



The Moot

**Background for the land of the Halflings including rules for the Halfling Thief.
By Mark Havenor with additional observations on the little folk from Gav Thorpe**

"...and that's how Frederick slew the horrible Ogre King, and saved Princess Mariella from a fate worse than death!". As he finished his tale, the unkempt old man sat back with a pleased smile on his face, obviously confident that he had thoroughly engaged his audience of a half dozen teenage boys in the dim bar.

His audience seemed less convinced. "Enough of this fairy tale rubbish, old-timer. Tell us about some of the lands you've travelled. We'll not fill your cup for tales of stuff and nonsense... we want information!". This from a pock-faced youth with an unfortunate set to his jaw. His clothes were obviously hand-me-downs, as they buried his lanky form. He also wore a sword at his hip, but as well worn as it seemed, the storyteller doubted the boy knew how to wield the blade. Doubtless he had pilfered it, probably from a relative.

"Fine, fine young squire, what fabled lands do you wish to learn about?" asked the old man, with a last longing look at his empty pewter cup. "The mystical lands of far-off Cathay perhaps? The magnificent and deadly deserts of Araby? The storm-guarded isles of wondrous Nippon?"

With an excited look at his young and equally inexperienced companions, the pock-faced boy said in a husked whisper, "Tell us about... the Moot!"

The storyteller looked surprised; this he had not expected. A young man with a head for adventure normally asked about lands far away, lands he had slim hope of ever reaching. Most of these 'adventurers' ended up as house guards for a fat local merchant, or town wardens if they showed particular promise. But the Moot... perhaps this group of hapless youngsters had a more practical bent... they might actually be smart enough to make their way after all. Those that survived that is, the old man thought grimly.

"Very well, young masters" said the old man, all signs of friendly good cheer gone from his face, "The Moot it is. Fill my cup and I will tell you all you could hope to know about the homeland of the wee folk known as the Halflings."



Overview

Mootland is the proper name for the land of the Halflings, and it lies between the provinces of Averland and Stirland in the Empire. It is a peaceful land of fertile valleys nestled between gently sloping hills. The climate is mild and water sources are plentiful, as the mighty River Aver runs directly through the province, with many small streams and creeks winding their way down to meet it. As a result of this, the Moot is blessed with beautiful scenery and fertile ground which is just as well due to the overall laziness of the inhabitants.

Mootland is the largest Halfling settlement in the Old World, having been granted to these diminutive people over a millennia ago by Ludwig the Fat, in recognition of Halfling service to the Empire. For, you see, before the influence of Halfling culinary arts, Imperial cuisine had been notoriously bad (in fact rumour has it that the Emperor's name before he had hired a Halfling chef had been Ludwig the Skinny and Grumpy!).

The Land

The presence of the Aver provides plenty of water throughout the province for irrigation and drinking water for the Halfling population. Many villages and farmsteads have sprung up along this great waterway over the years. The largest villages are Brandenberry to the west, Leedlton to the east, and Bogglewort to the north, near the Stirland border.

Other locations of note in the Moot are the Hornsby's Ferry crossing, the Ruins of Moldberg, and the Wailing Woods.

The one Aver crossing in the Moot is Hornsby's Ferry, which lies very close to the middle of the province. The ferry crossing is the only way across the river for 30 miles in either direction (something it is rumoured the Hornsby family has ensured over the years with acts of sabotage against any attempt to build a bridge or rival ferry crossing). The Hornsbys are well known for their willingness to cross the river at any hour and regardless of weather. However, they will charge dearly for the service, and the rates increase with the lateness of the hour or the inclemency of the elements.

The Ruins of Moldberg lie just north of Brandenberry. This area was once the holdings of a powerful lord of a bygone era, and it is rumoured that his spirit and the spirits of his soldiers still haunt the cold stones that are all that remain of Moldberg Keep.

To the southwest lie the Wailing Woods. While most woods in Mootland are very light and open, the Wailing Woods are the exception. Dense and dark as any forest of the Empire, the Wailing Woods are also rumoured to be

haunted. Some experts in such matters claim that it's Elves in those woods making all the trouble, not spirits. In any case, travellers know to steer well clear of these woods if they want to keep their skins intact.

