Tunnels - Going Underground

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Those of you who have played Warhammer Quest will remember the fun of exploring dungeons and encountering all manner of evil creatures in the depths. You can also set Mordheim games in dungeons using the following rules. These rules are applicable to any setting including Mordheim, Khemri and the up and coming Karak Azgal - Halls of the Dwarflords the prototype rules for this were "Mordheimquest" were first featured in Town Cryer 12 in the Rivers of Blood scenario.

FIGHTING IN TUNNELS

For the most part skirmishing in the confined tunnels of a Khemrian tomb, the crypts and sewers below Mordheim or a Dwarf stronghold follow the normal rules for fighting in city streets. There are however a few additional restrictions on movement.

Large Creatures: Large creatures (Ogres, Trolls, mounted models, etc.) can move and run normally in rooms and halls but cannot run in tunnels as they have to stoop. If they charge in a tunnel they are limited to normal movement.

Flying: Flyers may fly only in rooms and caverns where there is sufficient height. In tunnels they must walk.

Blocking tunnels: Space to move around in tunnels is limited. For a model to pass by another there must be a gap equal to the width of the passing model's base. This is especially important to prevent models charging around the back of an enemy who is blocking a passage. In three-dimensional terrain it is easy enough to notice this but care should be taken when playing on two-dimensional tiles.

Narrow passages: On occasion tunnels will be as narrow as 1". These are often secret passages linking other locations. As they are so narrow only models with 20mm or 25mm wide bases will be able to creep along them. Running is not possible. Large creatures will not be able to enter a narrow passage at all.

UNDERGROUND TERRAIN

There are several ways of simulating tunnels and catacombs. The simplest is the tile system used in Warhammer - Quest. If you have access to that game you can lay out a dungeon by taking turns to place a tile which links onto a previous one. If you prefer to explore an unknown dungeon then use the rules below for randomising tiles. If you don't have the Quest tiles they can be reproduced simply by cutting rectangles from cereal packets and painting or drawing details on the reverse side.

For a regular dungeon player (and it can become addictive!) it is worth constructing a set of `Foot tiles'. Each player builds eight tiles 1 ft square each (hence the name) which can be laid out to fill a 4' x 4' table in a variety of ways. The tiles are made to standard dimensions and are hence compatible no matter who builds them. The simplest can be painted onto a flat piece of card or board. I have made a simple set by sticking photocopies of Quest dungeon tiles onto cork floor tiles. Those of you who visited Games Day UK may have seen our demo table' with fully modelled 3D scenic modules.

EXPLORE AS YOU GO

The following rules are for placing your dungeon tiles for underground scenarios. Each player starts with a small room at one corner of the table. From there they will build the Tomb as they go, unless the scenario states other wise. Also a large room is placed in the centre as the objective, unless stated otherwise in the scenario. Start each turn by rolling to see what type of tile to place on the board and then roll a D6 to find out where to place it. When adding a new tile it must:

1. Connect to the tile you most recently placed.
2. Be placed in contact with a side of the previous tile that is not connected to another tile.
3. Not go off the table.

Roll a D6 to determine which edge of the last tile the new tile is placed against (eg, the last tile you placed was a hall. Select each side to be a different value 1-2 left side, 3-4 end, 5-6 right side. After rolling for the edge place the new tile flat against that edge). You may connect to other halls, rooms, etc, as you go along, even those placed by your opponent. Roll 2D6 to find out what type of tile you may place on the board.

2D6	Effect
2	Large Room
3-6	Hall (corridor)
7-8	T-junction
9-11	Small Room
12	Room of your choice

FOOT TILES

Foot tiles are modular terrain sections for use in tunnel settings. They are meant to be portable as - well as functional. Each Foot tile is a 12" square piece of terrain for use in underground scenarios. The rules for creating them are standard for creating modular terrain. There are several advantages to using standardized tile rules. The foremost of which is that each player can build terrain that is "favorable" to his style of play. A player with a "shooty" warband is going to want some areas with long corridors that he can take advantage of. A player with a close combat orientated warband is going to want lots of short hallways and areas roomy enough to set up a good skirmish line in. Both players can get what they want, provided they build it. Which points the way to another advantage of the Foot tile standard every time a player plays against a previously untried opponent, the challenge of the table's layout is renewed. If both players have warbands that prefer to kill at a distance, the Foot tile standard will generate a table with lots of long hallways to shoot down (making both players happy). If both players are using warbands that prefer to get `stuck in', the table will be a labyrinth of twisting hallways. If the players split in their warbands fighting style, the table will have elements of both. The last point in favor of using this standard is one of simple mechanics. If everyone is working to the same standard, then the Set Up rules for any scenario can take this into account as they are being written, allowing for a more adaptable set of scenarios. By allowing part of the tabletop to use more traditional terrain a large underground gallery can be created. This could mean for a scenario that takes place in a great hall, burial chamber, or treasure room and the corridors around it. In essence, the standard

allows a `shorthand' method of describing very complex areas of the underground setting.

