

LORD OF THE FLIES

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"Later that night. Some thoughts before turning in. Thinking about going back. To the city. The city does strange things the closer to the center you get, and locations seem to shift as if the city itself is trying to lure you into the center of it's web. Hobarth, who has been in the area longer than anyone I know, says the city itself is living, brought to life when Sigmar's Hammer struck it, as a midwife's slap brings a cry from a newborn babe. Others don't realize it as they have become all part of the shifting landscapes. He says we notice it more as we pirates are tied to the sea, not the land, and get disconnected from the city's grasp when we come back aboard our ship. Could be. I've heard odder things in the past half year since joining up. And I've seen plenty odd things both on the land, and even some in the sea nearby."

from the log of Riley Augustus Frayed, Crewman, pirate ship The Serpent's Mother

RULES

Everytime two or more warbands with a total combined rating of 400 or more fight in the streets of the City of the Damned, there is a chance that they will attract the attention of the thing that calls himself The Shadowlord.

Roll 2D6 at the start of each player's turns. If the dice rolled come up snake eyes (double 1's) then the Shadowlord intervenes. All these encounters last for 1 turn (unless it is rolled again the following turn, but this would be a rare thing to happen). Roll a D3 to see how the Shadowlord intervenes.

1. LOCATIONS

Most fighters that have stayed and fought in the city of Mordheim for a long time, talk about the city as if it is a living thing. Like it is some kind of terrible monster that breathes and thinks and whose sole purpose is to drive everybody insane and thereby bend them to his will. What most people, at least who are still sane, don't know is that they are right.

Mordheim lives and it is hungry and looking for prey.

Roll 1D4

1 'The walls attack!'

The Shadowlord is able to bend and shape the walls of nearby buildings so that it can attack unlucky fighters. Any fighter within 2" of a nearby wall must roll below his Initiative on 2D6 or suffer one S3 hit, with normal armour saves allowed.

2 Death from above

The Shadowlord is able to make a stone gargoyle atop one of the buildings come alive and to attack the warband. Choose a model to represent the gargoyle. The opposing player can control the gargoyle for one Turn only after which it returns to its normal lifeless form.

Stats M W S B S T W I A L D
Gragoyle 4 4 1 4 5 1 4 1 5

Special rules:

Swoop attack: The gargoyle swoops down from the roof of a nearby building and attacks each fighter in a 12" straight line. Each fighter in its path suffer one S4 attack, with a -2 armour save. The gargoyle cannot go through buildings and walls. If there is a building or wall in his path then its attack stops there. After the gargoyle has landed he can move and fight as normal. If the gargoyle attacks a fighter in HtH combat and that fighter takes the gargoyle Out of Action, the fighter receives +1 experience point extra at the end of the battle.

3 'Look out below!'

With his terrible will the Shadowlord manipulates the ground below one of the fighters to swallow the fighter whole. The fighter with the lowest cost (including experience) must roll below his Initiative on 1D6 (a 6 always fails) or else is killed instantly. Remove the model from the table and the warband's roster.

4 'Where are we??'

The Shadowlord is able to shift locations and buildings as if to lure helpless victims into the center of it's web. The opposing player may re-arrange 1D3 objects (e.g., buildings, walls, fountains, crates) on the battlefield. The objects cannot be placed on models. Range is 12".

2. SHADOWS

'Beware of shadows, boy. They are alive'

It is not called the Shadowlord for nothing as those who survive their first few nights in Mordheim know. Sometimes, the shadows appear to come alive, to reach out with inky black tendrils which ensnare and strangle, or nether claws which slice and cut... and sometimes, the shadows may just swallow you whole.

Turn the lights out and get a flashlight ready. The player whose turn it is shines the light at arms reach above his head down upon his side of the

table.

Each opposing miniature fully engulfed in shadows must roll on the following table:

Roll 1D6

1 "What was that?"

The Shadowlord moves past the unfortunate but passes him by. Despite no harm coming to him, that miniature must move out of that spot.

2-3 "Aiee! Somethin's got me!"

Inky black shadow tendrils drip out from the shadows and attack. Miniature takes a S3 hit and may not move this turn as they battle to free themselves from their spectral attacker.

4 "Shh... did you hear someth- *urk!"

Nether claws seep out from the blackest shadow and slice an unfortunate for a S4 attack with a -1 Armor save.

5 "He was here just a moment ago!"

As darkness envelopes the unwary, the shadows become blacker and blacker... what few lights were able to be seen a moment ago are now gone... even your own lantern gives off no light... Remove that miniature from the battlefield. The shadows have simply swallowed him up. After the battle, roll a D6. On a 1, the miniature is gone for good. On a 2-5, they return, more or less, in one piece, and on a 6, they return horribly mutated. The player may choose a mutation from the Possessed mutations list for free. If the miniature is the warband's leader ignore this result and roll again on this table.

6 The Shadow Knows

"It was as if the shadows just reached out, grabbed him and pulled him into another place altogether...he's not here no more" - Angus Ferelan, inmate of the SoS temple sanitarium.

The fighter is attacked by one of the most feared agents of the Shadowlord, a Shadowwalker. The shadows condense and form a misty figure that attacks. If the model in the shadows is carrying a lantern he may not be attacked as he has temporarily driven away the shadows with his light. Ignore this result

The shadowwalker is a beast of the shadows, able to slip through from one set of shadows to another as if they were doorways, missing the places between. Anyone who attracts the attention of the shadowlord better live in a brightly lit room with no shadows.

If there is a Moderator then any shadowwalkers that appear are controlled by him/her for the rest of the battle. If there is no Moderator, the shadowwalkers are controlled in each player's turns by the opposing player. The shadowwalker models may never leave the shadows.

Stats	M	WS	BS	S	T	W	I	A	LD
Shadowwalker	5	5	0	4	4	2	7	2	-

SPECIAL

If the model is taken Out of Action by the shadowwalker there is a chance that he will try to drag the body of into the shadows to his master. Roll a D6, on a 6 the fighter is dragged into the shadows to feed the Shadowlord. Remove the model from the battlefield and the model counts as dead.

Shadowwalkers causes Fear and they are immune to all Psychology tests. They do not have to take Stand Alone tests and are not affected by Shadowlord Interventions.

3. WEATHER

The Shadowlord is almost as powerful as a god in his city. He is everywhere, in the buildings, in the ground, in the people and even in the very air.

Roll 1D4

1 'Where is everybody?'

A temporary fog engulfs the streets of Mordheim, limiting everybody's vision. LoS and missile fire range are reduced by half during the whole scenario.

2 Strong Winds

A strong wind blows through Mordheim this turn. Movement and missile fire range are reduced by half. Any missile fire also have -1 S and +1 armour save.

3 'What's that smell of ozone?'

The Shadowlord is even able to control the Winds of Magic. The difficulty rate of all magic spells (not prayers) are increased by +1 during this turn.

4 'Clarissa, can you still hear that awful screaming of the lambs?'

The wind carries with it the sounds of awful screaming as if thousands of people, beasts and other less wholesome creatures are being tortured and tormented. Every model must take a Fear test. If failed the model must flee 2D6" in a random direction.

"You have to have respect for the city is all. It doesn't give up it's treasures easily, and not without a fight usually, but if you respect what it can do, you can usually make it out alive."
from the log of Riley Augustus Frayed, Crewman, pirate ship The Serpent's Mother