



Scenario 7: monster hunt



The warbands have heard rumours that a terrible monster has come up out of its lair beneath the city following the recent devastation and established a new home in the ruins. You have heard stories of such creatures and the treasure they accumulate is the stuff of legends. You have decided to see for yourself if the rumours are true.

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 rather large (at least 6"x6") and open-topped, preferably ruins. This building should be placed in the centre of the table, and this is where the monster's new lair is located.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

special rules

The monster's lair is located in the central building and this is where the beast will be. The monster is young for one of its kind and its profile reflects this. In addition, a lifetime of living in caverns beneath the city has kept the creature from learning to use its wings. Therefore, unlike most monsters, this beast cannot *fly*. The monster will not leave its lair for any reason, though it will use its breath weapon against any model in range that it can see and will, of course, attack any model entering its lair. It will charge all models entering its lair if possible. Its 'turn' is performed before whichever player won the dice roll to go first, though it will do nothing until someone comes near its lair. For the monster's stats, see 'Great beasts in Mordheim' over the page.

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

When one warband (or more than one, if the players have agreed to share the monster's hoard) is the only one to have any models within 6" of the monster's lair, and the monster has been put *out of action*, that warband is victorious and gets the monster's hoard. If two or more players have decided to share the hoard, they must decide how to split it up. If they cannot determine this peacefully, their warbands will have to decide it un-peacefully!

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.

+1 For Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

+2 For Putting the monster out of action. The Hero that puts the monster *out of action* gets a bonus +2 experience.

treasure hoard

The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type. Still, it has amassed a respectable amount. Whichever warband has control of the monster's lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

Item	D6 Result Needed
5D6 gc	Automatic
Magical artefact (roll on artefact table)	6+
D3+1 pieces of wyrdstone	4+
Gromril axe	5+
Suit of heavy armour	5+
Suit of light armour	4+
Suit of light armour	4+
Shield	4+
Helmet	4+
D3 swords	4+
D3 gems worth 10 gc each	5+
Jewellery worth 10-60 gc	5+

