Jake: This scenario has also been on my desk for a long time. It's built around a single simple idea which makes it a strong theme that people can easily grasp – often the key to a memorable scenario. Anyway, enough of me, here's Chris. Oh, and watch the skies...

# Scenario: Happy Harpy Hunting Grounds

The ruined buildings of Mordheim are home to many strange and fantastical creatures, a number of which are the subjects of rumours about hidden riches. Occasionally warbands will attempt to discover whether these rumours are true. Most of the time these adventurers are never seen again, but often enough they return laden with treasures; often enough, that is, to convince the rest that it's worth a try...

A group of three Harpies has nested in one of the tall buildings in the edge of the ruined city, and their scavenging and attacks on unfortunate warbands has ensured a sizeable stash of valuables. In fact, the Harpies have been nesting on some rather sizeable shards of wyrdstone closely resembling eggs of a sort. Partially due to their maternal instinct and probably due to the corrupting influence of the wyrdstone the Harpies have grown extremely protective of their nest and will guard it to the death if need be.

Set-up:

The scenario is for three players, one of whom controls the Harpies.

Normal set-up rules for a Skirmish (rulebook p127) apply; but make sure you set one of the taller buildings (6" or taller) in the centre of the playing area. The top of this is where the Harpies have built their nest. Ladders may be placed in nearby buildings, but none in the building occupied by the Harpies.
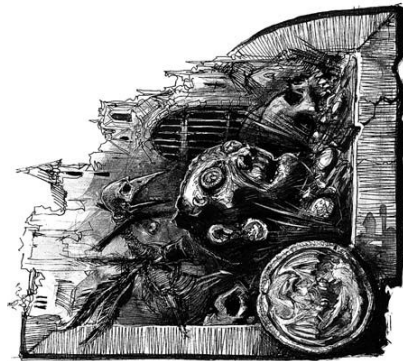
Roll a D3 to determine how many wyrdstone shards are included. The nest is also full of various items. The winning warband may roll on the chart provided to determine what is contained in the nest.

The Harpies go first before any of the warbands.

Winning the Scenario:

A warband wins if all three Harpies have been taken out of action and the other warband has routed.

The Harpies win if both of the warbands rout before the Harpies have all been taken *out of action*.

Harpy Nest Contents:

Besides the wyrdstone the following items may be in the Harpy nest. Roll 1D6 per line. On the number shown, or better, the item is present.

D6	Item
5+	2D6gc
3+	Jewelled dagger
5+	Heavy armour
6+	Ithilmir sword
3+	Gems worth 30gc
6+	Wolf cloak (See 2002 Mordheim Annual)
5+	Straggler*
3+	Lucky charm
4+	D3 shields
5+	D3 helmets
6+	D3 swords

*Somehow this unfortunate sod was whisked away to the Harpy nest. What they had planned for him is unknown, but he may aid you in your Exploration phase either this game or next (see p136 of the rulebook).

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(s) gains +1 Experience.

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

Harpies

The Harpies are jealously protective of the wyrdstone in their nest. If any model approaches within their charge range then they will charge. The Harpies will try and coordinate their attacks so at least one stays back and protects the nest. Therefore, a Harpy may disengage from a fallen enemy model if there is an opportunity for one of its companions to charge another model.

	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	4	0	4	4	2	2	2	6

Special Rules:

Fly: A Harpy may fly up to 12". After the Movement phase the model is assumed to have landed and may be charged. If on the ground, a Harpy may make a full move and then use its wings.

Talons: A Harpy has talons and is accustomed to fighting unarmed so does not suffer a penalty for doing so.

Drop Attack: If a Harpy is successful with both attacks in the first round of combat then the Harpy has successfully grabbed on to her enemy and swoops back up in the air to drop the model allowing gravity to do the work instead. The attacks themselves do not wound, but the person controlling the Harpy immediately rolls a D6 and a Scatter dice. That is the distance and direction from the place where the attack took place that the model will rest. Next the player controlling the Harpy rolls another D6. This is the distance from which the model has been dropped. The result is the Strength of hit (Str 1 to Str 6). Normal falling rules apply. If a model falls into a building than count the fall to where they land and then determine if the model falls again if it is within 1" of the edge of the floor. Any model that is struck by the dropped model will suffer a S3 hit. Large targets may only be dropped D3 inches since their size and weight make them more difficult to pick up. Once its opponent is dropped the Harpy may continue flying and return to the nest, preparing for another attack. Models that are stunned or knocked down will not be charged as it is too difficult for the Harpy to fly that close to the ground and do a drop attack.

Will not rout: The Harpies have mistaken the wyrdstone in their nest for Harpy eggs and will fight to the death to protect them.