



Scenario 4: the wizard's mansion



Not all of the ruined buildings in the city are ordinary houses. Some notable structures were the abodes of important town leaders or rich merchants. Tales are told of hidden rooms filled with treasure in such homes. The warbands have discovered the location of one such building. Rumors abound that the former owner also dabbled in the arcane arts, which may explain why his home was almost untouched by the devastation.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4"x6". The first building should be placed in the center of the table, and the objective of the scenario is to take control of this building.

warbands

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article), representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are 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 once, 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	Wooden Man
2	1D3 doses of Mandrake Root
3	1D3 doses of Crimson Shade
4	Lucky Charm
5	Holy (Unholy) Relic
6	Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Wooden Man. For rules on the Wooden Man, see new items below.

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 warbands but one have failed their Rout test. The routers automatically lose. If one of more 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.

wizard'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 mansion. Note that you'll roll for each item separately, apart from gold crowns, which are always found. For example, you will need to roll a 4+ to find a tome of magic. Then roll to see if you find the Gromril sword and so on.

D6 Roll	D6 Roll Needed
3D6 gc	Automatic
D3 gems worth 10 gc each	5+
Tome of magic	4+
Gromril sword	5+
Athame	4+
D3 doses of healing herbs	4+
Dispel scroll	5+

new items

Wooden Man: Use the stats and special rules for a zombie with +1 S and +1 T. The Wooden Man is an artificial construct in the shape of a man but made of wood. It will follow the commands of the defending warband but will not leave the wizard's mansion for any reason, even after the game. The Wooden Man may obviously not be traded.

Athame: An Athame is a special silver dagger used in magical rituals. If used in combat, it will not hold its edge. For the first attack in a game, it will count as a normal dagger. However, for the rest of the game it will count as a fist attack. The Athame is worth 10 gold crowns if traded.

Dispel Scroll: This scroll contains a powerful counterspell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.

