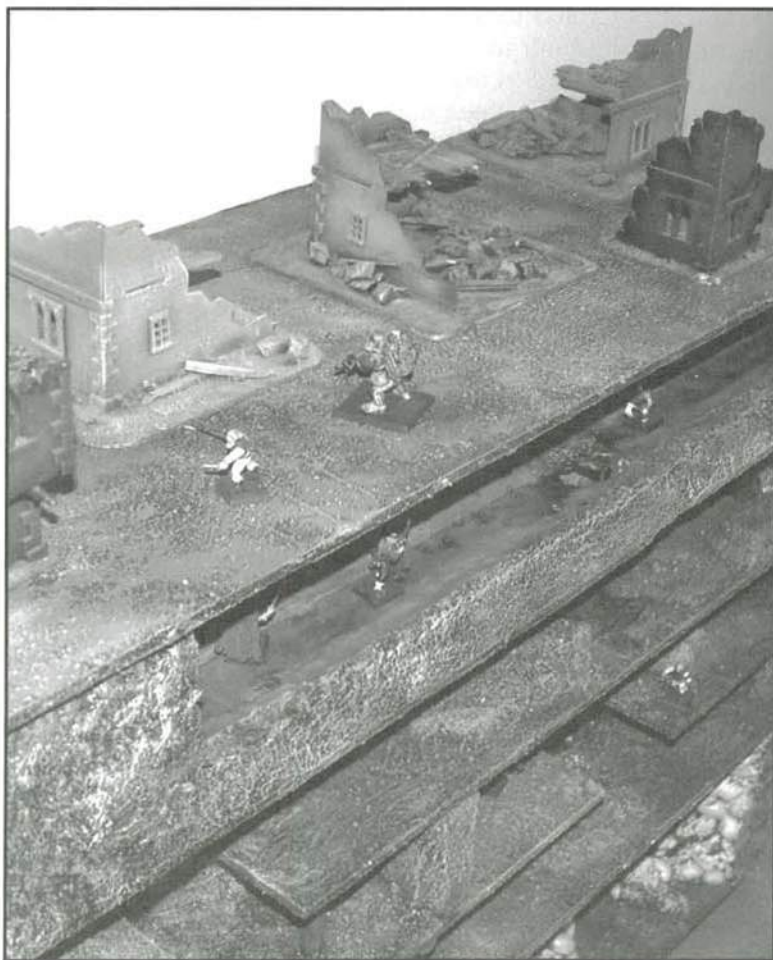


Scenario 1 - The Rat's Lair

All ye freemen of Miragliano of great courage and skill are requested by Governor Maximo to attend a recruitment of such brave souls. Ye will be paid handsomely if ye act quickly and destroy this plague of vermin which blights this fair city once more

Your warband has found itself in need of employment in the Principality of Miragliano. The most profitable work in the city is to be hired as rat catchers. The pay is very good at five gold crowns per 'bag o' rats'. Your warband has proved its worth at vermin killing in the past few weeks. Because of this the Governor has requested your services, along with some other mercenaries, to clear a small area in downtown Miragliano which has recently been overrun by vermin. All of the citizens have fled or died in these diseased ridden streets and the Governor is anxious to rid the city of this of vile and diseased terror before it spreads to other districts throughout the city!



The darkness beneath the streets...

Terrain

A sewer network terrain board was especially constructed for this game (see the pictures). This terrain board was fairly narrow (approximately 6") and had six levels to it, with each level accessible at either end by holes. The top represented street level, where the warbands started out. The second level was the sewers and below that were the caverns and catacombs of the vermin.

Special Rules

Multi-player: This scenario is specifically designed to be played by several players working together (come on now – you can do it!) against the games master who controls all of the bad guys.

Tunnel Fighters: Each warband taking part may have a maximum of three characters no more and no less! Animals are not counted towards this maximum so you may include a

horse or a dog – even a fighting monkey if you so wish! Each warband may spend 300 gold pieces to hire characters and buy equipment. The optional rules for upgrading heroes can be used if you so wish. All characters must follow the rules of what you see is what you get unless they are carrying small items, of course.

The Dark Beneath the Streets: The sewers and catacombs beneath Miragliano are pitch dark and very dangerous. Warriors may see a distance of their own Initiative in inches when in the sewers. Being equipped with a torch or lantern will double the distance that characters may see.

Elves are able to see double their Initiative in inches and Dwarfs are able to see treble their Initiative in inches (this is multiplied by a lantern in the usual way). Players are advised to equip their characters with lanterns and grapples & rope if they intend on living through the scenario!

Warbands

We started the campaign at Games Workshop with pretty much the usual crew from Direct Sales who I usually game with. The following guys turned up for games and should take a bow for their participation in what I hope develops into a successful and long-running campaign: Doug Buck, Nick Appleby, Richard Armstrong, Muir Murdoch and Steve Hambrook.



On this page are just a few of the warbands that are taking part in the campaign so far. As the campaign develops further, hopefully we'll showcase more warbands with pictures, background and even battle reports, but that's for another issue...

The Doomed TROLL SLAYER WARBAND

Player: John French Rating: 54

Gargan - Great Slayer

Cost: 125 gc Exp: 20

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	3	3	4	1	2	2	9

Equipment: two Dwarf Axes, Compass and Map.

