

## Special Scenario:

# Daemon Summoning

*You have heard strong and persistent rumours that a group of chaos cultists under the leadership of a certain “Magister Wu-Shian” is planning to conduct a foul ritual of daemon-summoning. It will probably take place in the catacombs and tunnels under the ruined and long abandoned cathayan city of Xi’an close to the chaos waste. There are even whisperings that Wu needs the daemon in order to find the notorious four artefacts of chaos and become a daemon prince himself.....*

*You have decided to prevent this – depending on your warband’s allegiance either to stop a potential rival before he can become too powerful or to protect the borderlands from the scourge of a hell-spawn.*

*Add to that the fact that the horns of a daemon are a potent magical ingredient and therefore extremely valuable and the scene is set for a clash of arms in the darkness of the catacombs.*

This scenario can be played with two or more players. It can be substituted for any of the “normal” BTB scenarios – horrors of the underground is especially applicable.

### Remarks by the author:

The chaos cult profiles are geared towards giving low to mid-level warbands (after appr. 6 games) a challenge – feel free to adjust the stats and numbers according to your warband’s level (e.g. use basic stats of the possessed warband from the mordheim rulebook without any mutations for beginners, add equipment and higher stats for experienced enemies etc.).

Control of the non-warband models is given to the player whose models are farthest away from each individual model. Roll a die to randomise any actions if unusual situations occur (e.g. if a chaos cultist fights against models from two different warbands at the same time) or if you can’t agree on an action.

### Terrain:

This scenario uses either the tiles provided in the BTB rulebook, the ones from warhammer quest or an underground board.

Place a tile with a dead end room in the middle of the board (the summoning will take place in that room, feel free to draw a pentagram on the floor...) and a 4-way crossroad directly before it. After that add twisting tunnels and / or rooms leading to the entrances into the catacombs (you need at least as many entrances as there are participating warbands). Use a normal 4` by 4` board for two warbands – expand the board accordingly if you play a multiplayer scenario.

### Setting up:

#### **Warbands**

The warbands are set up first in any of the entrances. Dice for order of placement.

#### **The Chaos cultist:**

The cultists are set up after the warbands according to the special rules.

### Starting the game

Roll a die to decide who goes first. The chaos cultists take their turn after all players.

If the wurm is present he will take his turn after the cultists.

### **Ending the game / winning:**

The scenario ends once all chaos cultists (and the daemon if summoned) are slain or if all warbands fail their rout tests. The winner is the warband that slew the daemon (or the magister if the daemon was not summoned).

### **Special rules: The chaos cultists:**

Each chaos cultist model is always controlled by the player whose models are farthest away from it.

### **The Guards:**

Magister Wu-Shian has divided his followers into groups of guards. Those guards are stationed in the catacombs guarding the entrances into the summoning room. They have orders to prevent any disturbance of the ritual.

The groups of guards are placed after the warbands. Models from one group may never enter the same tile / room as models from another group of guards, the bodyguards or the magister himself (to prevent abuse by unscrupulous players). They will always move towards the nearest model from a warband and will attack if possible. Each player places one group.

One group of guards per participating warband, consisting of:

#### **1 Beastman**

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastman	4	4	3	3	4	2	3	1	7

Equipment: axe, shield

#### **3 Brethren**

Profile	M	WS	BS	S	T	W	I	A	Ld
Brethren	4	3	3	3	3	1	3	1	7

Equipment: axe, club or sword (depending on the models you have available)

#### **1 Dark Soul**

Profile	M	WS	BS	S	T	W	I	A	Ld
Darksoul	4	3	2	4	4	1	3	2	7

Equipment: flail

### **The Bodyguards:**

The bodyguards are placed on the crossroads tile in front of the summoning room. They may never move more than one tile (or equivalent distance) away from their set up position. They have orders to protect their master – not to roam around.

#### **1 Possessed**

Profile	M	WS	BS	S	T	W	I	A	Ld
Possessed	5	4	-	4	4	2	4	3	7

Extra arm mutation – included in the profile

#### **2 Mutants**

Profile	M	WS	BS	S	T	W	I	A	Ld
Mutant	4	3	3	3	3	1	3	1	7

Equipment: axe, dagger, light armour, shield

Scorpiontail mutation (1 attack Str. 5, not included in profile)

### The Magister & the Daemon:

Magister Wu-Shian:

Profile	M	WS	BS	S	T	W	I	A	Ld
Magister	4	4	4	3	4	1	3	2	8

Equipment: sword, chaos armour

Spells:

Vision of Torment (6" range, difficulty 9, target is stunned)

Wings of Darkness (12" extra move, difficulty 6)

The Magister is placed in the summoning room. He will not move, fight or cast spells until the ritual is finished but will defend himself. These restrictions are lifted after the daemon has been summoned.

The Daemon:

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemon	6	5	-	4	5	2	5	2	10

The daemon can appear from round five onwards if  $2D6 + \text{number of rounds}$  equals 11 or greater. Place him in contact with the magister. After he appears all restrictions on the cultists movement are lifted.

If the daemon is slain place a counter representing the daemon's horns where he perished. The horns can be carried by one model just like a wyrdstone shard (see wyrdstone hunt scenario).

*Remark: The daemon is rather weak immediately after the summoning. If the warbands fail to slay him you can increase his statline as you see fit and use him as a "returning menace" in later games of your campaign.*

### After the game:

#### The Daemon's Horns:

Daemon horns are potent magical ingredients and powder made from them can greatly alter anyone daring enough to swallow it. The horns can either be sold for 20 gold crowns or one hero can grind them into powder and swallow it. Roll 2d6:

- 2-4 The hero is taken out of action and must roll for injuries
- 5-7 The hero must miss one scenario
- 8-10 The hero gains 1 point of experience
- 11 The hero gains +1 toughness (up to the normal maximum, if this is not possible count as a roll of 12)
- 12 The hero gains a random mutation (from the possessed list)

#### Experience

+1 Survival.

If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader.

The leader of a winning warband gains +1 Experience.

+1 Per Enemy Out of Action.

Any Hero earns +1 Experience for each enemy he puts out of action.

+1 for killing the daemon.

Any Hero earns +1 Experience for killing the daemon.

### **Campaign points**

+1 Participating

+1 Winning

Each warband gains +1 campaign point.

The winning warband gains +1 campaign point.

### **Optional rules:**

#### **The Wurm:**

Each round there is a chance that the wurm (for rules see the horrors of the underground scenario in BTB) is attracted by the sounds of battle. At the beginning of the round roll 2d6 for every tile/room where combat occurred the previous round. On a roll of 2 or 12 the wurm appears and attacks a randomly chosen model (yes, even cultists or the daemon can be attacked)

## Some pictures from playtesting



The Daemon



Warhounds of chaos



Undead clash with Cultist Guards



The Daemon against two warbands



The Magister's Bodyguards



Carnival against Cultists



Magister Wu-Shian