

## Scenario: The Watchtower

*As a land in anarchy, the Empire offers up many opportunities for mercenaries. One band has been charged with a border patrol, centred around one of the many watchtowers that dot the countryside, whilst another warband has been sent to raid the area.*

### Terrain

A watchtower, stationed upon a hill, should be placed 12" in from the defender's board edge and in the middle of the battlefield. This is a well-defended position and as such may include sections of low walls up to 6" in front of the tower itself. The area around the watchtower has been cleared of random trees and debris and so scenery that isn't part of its defences should not be placed within 12" of it. The rest of the battlefield may be set up in any mutually agreeable manner with trees, hills, ruins, small buildings, etc.

### Warbands

The warband with the lowest number of warriors is the defender. They have been charged with the task of patrolling the border for raiders. The defender's warband is spread thinly across the area and do not all start the battle on the tabletop. A beacon in the watchtower must be lit to alert the other members of the warband.

Half (rounding fractions up) of the defender's henchmen and heroes do not start the battle with the rest of the warband (the player may decide which). Those that do

start on the tabletop must be set up within 6" of the watchtower.

The attacker is set up a variable distance from the board edge opposite the watchtower with his entire warband (see special rules below).

### Special rules

**The Beacon:** The other members of the defending warband can only be alerted by lighting the beacon atop the watchtower. This may only be attempted once the attackers have been spotted. Any model which begins its turn next to the beacon may try and light it. Roll a D6 at the start of the turn. On the first turn he tries, a model needs a 6 to light the beacon; on the second, he needs a 5 or 6; on the third, a 4, 5 or 6, and so on. If a model is hit or wounded, or moves away for any reason whilst trying to light the beacon, they are interrupted and must start from scratch (needing a 6+) next turn. In this way the attackers can harry the warrior trying to light the beacon to prevent the rest of the defenders arriving.

As soon as the beacon is lit the rest of the warband arrives. They may move on from any table edge, charging or running if they wish and may shoot, attack and act normally from then on.



**Arsenal:** The watchtower also has a well-stocked arsenal in its base and the defender has the following list of additional free weapons to equip his warriors with for this battle only: 3 crossbows, 1 hunting rifle, 2 longbows, 3 halberds and 2 spears. Each model may be given one free weapon each, and the normal maxima for weapons apply (see 'Weapons and Armour' on page 65 of the rulebook).

**Resolute:** The defenders are determined to hold the tower until help arrives and will not have to take a Rout test until 50% of the warband are *out of action*.

**Sneak Attack:** The raiders are well aware of the guards at the watchtower and are using stealth to creep up on them. The raiders automatically begin 8" from the board edge. Instead of moving normally they may try to sneak further up the board in their Movement phase. If they are sneaking the attackers all move the distance rolled on a D6 and, as long as they don't attack, shoot, cast magic, etc, the defenders may not attack them or try to light the beacon. At the start of the defender's turn roll a D6. If this matches the roll of the attacker then they have been spotted and may be shot at or attacked as normal and they may attempt to light the beacon. The attackers will also be spotted as soon as they are within 8" of the watchtower or within hiding spotting distance, as described on page 27 of the Mordheim rulebook. Otherwise the attacker may continue to sneak until they choose to launch their attack. Note: if a model is moving through terrain that hides it from the enemy they may move their normal move distance instead if they wish, whilst the rest of the warband sneaks. Once the attackers have been spotted they can no longer sneak.

## Ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

## 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 put *out of action*.

**+1 Lights the Beacon.** Any Hero who successfully lights the beacon gains +1 Experience.

## Gold

The winning warband gains D6x15 gold crowns from their employer for a successful raid/defence. If the raiders won the battle they also gain any of the weapons from the watchtower's stock that were unused by the defender in the battle.

### Author

Nick Kyme is never tired of writing about Mordheim! Here in the Fanatic Studio we are wondering what does he do during the weekend...



### Further Information

The rules for Reiklanders bands can be found on the Mordheim rulebook.

### More Mordheim Website

Page 24 for Future of Mordheim.  
[www.Mordheim.com](http://www.Mordheim.com)