Finally, I should mention among places of interest that the Moot is home to several famous inns – the Dancing Dogs, the Hogshead Inn, the Laughing Ass, and the Scarlet Snake. If a traveller enters the Moot and does not visit as many of these inns as possible, he is doing himself a disservice. One will not find more comfortable beds (each has at least a few rooms with human sized furnishings) or more succulent meals at any inn in the Empire proper.

Society and Politics

Mootland is surrounded by Imperial provinces, and relies on the Empire for protection, but this land and its people are completely autonomous. Technically not Imperial citizens, the Halflings of Mootland have nevertheless always proven staunch allies. In fact, a detachment of Halflings (known as the Imperial Crows) serves in the Imperial capital, both in the local militia and in the Imperial household as chefs and manservants.

While the proper name of the land is Mootland, most citizens of the Empire refer to the land of the Halflings as simply 'The Moot', after their curious practice of governance by mass meeting. All important issues in a township are settled by a large public meeting of all the local citizens (usually held in the town hall, or the largest barn if no town hall exists). Most Imperial





Ruffians attempt to upset the smooth running of Horsby's Ferry

politicians would find these meetings quite anarchic, but the Halflings are quite happy with it, and I must say that their process seems to lack much of the infighting and behind-the-scenes manoeuvring that characterise Imperial politics.

Each village elects a village head, known as the Elder. Several times a year, District Moots are held, which involve only these Elders. These are somewhat more organised than a village Moot, but still involve government by committee. The chair of the District Moot is elected by a vote of all the Elders, and this individual holds the Halfling vote when it comes time to choosing a new Emperor. This is a powerful position indeed, as it is the only vote of the Electoral Council that the Emperor may not dispose of.

There is no proper capital of the Moot. The closest thing the Halflings have is the current District Moot host village, which is determined through a convoluted system that relies on such varied factors as the size of the local harvest, the village population (including all recent travellers), and the number of awards the village has taken in Imperial competitions that year.

Halfling society is mostly patriarchal, with males naturally assuming authority over the family. However, women are given a voice in decision-making, and in fact several prominent Elders have been female.

The People

Halflings are not bad folk, all things considered. However, they have several bad habits. They are naturally indolent – a Halfling would much rather be stuffing minced pies down his face (followed by copious amounts of beer) than putting in an honest day's work. Halflings are born collectors, and have a natural curiosity; these two factors combine to make the average Halfling quite prone to 'discovering' things. A traveller in the Moot will find after an extended stay that he's either several valuables lighter, or left a trail of dead and injured Halflings in his wake.

Cartwheels (and in extreme cases, whole carts) have been known to go missing within a few minutes of the cart's owner popping inside a Halfling pub for a quick drink.

Halflings are greedy fellows (though nowhere near as bad as Dwarfs), and they also love to hoard things. In fact most Halfling dwellings have an entire room or two dedicated entirely to their 'treasures' – things the Halfling residents have picked up, usually ranging from items of actual value to worthless junk and shiny trinkets. These folk hate to throw anything away – even food scraps (such as they are) are fed to the dogs or pigs.

While the Moot on first glance would seem to be a land of beautiful hills and fields, where pastoral peace prevails, upon closer inspection a traveller will find that the situation is a bit different. A typical village consists of a collection of dilapidated structures badly in need of cleaning, and most with a slight lean to them, as there are no proper building regulations in the Moot. Young Halflings run wild among these buildings, along with a few dirty animals (dogs, pigs, chickens). The adult inhabitants will mostly either be found resting or eating one of the many meals they enjoy throughout the day. While a Halfling village will have several buildings above ground, these are the homes of the poorer families. The more well-off members of the community make their homes underground in vast burrows, though these homes are rarely any better kept up than their above-ground counterparts. In fact, the general Halfling carefree spirit is often even more prevalent among the burrows, as many a family intermarriage has been predicated by a Halfling male tunnelling through a wall into the neighbours' dwelling to find a willing female on the other side...

Halflings raise livestock and crops, much like humans. In fact, Halfling farmers are often quite adept at their craft (when you can get them into the fields), and the fruits and vegetables from the Moot are among the largest and most flavourful in the Empire. Halfling farmers don't often raise large animals like cattle, as cows are a bit large for them to

easily handle. However, sheep, goats, hogs, and fowl of all kinds are quite common. As with their crops, livestock raised by a Halfling farmer tends to be among the most tender and flavourful in the Empire. Whether this is due to their methods of farming or their culinary skills remains a mystery.

