Scenarios from Mordheimer

The following is the list of Scenarios from The Mordheimer's Information Centre.

Mordheim Living-Rulebook

Defend the Find

By the Mordheim Development Team,

Often a warband finds a building with a hoard of wyrdstone or other treasure inside, only to be challenged by a rival warband. This usually leads to conflict as it is unlikely that either side will be willing to give up the wealth easily.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

Setup

The attacker has the first turn.

Warbands

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide. The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

Starting the Game

Each player rolls a D6. Highest roll starts.

Ending the Game

If at the end of the defender's turn the attacker has more standing models within 6" of the objective than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Wyrdstone

One shard of wyrdstone for each Hero of either warband who is inside the objective building at the end of the game (up to a maximum of three shards per warband).

Skirmish

By the Mordheim Development Team,

In the vastness of the Mordheim ruins there is always the risk of running into a rival warband. While two groups sometimes pass each other without a fight, more often than not there is a vicious battle amongst the ruins. If a warband can drive their rivals away, they will have a larger area in which to search for wyrdstone.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

Starting the Game

Both players roll a D6. The higher scoring player takes the first turn

Ending the Game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy model he puts Out Of Action.

Wyrdstone Hunt

By the Mordheim Development Team,

Scattered in the ruins of Mordheim are innumerable tiny shards of priceless wyrdstone. It often happens that two warbands come upon the same area and only a battle can determine who will pick the spoils. In this scenario, warbands encounter each other while scavenging in the same ruined warehouse, vault, temple or other such potentially rich building.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

Special Rules

Wyrdstone Counters: Once you have placed the terrain, put some Wyrdstone counters on the tabletop to represent where the shards are. There will be D3+1 counters in total. Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. The counters must be placed more than 10" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken Out Of Action, place the counter on the table where he fell.

Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game

The game ends when one warband fails its Rout test. The routers automatically lose.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 per Wyrdstone Counter: If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Wyrdstone

Your warriors earn one shard of wyrdstone for each counter still in their possession at the end of the battle.

Breakthrough

By the Mordheim Development Team,

When news of a huge deposit of wyrdstone starts circulating, warbands will mount expeditions to unearth the wealth. However, their rivals often try to block them, eager to claim all the wyrdstone for themselves.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Each player rolls a dice. Whoever scores higher decides which table edge the attacker sets up on. The attacker sets up first, within 8" of his table edge. The defender sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

Starting the Game

The attacker has the first turn.

Ending the Game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses. If the attacker manages to move two or more standing warriors to within 2" of the defender's table edge, they have broken through and he wins the game.

Experience

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

+1 Winning Leader: The leader of the 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 Breaking Through: Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 Experience.

Street Fight

By the Mordheim Development Team,
Often two warbands will come face to face with each other in the narrow streets of Mordheim. Sometimes they pass each other without incident but more often the meeting ends in bloodshed.

Terrain

Set up all the buildings into a single street, with no gaps along the sides. Behind the buildings are impassable ruins, although the buildings themselves are still accessible. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. We suggest that the terrain is set up within an area roughly 4' x 4'.

Setup

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses whether to deploy first or second. The warbands are deployed within 6" of opposite ends of the street.

Special Rules

No Backtrack: Neither warband can backtrack down the street to leave the battlefield via their own edge.

Starting the Game

Roll a D6 to see who has the first turn.

Ending the Game

When one of the warbands manages to move all its remaining warriors out of the street via the opposing edge, the game ends and that player is victorious. Alternatively a warband which fails a Rout test loses the game.

Experience

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

+1 Winning Leader: The leader of the 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 Escaping: The first Hero from either side (not both!) who exits via the opposing table edge gains +1 Experience.

Chance Encounter

By the Mordheim Development Team,
Both warbands have completed their daily search of the ruins and are on their way back to their encampment when they run into each other. Neither side was expecting a fight, and the warband that reacts the quickest has the advantage.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Setup

1 Each player rolls a D6. The player with the higher score can choose to deploy first or second.
2 The first player to deploy sets up his entire warband in deployment zone A as shown below. He may choose which quarter of the table to nominate as deployment zone A.
3 The second warband can then be set up in deployment zone B, but no model may be set up within 14" of any enemy model.

Special Rules

Carrying Wyrdstone: Each warband is carrying D3 shards of wyrdstone at the beginning of the battle. Mark down the number each warband has.

Starting the Game

Each player rolls a D6 and adds the normal Initiative of their leader. The player with the higher score goes first.

Ending the Game

The battle ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Wyrdstone

Both warbands gain all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken Out Of Action during the game, down to a minimum of zero. In addition, they gain one extra shard of wyrdstone for each enemy Hero they take Out Of Action, up to the maximum number of shards the opposing warband was carrying at the beginning of the battle.

Hidden Treasure

By the Mordheim Development Team,
There is a rumour that one of the ruined buildings has a concealed cellar with a treasure chest hidden in it. Two rival warbands have heard about the cellar and are now searching the area. Who knows what they will find?

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Setup

Both players roll a D6 and whoever rolls highest chooses which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side.

