

FROM DUSK TILL MORNING

By Steven Hart and Simon White

Harry's Halberdiers were annoyed, they had spent all night walking to the small harbour town and it seemed all but deserted. They had just faught a some poncy Marienburgers when their leader the 'enterprising' Harry had said that he knew where they could sell their wyrdstone for a fortune. All they had to do is meet some guy in a harbour in.

As they entered the town it seemed empty, untill then as if from nowhere they heard a crowd in the distance. Following the noise they turned a corner to see the worst Inn they had seen in their lives (and they had seen a lot).

"there it is" Harry shouted. "The Fishy Twister".

The Inn itself was huge, and overlooked the docks from a small hill. A small fat man was shouting something to the crowd as they entered and as the warband neared they could make out his rambling..

"Fishy, fishy , fishy. we got all types of fishy here, Big fishy, small fishy, cooked fishy, raw fishy, blue fishy, red fishy, and if you can find fishy cheaper anywhere else...EAT IT"

The inside was not great either especially when things started to get a bitstrange!!

Who can play

You only need one warband to play this scenario but may use more if you wish. Two people are still needed to play though. This scenario was made to be used with human warbands.

The scenario

The warband is minding its own business inside the Fishy Twister, when things start to go perculier!!

The terrain

The entire game is played inside the Inn, and any terrain that you think would befit this large but run down establishment you can use. Try to find enough bits to represent a long bar and lots of large tables and maybe even a stage. Try to make the Inn as large as possible such as 2' by 4' maybe.

Starting

The warband starts of huddled around one of the tables at the start of the game. The other player (lets call him the NPC player shall we) rolls to see how many vampires he gets (I bet you know what this is based on know) below:-

1 D3 vampire champions

Stats (Same as vampires from undead warband and unarmed)

2 D6 Vampires: Stats

M	WS	BS	S	T	W	I	A	Ld
5	4	4	4	3	1	4	1	7

They are also unarmed

2 D6 minor vampires

2 D6 Minor Vampires: Stats

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	3	1	7

Unarmed

These are placed anywhere on the table but cannot start within 18" of any warband member
The Warband player/s now roll **2 D6** to determine how many turns there are 'till sun rise.

Objective

At the end of the vampires turn that followed the warbands last turn two members of the warband must be standing to win the game.

Bitten

When a vampire takes a model out of action roll on the chart below

1-5 Vampire fodder. The model is simply taken out of action and roll on the injury table at the end of the game as normal.

6 Turned. The model becomes a vampire and drops all his/her weapons and is now played by the NPC player. Remove the model from the roster as if it were dead.

That's all we've done so far but wanted to know what you guys thought.