Halflings can also make skilled craftsmen, and often display a manual dexterity that is amazing in a people with fingers so small. The Moot is well known throughout the Empire for quality leather and tin goods, as well as small mechanical devices. The most notable craftsman in Halfling society is, of course, the chef. This is because of the importance Halflings place on their food. While the average Halfling is but the size of a child, he can eat much more than a grown man. In fact it is entirely normal for a Halfling to eat 5 or 6 large meals in a single day (and more on holidays).

Halflings have a good eye for distance and can often be found in the wild throwing stones and sticks at wild birds, squirrels, and pretty much any other fauna that look like they may make a decent stew. Halfling hunters are without peer in the rest of the Empire, and an ace Halfling Bowman can shoot the eye out of a flying duck at 50 paces. If you can drag him out of the pub, that is.

Another skill that is common among Halflings is the ability to blend in with the background. A combination of small stature, gentle demeanour, and a lifetime of honing skills "collecting things" undoubtedly aid in this. Whatever the reason, one thing is sure – Halflings can remain unobtrusive if they wish. And none are more adept at this ability than the Halfling Rangers. The Rangers are a small force of not more than a few dozen hand-picked warriors that travel the borders of the Moot, constantly guarding against invasion by forces that would do their people harm. Travelling in packs of not more than three or four at a time, Halfling Rangers only gather in large numbers in times of dire need, such as an Orc invasion of the Moot.

Other than the Rangers and the small force stationed in the Empire's capital, the Moot has few professional soldiers. However, the entire province is well policed (as befits a province of people with such light fingers). It must be remembered though that the Marshals that do this policing are Halflings themselves: not only are bribery and corruption not uncommon, they are expected. Do not approach a Marshal with a complaint about a lifted purse unless you are willing to share half the contents with him should it be found.

There are few humans living in the Moot, but a fair number of Ogres find the region to their liking. While the two races might seem an odd pairing, they actually seem

to get along well with each other. In fact most village Elders have one or two Ogres in his employ (which helps to give him the clout he needs to keep order over the boisterous but otherwise non-political Halflings of his village). Ogres seem to enjoy Halfling cuisine (in fact they are one of the few races that enjoy eating as much as Halflings do), and their Halfling neighbours are mostly smart enough to not lift any Ogre possessions. In fact Halflings rarely steal from their neighbours at all; most understand that unless they want to end up floating in the River Aver, it's best not to practice such habits too close to home.

In times of war the Halfling army is mustered; this army is a collection of the small detachments of professional soldiery, augmented by units made up of villagers hastily armed with spears or bows. These units of citizen militia are normally organised by village, and each is normally led by the village Elder or one of the area Marshals. Small units of Halflings who are particularly crafty and accurate shots (usually the best hunters of the region) are organised into small units of Scouts, sent ahead to gather information on and generally harass the enemy troops. A regiment of Ogre inhabitants usually reinforces this mustering as well. Many an enemy army has attempted to march into the Empire through the Moot, expecting easy going, only to be unpleasantly surprised by the resistance they encounter.

Halflings are often underestimated. This generally works to their advantage when they attempt to be stealthy, and it is usually a mistake made by those who do not know their true character. While they have their faults, Halflings are actually far less susceptible to suggestion or the corrupting influence of Chaos than other mortals. This is less due to strength of character than due to the fact that none of the Gods of Chaos supply things that Halflings really desire. They have no lust for power, are somewhat more resistant to disease than a normal human, have no love of war, and while they enjoy their fun, lack the human appetite for sexual deviance. While Chaos Cults seem to thrive under every flagstone in Imperial cities, you'd be hard-pressed to find even one Halfling cult in the whole of Mootland.

It is a rare Halfling indeed that desires to leave his village. Most that do tend to join the Rangers or the Imperial Crows. However, there are some rare individuals that are not content with this 'structured adventure'. These brave souls strike out when they are ready and seek their fortune outside their province. For there is great demand throughout the Old World for a clever individual with a head for subtlety, an ability to spot opportunity, and a talent with small mechanical devices.



Protect Hornsby's Ferry!

The Hornsby family has heard rumors that another family is planning to build a lucrative toll bridge across the Aver, and wish to stifle all competition. Buggles Hornsby (the family patriarch) has hired one of the warbands to guard his ferry until he can come to some sort of "agreement" with his aspiring competitors. The other warband(s) have been hired to wreck the ferry (and if some of the Hornsby's get hurt in the process, there'll be a nice bonus in it for ya...).