Special Rules

Searching for the Chest: All the warriors (not animals!) in each warband know roughly what they are looking for and must inspect

the buildings to find the treasure. Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once. If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge.

Carrying the Chest: Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Chest Contents: Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. For example, roll to see if you find any wyrdstone – you need a 5+ to find it. Then roll to see if you find the armor, and so on. This can make the chest a very valuable acquisition – however, it could also mean that your warband has risked death for only three gold crowns!

Item	Result on D6
3D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+
Suit of Light Armour	4+
Sword	3+
D3 Gems (worth 10 GC each)	5+

Starting the Game
Roll a D6. The player rolling highest has the first turn.

Ending the Game
When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the treasure chest.

Experience
+1 Survives: If a Hero or a Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.
+2 For Finding the Chest: If a Hero finds the treasure chest he earns +2 Experience.

Occupy
By the Mordheim Development Team,
This scenario takes place in a part of Mordheim where the buildings are bursting with shards of wyrdstone and other wealth. Taking and holding these buildings means that your warband gains rich pickings. Unfortunately, your opponent has the same idea.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands
Each player rolls a D6. The player with the highest score decides which warband sets up first. The first player chooses the table edge he wants to set up on, and places all his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge..

Special Rules
The objective is to capture D3+2 of the buildings on the tabletop. Mark these buildings, starting with the one closest to the centre of the table, working your way outwards to the next nearest building. A building is occupied if at least one of your standing models is inside and no enemy models are inside the building.

Starting the Game
Both players roll a D6. The player with the higher score takes the first turn.

Ending the Game
There is no need to take any Rout tests – as the game lasts for a maximum of eight turns. If one warband voluntarily routs, the game ends and the winning warband is considered to occupy all of the buildings on the table.

Experience
+1 Survives: If a Hero or a Henchman group survives they gain +1 Experience.
+1 Winning Leader: The leader of the warband who controls the highest number of buildings at the end of the battle gains +1 Experience. If both sides occupy the same number of buildings, then the battle is considered to be a draw and neither leader gains this bonus.
+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Surprise Attack
By the Mordheim Development Team,
One warband is out searching the ruins of Mordheim for loot when it is attacked by an enemy warband. The defenders are spread thinly and must muster a defence quickly to drive off their attackers.

Terrain
Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Setup
The defending player rolls a D6 for each Hero and Henchman group in his warband, in any order he chooses. On a 1-3, they are elsewhere in the ruins and turn up later as reinforcements. On a 4-6 they are deployed at the start of the game. Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.

The defender deploys his available Heroes and Henchmen on the table. No model may be closer than 8" to another model, as the warband is spread out wide to search the ruins. No model may be deployed closer than 8" to a table edge.

The attacker deploys his whole warband within 8" of a random table edge, as shown below. He may choose which edge to nominate as '1' before rolling to see where he deploys.

Special Rules
The defender, at the start of his second and subsequent turns, may roll a D6 for each of his Henchmen groups or Heroes not yet on the table. On a 4+ they move on in the movement phase from a random table edge as shown below – roll a D6. All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.

Starting the Game
The attacker always gets the first turn.

Ending the Game
The game ends when one warband fails a Rout test. The routing warband loses.

Experience
++1 Survives: If a Hero or a Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

ARCHIVE PESTILENS
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Ambush (1)

By Andrew "Boss Orc", as appeared in Archive Pestilens, Transcribed by Peter Ward. Edited by The Mordheimer

Some more devious gangs use the element of surprise as a safer alternative to a drawn out battle of attrition. These gangs are often smaller than their rivals and use the surprise to their advantage.

Terrain
Take turns to place a major piece of scenery each until you are both satisfied with the terrain.

Setup
The defender (ambushed) deploys his entire warband within a 1' square area in the centre of the table; the attacker (ambusher) deploys his warband anywhere else on the table, but no closer than 10" to the defenders deployment zone.

Starting the Game
Each player rolls a D6, the highest scorer goes first.

Ending the Game
The battle ends when either player loses half their models or the other player is the winner.

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Ambush (2)

By Michael Reuvers, as appeared in Archive Pestilens, Transcribed by Peter Ward. Edited by The Mordheimer.

One warband is on the way back to their encampment with the wyrdstone they found in the ruins when suddenly they are surrounded. Ambush! If the surprised warband can get past the ambushers then they will be able to make it safely to their encampment. Unfortunately this is only way back.

Terrain
Set up all the buildings in to a single street. Behind the buildings are impassable ruins. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. We suggest that the terrain is set up within an area roughly 2'x4'.

Setup
The attacker (the ambusher) deploys first anywhere on one half of the table. The defender deploys 8" from the opposite table edge.

Special Rules
The defender is carrying D6 wyrdstone but not more than the number of heroes in the warband. So if you roll a 6 but only have 4 heroes in the defending warband then there are only 4 pieces of wyrdstone.

Starting the Game
The defender goes first.

Ending the Game
The battle ends when one warband fails a Rout test, the game ends immediately and the routing warband loses. If the defender manages to move all their heroes that are not out of action to within 2" of the opposite table edge, they have broken through and he wins the game.

