

Slave Train

The shadow of Carls tower still looms over you as you come across a massacre. A band of Kislevites lay dead, shoved off of the road unceremoniously. Upon a thorough search, you find no gold, no weapons, and no good boots. What you do find, however, is a letter beseeching the band to rescue a boy. Substantial treasure is offered in reward, and the instructions are simple; find the slavers that took the boy, kill them, and return the boy to the town of Grundleburg. There, you will meet with the Burgermeister, collect your reward and deliver the child.

Terrain:

A dirt road splits the table in two. The Caravan, with drawn horses and armed men on foot, will start at one end, and attempt to traverse to the other.

Setup:

Deployment zones are as follows: the road splits the table into two halves. Treat these as portion A and B. The Warband with the highest rating will be on side A (left or right, warbands choice). The warband with the lowest rating will occupy the other half of side A. Middle-classed warbands will start on side B. After all warbands are set up, roll a D6 and add your leaders Initiative. Highest roll goes first. This wood is strangely quiet. There is no need to roll for zombie-packs. There are 4 Men-at-arms per Warband upon the table, plus the Slaver, Arsun Grever.

Slavers:

The Slavers have already had one fight, and are eager to get their goods to the market. They travel 6" from one end of the road to the other every turn, after all players have moved. They lead their burdened horses and mules as they go, and the horses will continue moving along the road even if their masters are involved in combat. The horses may not be attacked; the risk of injuring the boy is too great.

Yer of good stock:

Any model who is taken *Out of Action* by the Slavers in Close Combat must pass an *Initiative Test*. If failed, it means that the Slavers have managed to get their magical trinkets upon the model, rendering them a mindless slave. The model will remain where it fell. A friendly model may attempt to free their comrade by spending one uninterrupted turn in base to base contact with it. Should the warband rout prior to freeing all of their subdued models, remove them from the roster and consider them lost.

Profiles	M	WS	BS	S	T	W	I	A	Ld
Slavers	4	3	3	4	3	1	4	2	8
Arsun	4	5	5	4	4	2	5	3	9

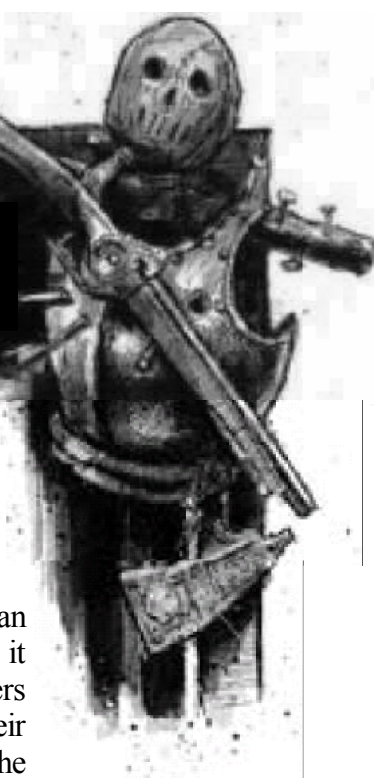
Weapons and Armor:

Each Slaver has a Whip, a Sword and a bow. Arsun Grever is equipped with a Sword and Skullsplitter, his spiked mace. It is magical, and nullifies Helmet Saves and the 'No Pain' Special Rule. Anyone who takes Arsun *Out of Action* is able to claim Skullsplitter by standing in contact with his corpse for one round after he is removed from the board. All of the Slavers have the *Dodge* Special ability, and possess 'Hunting Arrows' as well. They will shoot at anyone they see, and will make every effort to make it to the end of the board. Thus, they will move their 4" and shoot, unless moving would make it impossible to shoot.

Special Rules:

Fearless: These slavers have been operating this trail for years.

The Draw Horses: The winning warband may search the Draw Horses.



Ending the Game:

The game ends when all warbands but one have failed their rout tests, or when the draw horses leave the table. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.

Experience:

+1 Survives: If a Hero or a Henchman group survives they gain +1 Experience.

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *Out of Action*.

Draw Horses:

The Winning warband must roll to see how many draw horses they have found after the battle. Roll a D6 for each Hero that was not taken *Out of Action*. For every 3+, you may roll on the following table. Note that you can ever get one result of '7' and one result of '10-12'. Treat further rolls of these results as lost.

Roll 2D6 on the following table.

2-3 A Suit of Ithilmar Armor

4-6 D6 Swords

7 The Boy from the Letter

8-9 2D6*10gc worth of gems

10-12 A Sylvanian Artifact

Artifacts of Sylvania:

1- Dread Armor: +1S, Subject is always *Frenzied*, 5+ save for CC, 4+ save for ranged.

2- Chalice of Blood: Immune to Psychology, +1S if you drink from the Chalice. Priests of any type may not drink from the Chalice, but may carry it.

3- Mask of the Ages: Causes *Fear* in all models, even those immune to Psychology.

4- Dagger of the Fang: Treated as a Sword, 1-3 is *Stunned*, 4-6 is *Out of Action* regardless of Special Rules.

5- Hand of Seeking: As long as the Hero

who is carrying the Hand is not taken OOA during the battle, he may roll 3D6 for exploration, and keep 2 of the dice rolls of his choice.

6- Crimson Lantern: Archers suffer -2 to hit, models must make a successful Ld Test to charge. Otherwise conveys all the bonuses of a regular Lantern.

7- Cloak of Flight: Allows the wearer to move regardless of vertical. No Initiative tests are required for gaps or leaps, nor climbing.

8- Shining Silver: Light Armor in all regards. Whenever a wound is scored, it is transferred to the model who dealt it on a D6 roll of 6.

9- Darkstone: When a weapon is sharpened by it, it counts as being coated in Dark Venom. Can only be used once per battle, and only on bladed weapons.

10- Dagger of Thirst: Adds a Wound to the bearers profile for every wound dealt by this weapon. A dagger by all other counts.

11- Blackblade: Auto-wounds on a "To Hit" roll of 5-6. Adds +1 to all Injury Rolls.

12- Vasoboire, the Bloodthirster: Gain +1W on a D6 roll of 3+ when a wound is inflicted by this weapon. If a wound is gained in this way, the model is *Frenzied* until a successful *Leadership Test* is passed.

13- Mantle of Darkness: Invisible to all outside of 10", 5+ save versus all ranged, close combat and magical attacks. Is not Stackable nor modifiable.

A 1 or 13 is only attainable by those players with the "Seeker" ability.