Terrain

A river should cross the center of the board, representing this section of the River Aver. We recommend that this river be at least 6" wide (preferably wider). In the middle of the board should be the ferry crossing (a raft with a pulley rope crossing the river). On one side of the river near one end of the ferry crossing should be Hornsby House, where the family lives. There should be some sort of road leading to the ferry crossing on both sides. After this basic set up, the players should take turns placing additional terrain until they are both satisfied with the amount of terrain present (alternatively, after each places at least one additional piece, a player may state he has finished placing terrain; his opponent is allowed to place one more piece of terrain). The additional terrain should be either a set of hedges or walls, hill, section of forest or similar item or terrain appropriate for Empire in Flames. There should be no other buildings than Hornsby House, and no other rivers/streams than the Aver on the table.

Special rules

The Aver: The Aver is considered to be a Deep River, and is Fast Moving. So it is impassable for non-aquatic models, and Difficult Ground for aquatic models (and they may not swim against the current). Determine the direction of the current at the start of the game (technically this doesn't change, but we don't know whether your local game room points north or south). Unless a warband has aquatic models, the Ferry Crossing is the only way across the Aver. Obviously the models have to be on the Ferry itself in order to cross at the Crossing, and the speed depends upon how many warriors (not Animals!) are pulling the rope and doing nothing else. The speed across is 1" per model pulling (twice that for every Large model that is pulling). Enemy models on shore may fight against the pull at the same rate (-1" per model, doubled if the model is Large). The number of models that can take the ferry across at any one time depends upon the model used and how many of the warrior models can physically fit on it.

The Ferry Crossing: As shabby as it may appear, the ferry is actually made of quite sturdy materials. In fact the rope is the finest Elven line, imported from Ulthuan. While it's

not impervious to harm, it's a bit more sturdy than it might at first appear. Similarly, the ferry itself is of tough wood, and will take some effort to dismember. An warrior who wishes to attack the ferry crossing itself must first move into contact with the parts he wishes to attack (rope or ferry). The rope will need to be sawed at for at least one full, uninterrupted game turn to cut through (it is too tough to simply be slashed at with a sword and severed that way). If a warrior sawing at the rope attempts to shoot missiles, cast spells, attack in close combat, he will have to start all over on his next turn. Similarly, a warrior who is attacked in close combat or Knocked Down for any reason will have to start over on his next turn (if still able to). Animals (Hounds, squigs, etc) lack the intelligence to figure out how to get through the rope, and so may not attack it. If the rope is cut, the ferry crossing is considered destroyed. If the ferry is not on one of the shores when the rope is cut, it will drift downstream and off the table in that same player's turn, taking anyone onboard off the table with it (they are unharmed, but are taking no further part in THIS game).

The ferry may be attacked in close combat as if it were an enemy warrior. Attacks automatically hit, its Toughness is 6, it has 3 Wounds, and an Armour Save of 4+. Of course it cannot attack back. If the ferry takes all its Wounds, the Ferry Crossing is considered destroyed. If for some reason the ferry is destroyed while it is not at the shore, anyone on board is dumped into the Aver and washed downstream off the table (treat them as being taken Out of Action, and roll for injuries accordingly).

The Hornsbys: The Hornsbys are hiding in their house, waiting for their employees (the defending warband) to drive the attacking forces off. They are of absolutely no help in this scenario. In fact, the family is something of a liability, as the defenders have to protect them as well as the ferry. If one or more attacking warriors manages to enter Hornsby House and stays there for an entire game turn without at least one member of the defending warband in the house, the Hornsby's are assumed to be 'taught a lesson' and roughed up by the attackers. The doors to the house are locked, obviously, though the family will let members of the defending warband in (it's not considered locked for them).

Set Up

The player with the highest warband rating is automatically the defender. The attacking warband(s) is not set up on the table at the start of the game; instead the attacking players note down from which table edge each hero/henchman group will enter the table. A warband may enter the table from multiple table edges (this is an

ambush), or only one, as the player wishes. After this is done, the defender must place all warband members within 6" of the ferry crossing or Hornsby House.

Starting the game

If there are multiple attackers, attacking players each roll a D6 to determine who goes first. Play proceeds clockwise around the table among the attackers (based on where players placed their warbands) from there. The defenders go last.