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: A Hero earns +1 Experience for each enemy he puts Out Of Action.

+1 Breaking Through: Any Hero or a Henchman group earns +1 Experience for breaking through enemy lines.

Wyrdstone
The defending warband gains all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken Out Of Action during the game, down to a minimum of zero. The attacking warband gains one shard of wyrdstone for each enemy Hero they take Out Of Action, up to the maximum number of shard the opposing warband was carrying at the beginning of the battle.

Breakthrough

By Andrew "Boss Orc", as appeared in Archive Pestilens, Transcribed by Peter Ward. Edited by The Mordheimer.

Your warband is peacefully making their way through the city to a Wyrdstone deposit when they are set upon be a rival warband. They have no choice but to fight their way through them to get to the Wyrdstone.

Terrain
Take turns to place a major piece of scenery each until you are both satisfied with the terrain.

Setup
Each player rolls a D6 and the highest scorer may choose a table edge and deploy all his models within 8" of it. The defender deploys his warriors within 8" of any table edge.

Starting the Game
Each player rolls a D6, the highest scorer goes first.

Ending the Game
The battle ends when either player loses half their models, the other player is the winner.

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: A Hero earns +1 Experience for each enemy he puts Out Of Action.

Defend the Village!

By Mark "Rinku" Dewis, as appeared in Archive Pestilens, Transcribed by Peter Ward. Edited by The Mordheimer.

This scenario is inspired by those wonderful films, Seven Samurai and The Magnificent Seven. One player's warband has been hired to defend a village of poor peasants against the marauding threat of the other's player's warband. This usually means the "most good" player is the defender and the "most evil" player is the attacker, but you could also have the situation of a heroic Necromancer and his creatures hired to save innocent mutants and dregs from an evil Matriarch seeking to purge their kind :) Be creative.

Terrain
The defender sets up a village in the centre of the table, using the central 2' x 2' area of a 4' x 4' table. For every building or two linear obstacles (i.e. fences or barriers) the defender places, the attacker is allowed to place a piece of small cover (tree, rock, fence, overturned cart etc) outside of the central area These pieces must be placed no closer than 6" to any other terrain. The idea is to end up with a "defended village" surrounded by scattered cover.

Setup
The side with the smallest number of warriors is automatically the defender. If the bands have the same number of warriors, the defender is the warband with the lowest rating. The defender sets up first, anywhere within the central setup area. The defender may place up to two models within 12" of the central setup area as

pickets. The attacker then sets up within 8" of any table edge, or combination of edges, as he or she sees fit.

Special Rules
The Village People: For every defender, there must be a villager model also deployed. These represent the best fighters of the village and are both an asset and a liability to the defender. Villagers may never move outside the central deployment zone, unless fleeing. A villager has the same profile as a Mercenary Youngblood, but only has a Leadership of 5, reproduced below for convenience.

Villagers
Scrawny human scarecrows, who live in extreme poverty. Planting crops, minor hunting and fishing are their way of life. They are a cowardly bunch who would not survive any of the opulent sights that Mordheim has to offer.

Profile	M	WS	BS	S	T	W	I	A	Ld
Villager	4	2	2	3	3	1	3	1	5

Weapons/Armour: Each villager can be armed with either a spear or a short bow, at the defender's option. Villagers do not get free daggers, so any archers will have to defend themselves with fists if engaged in close combat.

Special Rules:

All Alone: Villagers are also subject to making an All Alone test if they are in combat and do not outnumber their opponents.
Fear: Villagers Fear the attacking warband.
Leadership: Villagers are treated as being more than 6" away from all friendly models at all times, and cannot use the defending leader's Leadership value.
Villagers do not add to the defender's warband size for the purpose of Rout tests, but do count for models taken Out Of Action. For example, in a warband with 9 warriors, there will be 9 villagers added. The warband will test for routing if 3 warriors or villagers are taken Out Of Action.

Starting the Game
The attacker has the first turn.

Ending the Game
The battle ends when the routing warband fails a Rout test. The routing warband loses.

Experience
+1 Survives: If a Hero or a Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action: A Hero earns +1 Experience for each enemy he puts Out Of Action.
+1 If the Village is saved: If less than 25% of the villagers are put Out Of Action and the defender wins, each surviving member of the winning warband gets a bonus experience point for saving the day.

Rewards
The winning player rolls D6 on the following table to see what reward the villagers are able to provide (defender) or what loot he is able to squeeze from them (attacker). If the attacker won, he adds +1 to this roll. If you can't get blood from a stone then you're not trying hard enough!:

D6	Effect
1-2	Nothing of any value, the villagers were on their last legs and tricked the defenders about the hire fee.
3-4	2D6gc worth of food, personal possessions and tools
5+	1D3 Wyrdstone shards

Don't Wake The Giant
By David Gitchel, as appeared in
A wounded warrior has stumbled out of Mordheim, battered and hysterical, he claims a giant ambushed his band, and took their treasure. The warrior gives a vague location before he passes to the next life. Rumors spread quickly, and various warbands (3-4) prepare to enter the city to steal the prize.

