

The Shadowlord's Doorstep

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. The terrain should be set up in an area roughly 4' x 4'. The first building should be large and open-topped, preferably ruins. This building should be placed in the centre of the table.

warbands

Each player rolls a D6. Whoever rolls the highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The higher-scoring player may choose who will take the first turn.

ending the game

When one warband is the only one to have any models within 6" of the central building, and the Beast has been put Out of Action, that warband is victorious. Note it is possible for both warbands to Rout before these conditions are met, in which case both warbands count as losing the battle.

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 extra Experience.

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

+1 Wounding the Beast. Any Hero or Henchman gains +1 Experience for each wound he inflicts on the Beast. Henchmen groups may only gain +1 Experience in this way.

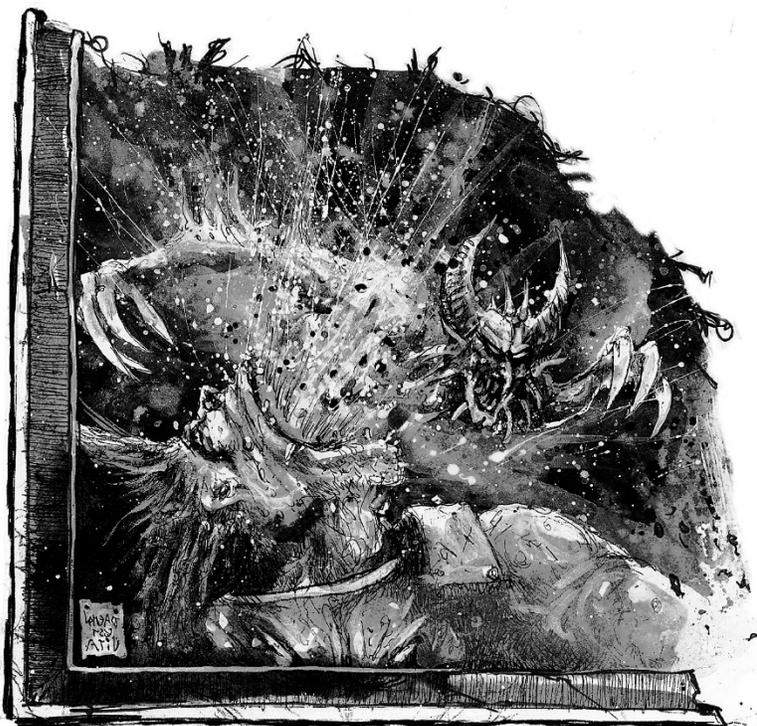
+1 Putting the Beast Out of Action. The Hero who puts the Beast Out of Action gains a bonus of +1 Experience. This is in addition to the +1 Experience he would get for causing the wound that made the Injury roll possible in the first place.

special rules

The Corruption Is Strong Here... When playing this scenario, you should use the Random Happenings chart at the end of this pack to represent the fact that the city is more chaotic this close to the Pit. Roll 2D6 at the start of each turn of play and consult the chart. If a double is rolled at any time, be sure to take note of the Peddler rule at the end of this scenario document.

We've Hit the Mother Lode! The warband that wins this scenario is in a prime position to find treasure and wyrdstone, being this close to the Pit. To represent this, the winner may roll on the following chart to see what he finds. Note that you roll for each item separately, apart from the wyrdstone shards, which are always automatically found. For example, roll to see if you find a shield or buckler – you need a 4+ to find it. Then roll to see if you find the helmet, and so on.

ITEMS	D6 ROLL REQUIRED TO FIND
D3 shards of wyrdstone	Automatic
4D6 gc	4+
Gromril Axe	5+
Suit of Light Armor	4+
Shield or Buckler	4+
Helmet	4+
D3 Swords	4+
D3+1 gems worth 10gc each	5+





Good God, What Is THAT?! The central building in this scenario is home to a massive beast, a Chaos Spawn of exceptional size. The Beast will not leave its lair for any reason, but it will attack anyone or anything else who enters. It will charge all models entering its lair if possible. Its 'turn' is performed before the player who took the first turn, though it will do nothing (it counts as Hidden) until someone comes near its lair.

The Beast has the following profile:

Profile	M	WS	BS	S	T	W	I	A	LD
	2d6	3	0	4	4	4	3	2d6	10

Fear: The Beast is a disgusting and revolting blasphemy against nature and causes Fear.