Kruf - Doom Knower

Cost: 73 gc Exp: 11

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

Equipment: Dwarf Axe, Mace.

Special: Doomed to a hydra.

Zorn - Troll Slayer

Cost: 80 Exp: 8

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

Equipment: two Dwarf Axes.

The Geezers PIT FIGHTER WARBAND

Player: Steve Hambrook Rating: ??

Don Logan - Pit King

Cost: 135 gc Exp: 20

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	4	1	4	2	8

Equipment: Chaos Fighting Style (Helmet, Dagger, Flail, Shield & Light Armour) and Rope & Hook.

Jack Carter - Troll Slayer

Cost: 78 gc Exp: 8

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

Equipment: Dwarf Axe, Hammer, Lantern and Rope & Hook.

'Hatchet' Harry - Pit Veteran

Cost: 75 Exp: 8

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

Equipment: Undead Fighting Style (Helmet, Dagger, Sword & Spiked Gauntlet) and Rope & Hook.

The Wolf Slayers MIDDENHEIM WARBAND

Player: Doug Buck Rating: ??

Merc Captain - Beorn Svenson

Cost: 135 gc Exp: 20

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	3	1	4	1	8

Equipment: Light Armour, Sword, Duelling Pistol, Rope & Hook, Dagger, Ornate Norse Dagger and Wolfskin Cloak.

Champion - Hadrig Radrach

Cost: 90 gc Exp: 8

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

Equipment: Great Sword, Crossbow, Rope & Hook and Wolfskin Cloak.

Champion - Tordral Corder

Cost: 73 Exp: 8

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

Equipment: Axe, Hammer, Rope & Hook, Lantern, Bow and Wolfskin Cloak.

The First Steps into Darkness...

It is getting colder now. Here, in the deepest bones of the earth, we Dwarfs are born, here we thrive and here I will die. Oh you wonder if it worries me? No, it worries me no more than it has for the hundred and three full moons since I new that my doom would lead me here, to this cold hole beneath the pillars of the world. It is rich with gold down here, or that was the tale and that is what brought the others. I long ago forsook the love of gold for the search for death, in my shame exchanging one cold mistress for another.

Gold, that began it as well, drawing them down into the sewers. The scent of dampness and excrement wafting around us and the foul water washing over our boots as the dimming orb of lantern light floated ahead. Silence. Folk always talk of silence underground but there is no silence underground; the breath of twelve manlings and Dwarfs, the slosh of water and the skittering in the distance, clamoured softly at our ears, the noise losing itself in the echoing passages to return stranger, darker and colder.

The Rat Ogre hid its sloshing steps in the echoes and so appeared before us as if solidifying out of the fumes. Claw and fang flashed and blood spattered in the lantern light. Manlings shouted and the air filled with the reek of sulphur and the thunder of pistol shot. Massive rats began to flood the tunnel, their bodies spilling from between their huge mutated kin's legs. Then there was a roar, the flicker of a blade and the Rat Ogre was falling, the rats squealing as they were crushed beneath.

The narrow darkness, filled with the threat of vermin sucked us on and down through the ruins of man, layered one over the other, one fleeting existence after another. The lantern's oily glimmer illuminated our path until the light fell on hairless, surging flesh and the light opened a window into madness. It lay, its body twitching as it discharged young, its tiny head quivering within rolls of flesh. Blades hacked rough arcs through squealing bodies and screams rent the air, mingling with the blood of Dwarf, man and beast. For each vermin that died another came on... Blow after blow fell until we had made a road of corpses and the vermin mother lay undefended. It hissed and without a word my kin stepped forward, his axe swinging down and ended its life with a single blow. And with that blow we were set down the path to this place, where I sit alone by a candle's light at the roots of the world.

– Fiction by John French

Vermin: All of the bad guys are controlled by a games master for this scenario. He decides whereabouts the vermin are in the catacombs and deploys them when they can be seen by the players. The games master commands the following vermin taken from the Skaven Warp Hunters warband:

- 1 Assassin Adept, equipped with a pair of weeping blades
- 2 Night Runners, each equipped with a pair of weeping blades
- 10 Verminkin, equipped with swords and shields (four also have slings)
- 2 Black Skaven, equipped with swords and shields and wearing light armour
- 1 Rat Ogre.
- 20 Giant rats.
- 1 Skaven Breeder Queen
(cannot move – same stats as a Rat Ogre)

Tactical Note: Make this a fun adventure, lure the warbands down into the dark catacombs and give them a few vermin to contend with at each turn of the corridor. Don't just throw your lot in on the first level and try and massacre them – that just results in a boring battle of attrition!

Starting the Game

All players roll a D6, with the highest scoring player going first and then in descending order of players.

Ending the Game

The game ends when either all of the tunnel fighters taking part fail their Rout tests or all of the vermin have been killed.

Experience

+1 Survives. If a Hero survives the battle then they gain +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience point for each vermin that he puts *out of action*.

+2 Putting Skaven Breeder Queen Out of Action. Any Hero earns +2 Experience point for putting the Skaven Breeder Queen *out of action*.

Rewards: Each warband earns itself 5 gcs for each vermin it takes *out of action* (the head of each rat killed).