Terrain
As usual, except that one big building must be initially placed in the centre. This is where the giant has made camp.

Setup
Each warband (4 max) must set-up on one edge, at least 8 inches from another side of the table. Each band rolls a d6, and deploys where on the edge they want in the order of highest numbered rolled.

Special Rules
Giant: Each warband has located the camp and after seeing the giant, have decided to wait until he sleeps to steal his loot. Ironically enough, each leader has been so concerned about the giant; they failed to notice other warbands doing the same thing. The giant has two treasure chests in the building with him and a bag of gold on his belt. The sleeping giant will only be awakened by the sound of close combat within 8", or injuring spells (Warpfire, Fires of U'Zhul, etc) and black powder weapons within 12". If awakened, he will attack the nearest character and defend his treasure.

Grumm, The Giant
Scrawny human scarecrows, who live in extreme poverty. Planting crops, minor hunting and fishing are their way of life. They are a cowardly bunch who would not survive any of the opulent sights that Mordheim has to offer.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grumm, the Giant	6	5	2	6	6	5	4	3	8

Weapons/Armour: Club, Stone Hammer, Toughened Leathers, Throwing Stones (10" R, S6, -2 Sv, Concussion effect)

Special Rules:

Hard to Kill: Grumm is a tough and resilient individual who can only be taken Out Of Action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as Knocked Down, 3-5 as Stunned, and 6 as Out Of Action.
Hard Head: Grumm ignore the special rules for maces, clubs, etc. He is not easy to knock out!
Fear: Grumm is a frightening monster which cause Fear.
Large Target: Grumm is a Large Targets as defined in the shooting rules.
Stealing the Treasures: A model may attempt to steal treasure from the room by moving into contact with the chest and rolling an Initiative test. Failure results in a noise loud enough to awaken the giant. Carrying the treasure chest works the same as in the Hidden Treasure scenario in the Mordheim Book. To get the bag of gold, a model must make a −1 Initiative test. Failure results in waking the Giant and starting in Hand To Hand combat with it. The bag only prevents running for a model carrying it. A warband must get the treasure within 2" of their starting edge to get it off the board. Remove the model(s) and the treasure.

Starting the Game
Each player rolls and adds their leader's initiative. Turns go in order from highest to lowest.

Ending the Game
The game ends when all treasure has made it off the board, or all warbands have routed.

Experience
+1 Survives: If a Hero or a Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action: A Hero earns +1 Experience for each enemy he puts Out Of Action.
+1 For Getting a Chest: Any Hero or Henchman group that successfully gets a chest to safety receives +1 Experience.

- **+2 For Killing the Giant:** The Hero or Henchman group that lands the killing blow on the Giant gets +2 Experience.
- **+2 For Getting the Bag:** Any Hero or Henchman group that successfully gets the bag of gold to safety receives +2 Experience.

Rewards

Roll on the table below to find out the contents of each of the Treasure Chests and the Bag of Gold.

Treasure Chest

Item	Result on D6
3D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+
D3 Gems worth 10gc each	5+
Mordheim Map	4+
Suit of Light Armour	4+
Lucky Charm	3+

Bag of Gold

Item	Result on D6
1D6 x 10 gold crowns	Automatic
D3 Gems worth 10gc each	5+

Grudge Match

By Mark "Rinku" Dewis & Archeonicus, as appeared in Archive Pestilens, Transcribed by April "Undead Lady" Finnegan. Edited by The Mordheimer.

Apart from the day to day scrabble for wealth and power that drives the madness in Mordheim, honour, lust, bravado, revenge or just plain hatred also play their part in setting the stage for conflict and death.

For whatever reason, two warbands will sometimes arrange their fight rather than leave it to chance. They will gather in some relatively open spot and choose their champions; this single combat will sometimes suffice to settle their differences, but more often than not it will lead to a general melee...

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. There should be a clear space roughly 8-12" in diameter in the centre, representing the spot chosen for the single combat. We suggest that the table is set up within an area roughly 4' x 4'.

Setup

This type of challenge requires a certain amount of history between the warbands involved. The scenario may only be played if the warbands have previously fought a battle against each other.

One player is required to challenge the other. He is designated the Challenger and the other player is designated the Defender. If both challenge at the same time, roll a D6.

The Challenger nominates one hero to be his Champion. The Defender then nominates one of his heroes to be his Champion. (Note that though the term "Champion" is used here, a Mercenary warband is not required to send in one of its heroes of that name and is free to send the Captain or a Youngblood) In the event of a warband having no available heroes, a non-animal henchman may be nominated. If a warband currently consists of only animals, it may not challenge or be challenged (woof!)

The two champions are then placed 5" apart in the centre of the table by the Defender. The Challenger then places the rest of his warband behind his Champion, no closer than 10" to either champion. They may be set up in second floor buildings (for a better view, of course) but are required to have a line of sight to both champions. The Defender then sets up his warriors, following the same restrictions. Infiltration, Tactics and Hunch skills may be used as normal, but not to reposition either Champion (this may lead to a warrior starting out of sight of the Champions).