Building the modular terrain for the Foot Tile Standard follows these principles:

1. While it would be nice for each tile to be exactly 12" by 12", some allowance has to be made for the fact that the tiles are not likely to be perfectly square or the same size. If the tile is fractionally under-sized then it will still work fine. So the tile should be as close to 12" x 12" without exceeding that measurement. If there is to be error, then it must be fractionally less than 12".
2. All tiles are to be built with the exit/entrance points centered on the tile's edges and all exit/entrances
should be 2" wide. Again there will be some error in measurement but doorways not fitting together exactly between tiles will not cause the table to `warp' (so they are much less critical).
3. The minimum width for a hallway is 2". This allows two 20mm or 25mm base models or one monster base model
to effectively block a hallway but still leaves enough room for you to move them without getting stuck.
4. The measurement between the most distant exits must be no greater than 20". This is to prevent players from creating filigree labyrinth pieces that would take a dozen turns to cross and screw up time based scenarios.
5. No section of the tile can cause a dead end. Please note that if a pair of tunnels cross `over and under' each other, but never join it is still acceptable.
6. Each player is required to have eight tiles. Of the eight tiles, five of them must have four exits. The remaining three must have three exits.
7. The tiles may have terrain that builds upward, but the tile's height should never exceed 6" and the area of the floor space may not exceed 216 square inches. This allows for a tile to be built that has a second storey, but the area it covers can not exceed that of the first floor's area.

As long as the terrain created adheres to these rules, the players may build on the tile as they choose. While I would like to see players create their own layouts in three dimensions by placing walls on the tile, drawing and coloring them would do fine. People who feel that their modeling/painting talents are limited could color copy or scan the tiles from WH Quest and paste them to the tile. By agreement with your gaming group you may also create larger chambers of maybe 2'x1' or even 2'x2'. These larger rooms should still conform to multiples of the standard dimensions for doorways. As large underground chambers they should have pillars to support the ceiling (obviously you don't actually have to model a ceiling!) and lots of other cover. Think of the amount of cover you would expect in Mordheim.

You may also want to create special `objective rooms'. These are rooms containing a feature which is used as a scenario objective. These may be tombs, treasure chambers, a monster's lair or maybe a prison. These rooms are a good excuse to use your imagination and go to town with the detailing.

UNDERGROUND SCENARIOS
In general, any Mordheim scenario which can be played in the streets of a ruined city can also be played in the tunnels and chambers of an underground dungeon. There are just a few things that need to be changed: Entrances: When a scenario refers to

deployment on a table edge, it clearly isn't possible as there are no distinct edges in a dungeon. Whichever way you construct your dungeon there must be at least one entrance per warband. Treat each entrance as a potential deployment zone. The warband should all be placed within 8" of the entrance doorway. Either the player can choose an entrance in the same way as he would a table edge or you can randomize the entrances. Place one of the numbered counters that come with the Mordheim box set adjacent to each entrance and roll a D6. If you roll a nonexistent entrance or if the entrance is already occupied by a warband, then re-roll.

Exits: One of the nasty things about dungeons is that as soon as you enter, the door slams shut behind you. If there is a need to get off the table with treasure or for a breakthrough etc, then it should be done via a different entrance unless the scenario says otherwise. This stops wary warbands skulking around their entrance waiting for other warbands to fight all of the random monsters or set off the traps.

Rooms: Where the scenario calls for the occupation or searching of a building then treat a room as a building. A room is any space 3" or wider in both directions. When placing treasure markers you can either randomize the rooms or randomize the entrances to deploy in. Either way it prevents one side taking advantage of the set-up.
The following are examples of how certain scenarios are affected. Unless otherwise stated, the scenarios follow the instructions given in the Mordheim rulebook.

2. Skirmish
The warbands are each deployed at a random entrance and fight until one warband routs.

4. Breakthrough
The attacker deploys within 8" of a chosen entrance. The defender may then deploy anywhere in the _ dungeon at least 14" away from any attackers. The attacker wins if two of his warriors leave the dungeon via an exit other than the one they entered by.

7. Hidden Treasure
The warbands are deployed within 8" of a random entrance. Warriors (not animals) must search for treasure by exploring rooms. As soon as a warrior enters a room roll 2D6. On a roll of 12 the treasure is found. Warbands may not search the room in which they start. If the treasure is not found when there is only one room left, then it must be in the last room. The warband must carry the treasure chest out of the dungeon via an exit other than the one they entered the dungeon by.

9. Surprise Attack
The defending player determines which warriors are available at the start of the game according to the instructions in the rulebook. The models are deployed anywhere within the dungeon but must be no closer than 8" to another model. No model may be deployed closer than 8" to an entrance. The attacker is deployed within 8" of a random entrance. Any defending troops that appear after the first turn arrive through hidden passages. Number the rooms within the dungeon (you can use Mordheim numbered tokens to show this) and randomize which passage each Hero or Henchman group, arrives through.

Using these principles, almost any Mordheim scenario can be set underground. You may also wish to make up your own based on them. Oh, and if you want to try a multiplayer scenario then try Monster Hunt from Best of Town Cryer. The Troll Slayers love that one.