As each attacker starts his first turn, he must reveal which board edge(s) his warband members are arriving on. He then moves each warband member onto the board from anywhere on the board edge noted for the model, measuring their movement from the edge of the board. Attacking warband members may not charge members of the defending warband on the first turn (though the defenders may charge attacking warband models, so watch out attackers!).

Keep in mind that more than 4 players should be accommodated with a larger battlefield than normal (see the "Chaos in the Streets" article on multiplayer games in the Best of Town Cryer, page 30).

Ending the game

The game ends when either the ferry crossing is destroyed, all warbands but one have failed their Rout test, or eight turns have passed (after that amount of time a patrol have heard the commotion and arrive on the scene. Warbands which Rout automatically lose. If the ferry crossing is destroyed, the defenders automatically lose. If the turn limit passes and the defenders get rescued by the patrol, it is considered a win for the defenders, but Buggles Hornsby will be subtracting the Patrol's 'Emergency Alert' fees from the warband's pay.

If one of more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

In addition to normal Exploration money, the following rewards await the warbands taking part in this scenario:

If the attackers win the scenario, they receive 3D6 gc each (roll separately for each warband, as each contract was negotiated separately). Any attacking warband that has a warrior taking part in 'roughing up' the Hornsby's receives 2D6 gc, whether the attackers win the scenario or not

If the defenders win and the Hornsby's have NOT been roughed up, the defenders receive 5D6gc from the Hornsby's. If the defenders win because the turn limit has passed, subtract 2D6gc from this total to represent the Patrol's fees. If this is a multiplayer game and the defenders have managed to convince one of the attacking warbands to share the victory with them, the defenders will have to share their pay as well (in whatever manner the two players agree), as Buggles is unwilling to cough up any more gold. If the defenders win but do not manage to keep the attacking warbands from roughing the Hornsby's up, they receive NO pay, and in fact are escorted out of the area by the local Patrol.

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 he puts Out of Action.

+1 Roughing Up the Hornsby's: If members of the Attacking warband rough up the Hornsby's, that warband's leader earns +1 Experience.

+1 Defending the Hornsby's: The leader of the Defending warband gains an additional +1 Experience if his warband manages to win the scenario without letting the Hornsby's get roughed up.



Halfling Thief

25gc to hire/Special Upkeep (see below)

Halflings are well known for their nimble feet and even nimbler fingers. While many follow their fathers and turn their dextrous skills to works of craft such as basket making, cobbling and cookery (in fact a lot of cookery) many also find themselves drawn towards the danger and excitement of stealing. Of course, Halflings never take anything too valuable (except by accident) as that would not be nice to the person who previously owned the item. Nonetheless, it is surprising the number of things that go 'missing' when a Halfling is about. The poor little chaps don't know they're doing it half the time, they just seem to acquire rings, boxes of matches and small pets as they go about their normal business.

In fact, Halflings have a very relaxed attitude towards property in general, and casually swap items with one another all of the time (mostly without realising they're actually swapping). Halfling birthdays are a celebration of this attitude and many gifts are freely given away by the Halfling whose birthday it is (usually, as a consequence of inviting another twelve Halflings to your house and then falling asleep after dinner).

Many Halflings find that the skills which were taught to them as part of their natural childhood and adolescence are frowned upon by people outside of the Moot. They also find themselves very popular with certain organisations, such as the Thieves Guild and the local Watch patrol.

As can be expected, the speed and agility of Halfling Thieves has been noted by many of those who seek their fortune delving into the ruins of Mordheim, Halflings make excellent bait for monster traps and are usually quick and lucky enough to escape once the monster has fallen for the trap. Their diminutive size allows them to be pushed through sewers, under badly fitting gates and into rat-infested nooks and crannies. As you might tell, a Halfling is considered by some to be the most essential piece of adventuring equipment you could get.

Despite this rough treatment, most Halfling "Treasure and Property Removal Experts" don't mind the odd trek into the ruins. With a few of big, burly trained bullies and perhaps a sneaky looking wizard to back you up, your enemies don't come calling at your door so often! Besides, where else can you find so many gifts, pretty gems, silver plates, swords of Mystical and Magical Significance. Not only all that, someone actually listens to what you're saying, even if they do decide to ignore you completely when you finished giving your advice.