Starting the Game

Each player rolls a D6. The higher rolling player takes the first turn, which will also be the first Single Combat turn.

During the opening Single Combat, only the two Champions may move, attack or cast spells or prayers. The Champions may not charge, attack or cast spells or prayers on an enemy model other than the opposing Champion. Otherwise the two models are free to move and fight as they see fit.

The Single Combat will normally continue until one of the Champions is taken Out Of Action. However, there is the possibility that a dishonorable or enraged warrior might break the truce, causing a general fight to erupt. At the end of his Close Combat phase, the player rolls a D6. If a 1 is rolled, one or more of his warband members are planning something. His leader must make a Leadership roll in order for the Single Combat to continue (this roll is voluntary). If a general fight beaks out, all warriors may move, attack and cast spells normally. Note that it will always be the turn of the other player if a player chooses to let a general fight break out; this is a built-in incentive for the player to let the Single Combat continue.

If the Single Combat continues to its conclusion, the warband of the loser must make an immediate Rout Test due to the loss of morale from losing their Champion. All warriors may now move, attack and cast spells as normal. The side which won the Single Combat is heartened by the victory, and will only have to test to rout after losing 50% of their warriors Out Of Action. The side that lost the Single Combat, on the other hand, remains demoralized for the rest of the game, and must test to rout each turn (it may also rout voluntarily).

Ending the Game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

- **+1 Survives:** If a Hero or a Henchman group survives the battle they gain +1 Experience.
- **+1 Winning Leader:** The leader of the winning warband gains +1 Experience.
- **+1 Per Enemy Out Of Action:** A Hero earns +1 Experience for each enemy he puts Out Of Action. This includes a Champion who puts the other Champion Out Of Action in Single Combat.
- **+2 Winning Champion:** If one Champion puts the other Champion Out Of Action while the Single Combat rules are still in force he gains +2 extra experience. This is in addition to any experience gained by a Hero Champion for putting an enemy Out Of Action. A Henchman Champion who wins will add the +2 experience to his group's total.

The Battle At Koleshire Keep

By Baby Cindi, as appeared in Archive Pestilens, Transcribed & edited by The Mordheimer.

How It All Began

Kolshire Keep was built on the borderlands between Empire territory and Orc territory. Situated next to a small abandoned farm (where soldiers often slept), it was considered a very crucial holding point for the Empire as a whole. In fact, it is clearly a very strategic outpost. In the twenty years it's been standing, the soldiers at the keep have quickly squelched dozens of Orc raids that would otherwise have penetrated the Empire's outer territories. Unfortunately, this was soon to end.

It all happened on a mist-shrouded morning some three years ago. The soldiers at the keep were at ease this day, taking comfort in the fact that Orcs generally avoid making military actions in such foul weather. And indeed, just as figured, a nasty storm swept the area. All the sentries and other soldiers closed up the keep, seeking protection from the thunder & rain. Big mistake.

Just as the storm started to die down, the men inside unlocked the doors and went out to resume their watch duties. No sooner had the

doors opened, a large group of waiting Orcs sprung their ambush! They rushed into the Keep, slaughtering the soldiers without any semblance of mercy. The element of surprise gave the green skins the edge & soon, all the humans had either escaped or perished in the brutal skirmish.

The Keep was quickly taken over by the Orcs of Clan Skaggle. They now possessed the very same advantage the humans once had. And from there, many, many attacks were unleashed upon the nearby human villages & hamlets. War boss Skaggle was quite surprised that the Empire didn't attempt to re-take their keep. But, in reality, the keep would have proved a very tough objective to win back.

Of course, this eventually would work in the humans' favor, for the Orcs have recently began leaving fewer & fewer boys when they went on raids and other such missions. They had grown lax...just as the humans had before them.

The Current Situation

With the Orcs at the Keep becoming more and more over-confident, it was only a matter of time before somebody did something about it. It just so happened that the first person to develop a plan of action was a well-respected mercenary captain by the name of Jarsyn Gaylord.

Jarsyn had always been something of a glory hound and a pompous braggart at that. His tales were always those of great renown, though most of them were very aptly embellished from the actual truth. And when he caught wind of the lack of sentries at the Keep, he immediately saw an opportunity to come off as the hero, which he is constantly guilty of doing. With that in mind, Jarsyn gathered up a band of warriors and set out to single handedly reclaim Kolshire Keep for the Empire....not to mention gather any loot left behind by the Keep's Orcy inhabitants.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. There should be a clear space roughly 8-12" in diameter in the centre, representing the spot chosen for the single combat. We suggest that the table is set up within an area roughly 4' x 4'.
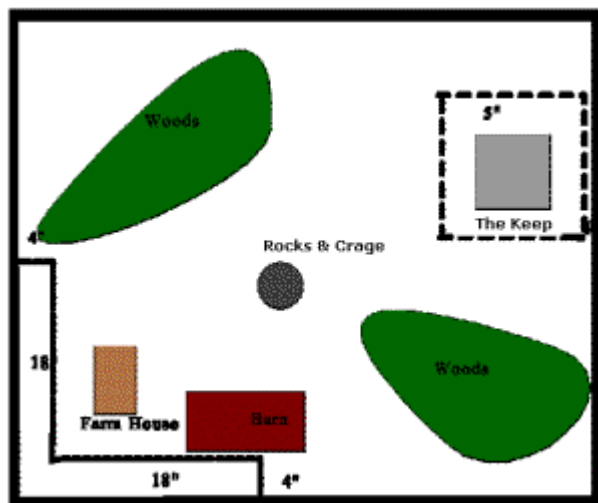
Setup

