

Death Stalks the City

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"My slaves call me the Lord of Shadows. The Angel of Death. I no longer possess many of the traits of my resplendent 'brothers.' I am not beautiful in the way that Slaanesh is, nor do I have a Brazen Crown like Khorne. My wings are not as light as my brother Tzeentch, nor is my body as strong as Nurgle's. I am the darkest angel. I eclipse all that is light. My eyes are a deep black sea sparked occasionally with amethyst, yet very few can look me straight on. In my gaze there is a terrible power. I've reflected images stored in even the most casual glance that could blind the mightiest angel with madness! I've no common face or form like the others. My cloak is as black as the night sky before the stars were cast out into it. The outline of my form merges with giant, raven wings that when unfurled, make the other angels swoon. I am the 'tallest' of my familiars, and as strong as Khorne without any weapon. I make no proclamations for melancholy is my stead, and I speak in my silence only through psychic gestures issued from mind to mind, and soul to soul. When my wings are fully spread, all light is extinguished except for the pale, blue corona that is my very life and serves to frame my form against the shadows. I am the eclipse of all life. This natural symbol is the most accurate expression of my station. If you can understand this phenomena of nature, you will better understand me. I am the most feared of all the Ancients, yet not the most fearsome! My symbolic 'heart' is cold and still...yet it burns with a passion beyond human imagination. I am the proverbial 'Harvester of Souls', gathering my crop throughout the universe and resowing the seeds of each faded bloom onto other soils. I am the Autumn of creation, and the twilight of time.

I straddle two separate shores in the performance of my purpose. Making certain that each spirit reaches the right shore, and that those who are lost between worlds find their way to being reunited with their homelands...."

"Draw my attention and know Oblivion!"

Included in the Mordheim box is a special Tarot card that symbolises Death. You can see it also in many pictures throughout the Rulebook and even on some of the cardboard buildings. This article gives you optional rules to use this dangerous card in your Mordheim battles.

The Death Card is an evil card and it represents the attention of the Shadowlord. Possession of the card means that the warband has attracted the attention of the Shadowlord and not surprisingly this is not a good thing to have. The player possessing the card must try to get rid of it as soon as possible before the attention of the Shadowlord becomes disastrous for the warband. And the only way to do this is to make sure the attention of the Lord of Shadows is turned to the other warband(s).

TERMS USED

Dark Soul - The player who is currently the owner of the Death Card is called the Dark Soul.

Free Soul - Any player who is not in possession of the Death Card is a Free Soul.

OBJECT

Do not possess the Death Card at the end of the game.

OVERVIEW

Play is divided into a limited amount of turns. Each turn the Dark Soul tries to turn the attention of the Shadowlord at one of the other players while at the same time all players try to reach the objectives of the scenario as normal. At the end of the last turn, the Shadowlord manifests itself and the Dark Soul's warband loses as their minds are taken over by the Shadowlord. If there are more players the winner is determined as usual according to the scenario. If the winner is also the Dark Soul than no one wins (that is life you know - editor). If the scenario's objectives are reached before the Shadowlord intervenes then the warbands (and the Dark Soul's warband for sure) are very lucky. If you play in a campaign (see Campaign below) the player in possession of the Death Card at the end of the game loses automatically and must start as a Dark Soul at the start of the next battle.

Amount of Turns

Roll a D6

1-2 5 Turns

3-4 6 Turns

5-6 7 Turns

POSSESSING THE CARD

At the start of the game all players roll a D6. The player with the highest score has drawn the attention of the Shadowlord and begins in possession of the Death card.

CAMPAIGN

If you play in a campaign there are other ways to determine who is the first Dark Soul. As it depends greatly on what kind of campaign you are playing, we will give you some possible suggestions to introduce the Death Card in your campaign.

- Warbands can find the Death Card during their exploration fase.
- The Possessed warband's player begins automatically as a Dark Soul.
- If a warband wins (or loses) three times in a row he becomes a Dark Soul.

DEATH CARD TABLE

The Dark Soul must roll on the Death Card table at the start of his turn to see what happens and how he can get rid of the card.

Roll 2D6. All results apply to one turn only unless stated otherwise. The following

modifiers are added to the roll on this table:

+1 for each turn the Dark Soul has been in possession of the card.

+1 for each enemy fighter the Dark Soul's warband has Knocked Down, Stunned or put Out of Action.

2 Stiff with Fear!

The Dark Soul skips his turn. None of his warriors may do anything this turn but recover as normal in the Recovery fase. The Dark Soul may choose to not let one of his fighters recover or (if none of his fighters need to recover) turn one fighter Knocked Down. If he does so the Dark Soul may give the Death Card to a Free Soul of his own choice.