Famous Halfling Thieves from the history books include: Nikkit Kwik (also known as the Burglar of Brionne), Bumblebean Lightfoot, Niftlet 'Statue Stealer' Stumbly, and the Halfling who once managed to steal the Great bell out of the Temple of Sigmar in Nuln, 'Two-feet-tall' Telworth Buttercup. The 'King of Thieves' is the renowned Ned Neddley, responsible for stealing almost anything that wasn't nailed down (and if he had a claw hammer with him, he'd steal the nails too).

Halflings excel at making themselves inconspicuous. This probably has something to do with their small stature, unassuming manner and predilection for walking around barefooted. Whatever the reason, there are still differences in individual Halfling abilities in this area. The Halfling Thief is a master at sneakiness, sticky-fingers, and feigned innocence. Adding one to your warband is always a dicey situation at best, as you're always certain that the other warriors are going to come up a few crowns light by the end of the adventure.



May be Hired: The Halfling Thief may be hired by the following warbands: Human Mercenaries, Kislevites, and any Wood Elf, or Dwarf warband.

Rating: A Halfling Thief increases the warband's rating by +14 points, plus 1 point for each Experience Point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	4	1	7

Equipment: A Halfling Thief is equipped with a sword, dagger, and throwing daggers. He carries a rope and grapple as well.

Skills: A Halfling Thief may choose from Speed and Shooting skills. He may also choose from the special Halfling Thief skills below.

New Skills

If the Halfling Thief rolls a skill as an advance, he may choose to take one of the following skills instead of his normal skill selections:

Wily Thief (Halfling Thief Only): The Thief is an expert at quickly finding the valuables on a victim before moving on. To reflect this, if the Thief takes out any members of the enemy warband during a game (and he was not taken Out of Action himself), the Halfling Thief's warband receives one additional Treasure (this does not affect the opposing warband's number of Treasures... just assume this is one they WOULD have found and leave it at that). This is, of course, in addition to the normal +1 Treasure he already adds through his 'Cutpurse' special rule.

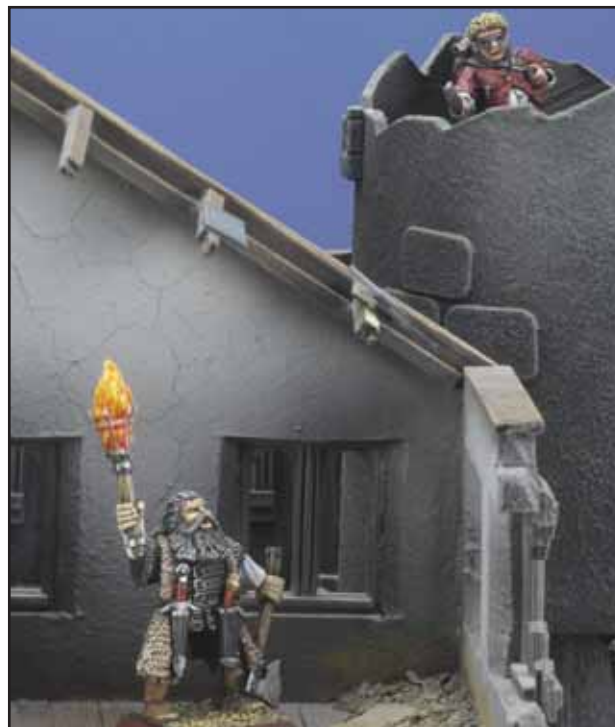
Stealthy (Halfling Thief Only): The Halfling Thief can hide even after running, and can run while within 8" of enemy models if he starts and ends his move hidden.

Special Rules

Infiltrator: The Thief is an expert at sneaking close to the enemy without being detected. He may always be placed on the battlefield after the opposing warband(s), and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate in this way, roll off to see which player places his infiltrators first.

Pick Locks: A Thief knows how to open doors that others find impossible, using special tools of the trade and heavily guarded techniques, a good Thief can pretty much go anywhere he pleases. When testing to open a locked door, the Thief just needs to make an Initiative test in order to be successful.

Cutpurse: A Thief makes his profession by 'finding' things



Using the rooftops, the sneaky little thief finds his way past the guard and into another house.

others have 'lost'. To represent this, at the end of the game when the warband rolls to find Treasures, they receive one additional Treasure as long as the Thief took part in the game (ie, he was actually in the battle), and wasn't taken Out of Action.

