

SCENARIO 4: THE VINDICARE

'Bwaaaahm!'. Your ears are ringing from the impact of the round next to your head. Someone doesn't like you. Someone wants you dead. And someone had the power to send a Vindicare Assassin after you.

This scenario is a one-player scenario. However, another player can take on the role of the Vindicare Assassin.

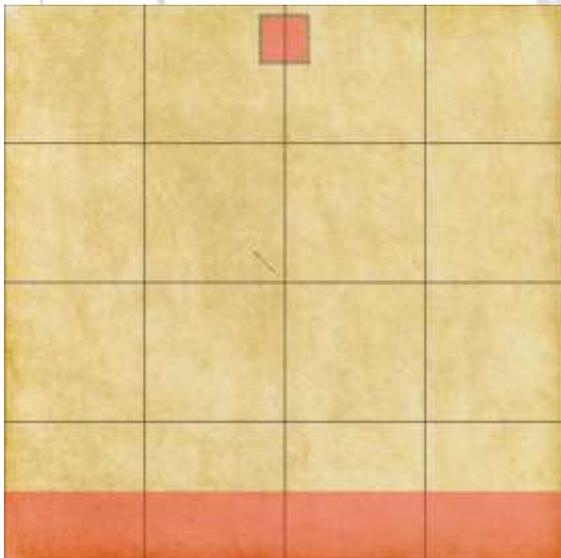
Terrain

Place terrain as you normally would. In the case another player plays the Vindicare, each player takes it in turn to place a piece of terrain, either a (ruined) building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the warbands start off a reasonable distance apart.

A large tower should be placed in the middle of one of the table edges.

Warbands

In this scenario you place the Vindicare on the highest level of the tower. You deploy your own warband opposite of the tower, within 8" of the table edge.



Starting the Game

You have the first turn.

Ending the Game

The fight continues until you have killed the Vindicare, you fail your Bottle roll or all your models are down or out of action,

Experience

Fighters who take part in *The Vindicare* earn Experience points as noted below

+D6 Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 experience points for each wounding hit he inflicts during the battle. Make a note on the warband roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens, not points per wound.

+10 Taking out the Vindicare. The model that takes out the Vindicare gains 10 Experience points.

+10 Winning Warband Leader. Your Warband Leader earns an extra 10 Experience points.

Special

The Vindicare Assassin follows the same rules as in the *Inquisimunda Compendium*.

The Vindicare does not shoot in his own turn, but has overwatch in each of your own turns. He goes in to Hiding in his own turn or moves to a better shooting position in the tower if now targets are present in his own turn.