



# Mordheim Wells

When placing the well scenery piece at the beginning of the game it can be no further than 12" from the center of the board. If during the game a model ends his movement at the entrance to the well he may attempt to climb down it. Normal climbing rules apply and the distance down is equal to the models movement. If the model fails it's climb roll, it falls it's movement distance down. If the model is taken out of action the nearest enemy warband's leader receives 1 experience point at the end of the game. Only one model from each warband can explore down a well.

If the model enters roll 2D6. On a roll of-

- 2 The model enters the well only to be greeted by a great mutated beast. The model is instantly killed.
- 3 The model is met by a huge mutated rat and succeeds in killing it (gaining an experience point) but in the process it is possibly mortally wounded. The model is taken out of action. At the end of the game roll to see the extent of it's injuries.
- 4 The model enters the well only to be met by a mutated ogre. pretend the model is in combat with a ogre bodyguard for two turns. The ogre counts as charging in the first turn. The opposing player gets to make any rolls necessary for the ogre. After 2 turns it is assumed the model escapes from the ogre and can attempt to climb back out of the well. If it does climb out it is placed outside the entrance to the well in whatever state he ended combat with the ogre in. If it fails it's climb roll then the ogre takes the model out of action. If the ogre is put out of action the model must climb up the well again as the sewers is blocked by the carcass. The model's warband that defeated it gains D6x2 gold.
- 5 The model gets lost in the dark sewers and is removed from the board for the duration of the game. He may come back for the next game without suffering any further penalties.
- 6 The model enters the well only to find it caved in. He must climb up the well again in the next game turn.
- 7-8 The sewers lead to a huge catacomb below the city. The model spends the duration of the game in the sewers searching for treasure, but can play in the next game without further penalty. Roll a D6x5 at the end of the game this represents how much gold the model found while searching the catacombs.
- 9-10 The model has found an old sewer system running beneath the battleground. The model that entered the sewer system can move underground in a direct line to the next closest well. It must attempt to climb out of the new well.
- 11 The sewer leads to an underground gunsmiths. The model counts as having spent the whole game underground. At the end of the game, as well as rolling your exploration dice, you count as having found a blacksmiths. Just like if you had rolled (1111) with your exploration dice.
- 12 The tunnel leads to an underground Dwarfen smithy. The model counts as having spent the whole game underground. At the end of the game, as well as rolling your exploration dice, you count as having found a Dwarfen Smithy. Just like if you had rolled (33333) with your exploration dice.