Obviously, your terrain collection will ultimately determine how exact you'll be able to set up the battlefield. If you don't have exactly every piece of terrain you need, you can either improvise or alter the battlefield from how I've laid it out in the map. It's your call.

The Orcs get to set up anywhere within 5 inches of the Keep, including inside the structure or even on top of it. The Reiklanders may start within the set-up zone shown on the map. 18" from the corner & 4" out. It is assuming that you are using a 3 ½ foot by 3 ½ foot table. Feel free to adjust to your table size.

Special Rules

Jarsyn's Mercenary Band: Jarsyn Gaylord's group can be designed by using the Reikland War Band list. Feel free to build the war band however you wish....with the exception of Jarsyn himself. For Jarsyn, you may equip him anything allowed for a Mercenary Captain. In fact, his profile is the same as a regular Mercenary Captain with the following exceptions...

Jarsyn, despite all his bragging, really is a rugged man capable of battling on even with severe wounds. Some say that his pride refuses to let him die. To reflect this, he has 2 Wounds instead of 1.

Jarsyn's a student of the art of sword fighting. This gives him the Expert Swordsman skill, allowing him to re-roll all missed hits with a sword during the turn he charges.

Jarsyn's base cost is 80 Gold Crowns.

Skaggle's Boys: Unfortunately for Jarsyn, Skaggle himself has stayed behind, not wanting to get his hands dirty "wif raidin' doze 'oomies". Skaggle's war band can be constructed however you wish. But ol' Skaggle himself is handled a bit differently. You can equip him with anything allowed for Orc Bosses (which his profile is based on). There are a few special rules pertaining to Skaggle...

Skaggle is a ruthless fighter and is notorious for using lots of dirty tricks to overcome his enemies. To simulate this, once per turn, he may make a low-blow on any single enemy he's in close combat with. To do this, you need to make a low-blow roll (1d6) before the combat is rolled for, regardless of who gets to strike first. If it turns up a 5 or 6, the opponent is considered to be at -1 WS for this turn of combat. This indicates that ol' Skaggle stuck a thumb in his eye, bit his face, gave him a swift knee to the groin, or some other nasty cheap shot.

Skaggle is considered to be "da most talky" Orc Boss around, meaning that he can inspire his boys to fight harder and such. As a result, he has a Leadership score of 9 and can let any boy within 12" take Ld tests off of his score, as opposed to the normal 6" for other Bosses.

Skaggle costs 90 Gold Crowns.

Starting the Game

Roll a die to see who has the first turn.

Ending the Game

The first group to Rout or is destroyed loses the battle.

Experience

- **+1 Survives:** If a Hero or a Henchman group survives the battle they gain +1 Experience.
- **+1 Winning Leader:** The leader of the winning warband gains +1 Experience.
- **+1 Per Enemy Out Of Action:** A Hero earns +1 Experience for each enemy he puts Out Of Action.

Raid

By Andrew "Boss Orc", as appeared in Archive Pestilens, Transcribed by April "Undead Lady" Finnegan. Edited by The Mordheimer.

Not all battles are conducted in proper conditions. Sometimes a warband will try and surprise their rivals when they least expect it, and this most often done while they are settling down for a bit of R-and-R.

Terrain

The centre of the board should be set up to represent the hide out of the defender's gang. This should only be 1' square at most. The rest of the table can be set up normally.

Setup

The defender must deploy all his warriors within his base. The attacker may deploy his warriors within 8" of any table edge.

Starting the Game

The attacker makes the first turn.

Ending the Game

The battle ends when either the attacker loses half of his models, or the defender loses three-quarters of his models. The other player is the winner.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: A Hero earns +1 Experience for each enemy he puts Out Of Action.

Rawhide

By Paul Smith, as appeared in Archive Pestilens, Transcribed by April "Undead Lady" Finnegan. Edited by The Mordheimer.

"Rollin' , rollin', rollin', keep them wagons rollin'" Teamster's song
After the humiliating defeat of the Merchant's play for power by supporting that damn woman, Lady Magritta, for Emperor, the Merchant's guild have decided that money really is the only way to gain power, so they have made a play for a controlling factor in Mordheim. Merchants, being merchants, can't help but have huge teams of wagons transporting things back and forth...mainly food and supplies, but on occasion wagons are sent back to their safe houses around the Empire containing their latest haul of Wyrdstone to sell. What better targets for a raid than a convoy of these wagons. After a while, the merchants grew wise to what was causing their wagons to go missing and sent out three or four teams at once. Only one contained any wyrdstone, the rest contained a similar amount of rock to make them look as similar as possible. That way the raiders had to choose between the wagons because it was unlikely that all of them would be stopped, or even noticed. After all... the countryside is a vast place.