Psychology: A mindless creature with no fear of pain or death, the Beast automatically passes any Leadership-based test it is required to make.

Movement: The Beast moves 2d6" toward the nearest enemy model in each of its Movement phases. If this takes it into contact with the enemy, the Beast is considered to have charged.

random happenings

Roll 2D6 to see the result.

2 Earthquake

Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many game turns the earthquake lasts. While the shaking persists, all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

3 High Winds

A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game.

4 Lucky Find

One random model, on his feet and not in hand-to-hand combat or fleeing, has stumbled upon a shard of wyrdstone! Assuming he doesn't go out of action, this is added to any other shards the warband finds after the game. If he is taken out of action in close combat, the enemy model steals the shard away! Note that only non-animal models can find or steal a shard, not Dire Wolves, Hunting Dogs, etc

Attacks: Roll at the beginning of each close combat phase to determine the Beast's number of Attacks for that phase. These will be divided as evenly as possible among all enemies in base contact. As these attacks represent the Beast lashing out randomly with its many misshapen appendages, they do not cause critical hits.

Save: The Beast has a horrible, ever-shifting hide that is slimy, spongy, exceptionally thick, or hard as rock depending on where (and when) you strike it. As such, it has a 5+ armour save that is modifiable as normal by enemy attacks.

Every Moment Is Agony: The Beast is in constant, excruciating pain, making the blows of its enemies pretty easy to bear by comparison. It cannot be stunned; treat all Injury results of stunned as knocked down instead.

Staggered, But Not Down: Mighty blows will rock the Beast but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result it receives will instead cause it to lose 1 Attack until its next Recovery phase.



5 The Twisting of the Air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a D6 at the start of each player's turn. For the next D3 game turns, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6". All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging model's perception of the distance.

6 Scrawling On A Wall

A randomly determined warband member who is within 4" of a building (if there are no models this close to a building, ignore this encounter), sees writing suddenly appear in blood on the wall closest to him. Roll on the following table to find out what the writing says: Result: 1-3 Reading the writing accidentally sets off a spell on the reader. The model suffers a minor curse and now has a -1 penalty to all dice rolls for the rest of the game. 4-6 A fun read, but nothing else happens (Veskit was here!).

7 Thick Fog

A fog rolls in, thick as pea soup. Models can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn. The fog lasts for the rest of the game.

8 Possessed!

One randomly selected member of the Encountering Player's warband is suddenly possessed by a minor spirit. This spirit is far too weak to control the model's entire body, but is instead limited to controlling one of his or her limbs (usually an arm). The model takes an automatic hit at his or her own Strength during each of his or her Close Combat phases until the possession is over and may do nothing else. The possession lasts D3 game turns. Note that Sigmarite Matriarchs and Warrior-Priests are immune to this possession, as are non-living warband members. If such a warband member is the object of the spirit's attention, randomly determine another warband member to suffer the effect instead.



9 Plague of Flies

An enormous cloud of flies appears in the sky and swoops down on the warbands below. All models have an extra -1 to hit penalty when shooting or fighting in close combat as flies buzz around them and into open orifices. The flies remain for D3 game turns and then fly away.

10 Sinkhole

An enormous mouth suddenly opens up under the feet of one randomly determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is sucked underground and taken out of action. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being knocked down for the rest of the game, though he may not move at all.

11 Booby Traps

Some nefarious individuals have trapped the whole area the warbands are searching. These traps may take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 3 hit; armour saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her Movement phase. A roll of 1 means that one member of that player's warband has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S3 hit as above; apply any damage before the model is moved.

12 Catacombs

The ground gives way under one randomly selected warrior and he catches his foot in a rotting strongbox the model is unable to move for that turn but is otherwise unaffected. He discovers one of the following after a quick search of the box (roll on table below with a D6);

D6	RESULT
1	Helmet
2	Small pouch containing 2D6 gc
3	Lantern
4	Net
5	Vial of Black Lotus
6	Sword

Peddler: If any doubles are rolled at any time on the random happenings chart above during the scenario, this encounter happens at the end.

The winning warband sees a peddler wandering through the ruins. This travelling merchant keeps his entire stock on his back and offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, duelling pistol, rope & hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern and Mordheim map. Roll a D3 for each item to find the quantity the peddler carries.