3 Harvester of Souls.

The Shadowlord is able to manifest itself in the form of the Black Reaper, a weaker version of itself. The Black Reaper is controlled by the Free Soul. If there are more Free Souls control of the Black Reaper goes clockwise starting with the Free Soul left of the Dark Soul.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Black Reaper	5	4	-	4	4	-	4	1+	10

Weapons and Armor:

The Black Reaper has a reaper which counts as a double-handed weapon (+2 Strenght and Always Strikes Last).

Special Rules

Immune to psychology - The Black Reaper is immune to psychology and will never lose its nerve (simply because it _has_ no nerves!), and it will just fight on and on and on..

Fearful - The Black Reaper causes Fear

Avatar - The Black Reaper is a weaker version of the Shadowlord but it is still near immortal. The Black Reaper hasn't any wounds and so never has to roll on the Injury Chart. See below when the Black Reaper goes away.

Harvester of Souls - For each fighter he puts Out of Action the Black Reaper gets +1 Attack and +1 WS.

If the Black Reaper is unable to inflict any wounds for a whole turn, the Black Reaper departs and the Dark Soul may give the Death Card to a Free Soul of his own choice.

4 Possessed.

The Shadowlord takes over the mind of one of the Dark Soul's fighters. The Dark Soul may choose which of his fighters is possessed. For this turn a Free Soul of the Dark Soul's choice may move, shoot and charge with the warrior. Pass the Death Card to that Free Soul that controlled the possessed fighter at the end of this turn.

5 Pacifist.

None of the Dark Soul's fighters may declare a charge this turn. If a fighter of the Dark Soul's warband injures a Free Soul's fighter pass the Death Card to that Free Soul.

6 It's a kind of Magic.

The Dark Soul's warband must successfully cast a Spell or say a Prayer this turn. If the Dark Soul fails in this all his To Hit rolls are at -1 until it is his turn again. If the Dark Soul succeeds pass the Death Card to the Free Soul whose warband was the target of the spell. If no Free Soul's warband was the target of the spell cast the Dark Soul may give the Death Card to a Free Soul of his own choice.

7 Red Hot.

A fighter in the Dark Soul's warband chosen by the Dark Soul suddenly catches fire. Any other fighter in base-to-base contact with the burning fighter catches fire also on a roll of 4+ on a D6. A burning fighter takes an automatic Strength 2 hit each turn and moves in a random direction (roll a scatter dice and move the fighter 2D6" in that direction). As soon as another fighter catches fire pass the Death card to that fighter's player.

8 Illusions.

A Free Soul of the Dark Soul's choice may switch any amount of models on the battlefield, even models in Close Combat. At the end of the turn switch models to their original position and the Dark Soul may give the Death Card to the Free Soul that could switch models this turn.

9 Vanish.

Suddenly some of the fighters in the Dark Soul's warband begin to shimmer and fade away. The Dark Soul chooses a Free Soul and that Free Soul rolls a D3 (Roll a D6 and divide the score by two). The Free Soul may remove up to that amount of fighters from the Dark Soul's warband from the battlefield, even fighters in Close Combat. These vanished fighters do NOT count towards to number of models put Out of Action needed to take a Rout test. At the end of the turn return all vanished fighters to the battlefield to their original positions and the Dark Soul may give the Death Card to the Free Soul that could vanish models this turn.

10 Evil Winds.

The Shadowlord blows up some evil and destructive winds that mean that no

magic can be cast this turn by the Dark Soul, and no prayers can be attempted. If a Free Soul casts a spell or says a prayer pass the Death card to that player.

11 Sheer Insanity.

A small aspect of the Lord of Shadows is able to manifest itself in this dimension and only the Dark Soul's warband can see it. But even this small form is enough to drive the strongest minds insane. Every fighter in the Dark Soul's warband must take a Stand Alone test to see if he flees or manages to stay calm. If the fighter fails this test the fighter also counts as if he failed a Fear test.

12 Swap.

Suddenly, for no apparent reason, the attention of the Shadowlord is directed to another Free Soul. Each Free Soul rolls a D6 and the lowest scoring Free Soul receives the Death card.

As you can see the effects of the Death Card are very powerful and they will have a great impact on the game. This way your players will really want to get rid of this card as soon as possible and they will learn to fear it. We suggest not to use the card in all your Mordheim battles but only once in while for a fun, short, and very bloody game. It is a good idea to limit the effects of the card if you decide to use it in your campaign.

Have fun and may the gaze of the Shadowlord pass you by..