Terrain

As this scenario is based outside of Mordheim there aren't any ruins I'm afraid. All there is a road going across the table with sparse forest on either side, with any hills you desire. Bear in mind that people will have likely removed any obstacles from near the road to prevent ambushes by raiders.

Setup

The raiders may set up anywhere within their half of the board. The wagons and their outriders must enter from the opposite side along the road.

Before the game starts the Marienburger player (merchant) has a choice. He can either put his wyrdstone and remaining gold into one wagon of his choice and gains vast profits at the end of the mission if it gets through (losing it all if it doesn't), or having all the wagons empty and gain nothing extra at the end. It's up to the Marienburger. Do not tell your opponent until after the game though. This could be a good way to draw your opponent out during a campaign and use it to deal some damage to him.

Special Rules

Wagons: This scenario uses the rules for wagons and horses from the Mounted Warrior rules [wagon rules from Wyrdstone Archive or the updates rules from Empire in Flames supplement. Due to the marshy nature of the ground any wagon moving on the grass instead of the road gains a -3M.

The Merchants: (Marienburgers) have four wagons, each drawn by two horses and three warhorses for outriders for this mission only. This means that the Marienburgers are allowed to take 7 gang members. Those mounted on the warhorses have been equipped with spears for this mission.

The Ambushing Party: They are allowed to take all of their gang members should they wish. The ambushers may spend any money they have left on horses before this mission. They do not get a discount on, or free, horses.

Starting the Game

The aim of the Merchants is to get the wagon containing the wyrdstone off the table edge, preferably all the others too, to cut down on employee and stock losses. After all loss means less profit as you find replacements. The aim of their opponent is to stop these wagons, hopefully picking the right one.

Ending the Game

If the ambushers stop the wyrdstone leaving the table they gain whatever amount the Marienburg player placed into the wagon (be honest with this… decide before the game and stick to it!!). If the Marienburgers get the wyrdstone off the table they gain 30% of whatever was in the wagon as they made a real killing in the sale of it, i.e. if there was 100gc worth of wyrdstone in the wagon you would now have 130 gold. Got it? Good.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: A Hero earns +1 Experience for each enemy he puts Out Of Action.

+1 Saving the Wyrdstone: The Marienburger leader earns +1 Experience is he escapes off the boards with the Wyrdstone.

+1 Successful Ambush: The leader of the ambusher party earns +1 Experience if they stop the Wyrdstone from leaving the board.

+1 Getting Away: Each driver that gets off the board with their wagon earns +1 Experience.

+1 Stopping a Wagon: Each warrior that stops a wagon earns +1 Experience.

Rescue

By Andrew "Boss Orc", as appeared in Archive Pestilens, Transcribed by April "Undead Lady" Finnegan. Edited by The Mordheimer.

Your enemy has captured a member, or members, of your warband and you need to rescue them before they can be sacrificed, turned into slaves, or forced to watch Teletubbies, you choose.

Terrain

The center of the board should be set up to represent the hide out of the defender's gang. This should only be 1' square at most. The rest of the table can be set up normally.

Setup

The defender may nominate one member of the attacker's warband (not the leader) to be their prisoner. The defender must set up inside his base and have a warrior in base contact with the captured prisoner at all times. The attacker may set up within 8" of the edge of the table.

Starting the Game

Each player rolls a D6, the highest scorer goes first.

Ending the Game

The battle ends when either the attacker loses half his models or manages to get the prisoner off the board, resulting in a win for the defender or the attacker respectively, or the defender loses three-quarters of his models.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: A Hero earns +1 Experience for each enemy he puts Out Of Action.

Romero's Pride

By Paul Smith, Lex and Donato, as appeared in Archive Pestilens, Transcribed by Cobalt Earthgem. Edited by The Mordheimer.

After the fall of Mordheim the Wyrdstone attracted many people in search of powers beyond belief. One such person was an

incompetent necromancer named Romero. This individual had seen the potential in a destroyed city...all the corpses to be raised and led across the Empire. The combination of Romero's powers and wyrdstone led to the creation of hordes of flesh eating zombies.

Two Elector counts decided to end the problem of these zombies and sent a squad of assassins after Romero, only to discover the dismembered body of the former necromancer. It seems that his former slaves no longer needed his magic to animate them. They could support themselves and raise the bodies of anyone they killed to swell their ranks. From that day forward tribes of these flesh eating zombies are found wandering the streets of Mordheim in search of food.

Terrain

Set the table up in such a way that there is a limited amount of exits. For example, create a square in the middle of the table with 4 streets emerging out of it and maybe 6 alleyways between the rests of the ruins. This way the models cannot just walk around the zombies and escape.