Uneasy Ally: At the end of each game (whether or not the Halfling Thief actually took part), roll a D6 and consult the chart following:

Roll Result

- 1 Stop Thief!** – Obviously unimpressed with his employment, the Halfling Thief has absconded with all the warband's valuables! Remove the Halfling Thief from your roster, along with all Treasures and valuables remaining in your stash from previous games. Do not add any additional Treasures for having the Thief in your warband this game.
- 2-5 Tax Time** – The Halfling Thief seems satisfied with his time with the warband thus far, and just charges "his normal fee" of a 15gc upkeep.
- 6 Ignorance is Bliss** – The Halfling Thief seems very satisfied with the take so far (in fact maybe TOO satisfied, as he keeps rubbing his hands together and muttering to himself...), and forgoes any upkeep charges on your warband this time. On the bright side, whatever it is he's filched you never knew you had...



Stop, Thief!

One (or more) of the warbands has been robbed while traveling in the Moot. They have tracked the thief back to the other warband, and are preparing to retrieve their lost possession.

Terrain

Each player takes it in turn to place a piece of terrain, either a building, set of hedges or walls, hill, section of forest, section of swamp, river or stream, or similar item or terrain appropriate for Empire in Flames. There should be a relatively clear area in the centre of the board to represent the defending warband's campsite.

Special rules

The warband with the highest warband rating is the defending warband. All other warbands got robbed and are the attackers. Each attacking player must remove the most expensive weapon or piece of equipment from his roster (this will automatically be a magic item if the warband has one). If the most expensive item is an animal or is larger than man-sized (like a carriage), ignore it (too

cumbersome for the thief to steal), and go to the next most valuable item that isn't large or an animal. The defending player MAY use the stolen items in this game (though they have to be used by the Halfling Thief).

The defending warband automatically gains the services of a Halfling Thief hired sword for this game. They may retain his services as normal after this game (if they don't decide to string him up first). This is the Thief that has filched the valuables from the attacking warbands. The goal of the attacking warbands is to capture or kill this little buggar and get their valuables back. Since the defenders don't know what is going on other than the fact that they are getting attacked, their goal is to fight off the attacking warbands.

Set Up

The defending player deploys his warband first, and deploys randomly from the centre of the table. Place each model in the center of the table (one model at a time) and roll a Scatter Die and a D6. The Scatter Die determines the



Two warbands clash as a result of the Halflings sticky fingers



direction to move the model, and the D6 determines the number of inches to move him. If the Scatter Die comes up with a 'Hit' result, use the small arrow at the top of the target symbol to determine direction. If the players do not have a Scatter Die, use a (non-digital) watch and 2D6 to determine direction, or some other appropriate method.

After the defending warband has been placed, any remaining players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two attackers, then the second sets up on the opposite board edge. If there are more than 2 attacking players, they each choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A player must set up his warband within 8" of his table edge, but not within 4" of a side edge. Keep in mind that more than 4 players setting up on table edges should be accommodated with a larger battlefield than normal (see the "Chaos in the Streets" article on multiplayer games in the Best of Town Cryer, page 30).

Starting the game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there. The defending warband automatically goes last.

Ending the game

The game ends when all warbands but one have failed their Rout test. Warbands which Rout automatically lose. If one of more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

In addition to normal Exploration money, the following rewards await the warbands taking part in this scenario:

If the defending warband wins the scenario, the Thief hocks the items he has stolen (half value, as usual for selling equipment), and gives it all to his warband as compensation for the trouble he's caused (he probably actually sold it for far more and is keeping a handy profit, but that's all he's claiming to have sold it for anyway...).

If the attackers win the scenario, they get all their items back of course, and in addition they find 2D6 GC worth of valuables that the Thief nicked off other victims.

If the defending warband has allied with one or more of the attacking warbands, the defending player can of course return that warband's items to him at the end of the game (and of course the Thief will look as surprised as anyone to find the items in his rucksack).

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 he puts Out of Action.

+1 Retrieved Item: The leader of an Attacking warband that retrieves their stolen item receives an additional +1 Experience.

Author	Mark was one of the original Mordheim playtesters and has written for White Dwarf and Town Cryer. Mark is also on the Mordheim Rules Review.	
Further Information	Mordheim and warband boxed sets are available to buy Games Workshop Direct (see the How to Order section on page 110).	
Website	www.Mordheim.com	