Setup

Each player must set up his warband in the beginning of one of the streets at each table-end with models no further way than 4" of each other. The first 3 Turns nothing happens. This way both warbands will be very close to each other and away from the table-ends. At the end of the 3rd turn, 1D3 zombies arrive at each of the 4 ends of the streets. The 4th turn 1D4 zombies arrive, and the 5th turn onwards 1D6 zombies arrive at each end.

Special Rules

Zombies: The zombies have their toughness boosted to 5 to represent the fact that they are extremely hard to stop once they have caught sight of you. If you wish to play a zombie attack game with the zombies as one of the two sides then you should reduce the cost of the zombies to a third of their original cost to represent them attacking on mass. Zombies have a movement of 3, they cannot charge and they cannot climb up or down ladders.

When a model is taken Out Of Action by a zombie they are placed under the control of the zombie player, rather than being removed, as they are raised from the dead. All the equipment except armor carried by the zombie is lost as they are not bright enough to use anything.

If you opt to make this a 3-sided game the two normal regiments fight a normal scenario, but at some point the place becomes flooded with Zombies... hordes and hordes of them overrunning the place. Determine the number of turns that the flow of zombies enters the playing area & the point of entry. Make the number of zombies a random number over the number of models on the board (2:1 would be a good bet to make it scary) and assume the Zombies just go from point A to B, unless there is a living being within 8". If there is a living being within 8" of a zombie it will turn and attack.

Lots of opportunity for back stabbing & nefarious dealings, and in retrospect , not even a third person needed assuming that the Zombies follow a strict procedural course..... check if anybody is near at start of turn.... if not move to exit point.... if at any point of route there is an obstacle, avoid the obstacle & keep nearest route to exit point, if at any point in Move a living opponent comes within 'range' start moving towards him/her

Starting the Game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table.

Ending the Game

[MISSING INFO]

Experience

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

+1 Winning Leader: The Leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

The Caravan

By Anonymous, as appeared in [Archive Pestilens](), Transcribed by Cobalt Earthgem. Edited by The Mordheimer.

The lure of wyrdstone draws all kinds to Mordheim. A wealthy merchant and his hired guards are traveling through the city, bearing a cargo of Wyrdstone; they are a tempting target for robbery.

Terrain

Set up all the buildings in a single street with no outlets, similar to the "Street Fight" scenario in the Mordheim rulebook. Place the merchant model at one end of the street, facing towards the other end.

Setup

Both players roll a D6, whoever rolls highest chooses whether to guard the merchant or try to rob him. The guarding player sets up first within 6" of the caravan. The robbers may set up anywhere on the street as long as all of his models are at least 14" from the caravan and its guards.

Special Rules
The Merchant

Profile	M	WS	BS	S	T	W	I	A	Ld
Merchant	S	2	2	3	3	1	3	1	10

Weapons/Armour: The Merchant wears no armour and is armed with a single dagger.

Special Rules:

Movement: At the beginning of each player's movement phase, move the Merchant D3" inches along the road. His mind is occupied with the hefty profit he'll take for his cargo and he wants to reach a suitable buyer as soon as possible. He takes the easiest path, scorning cover and ignoring attackers (Note that the merchant moves forward even if he was engaged in close combat the previous turn). He never charges other models and passes all psychology tests automatically. The only way to stop his movement is to knock him down, stun him or take him out of action.

The Cargo: The merchant carries a small chest that contains D3+1 shards of wyrdstone. If he is taken out of action place the appropriate number of wyrdstone counters in the space he used to occupy. A warrior may pick up the wyrdstone by moving into contact with it.

Starting the Game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table.

Ending the Game

[MISSING INFO]

Experience

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

+1 Winning Leader: The Leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

The Restless Dead

Tom Webster-Deakin, as appeared in [Archive Pestilens](), Transcribed by Cobalt Earthgem. Edited by The Mordheimer.

The impact of the meteor on Mordheim not only affected the living residents of that blighted city. The pernicious effects of the vast quantities of warpstone began to work on those long dead and those that the meteor had itself killed. Soon the streets of the city echoed to the tread of bony feet and the stench of rotting flesh filled the air as the corpses of Mordheim walked abroad. The adventurers

seeking wealth in the ruined city soon found themselves beset by bands of undead warriors.

Terrain

[MISSING INFO]

Setup

[MISSING INFO]

Special Rules

Bring In Your Dead: The impact of a huge ball of warpstone on Mordheim caused many of the city's dead to be raised from their graves and warbands are frequently attacked by wandering undead. They seem to seek out the sounds of battle so warbands in conflict are in even greater peril of attracting their attention. Starting from the second turn, roll a D6 at the beginning of each player's movement phase and if the dice results higher that the indicated on the table below, the undead will appear.

Turn	D6
2	6+
3	5+
4+	4+

Enter The Undead: If undead appear, then a band of D6 skeletons, zombies or a mixture of the two arrive on the board. Roll a scatter dice and place an undead model at the edge of the board to which the arrow points. This is the point from which all the undead enter. Roll the scatter dice for each model and move it its full distance in that direction (re-rolling those that take it off the board). In subsequent turns the undead move randomly in each movement phase (so they move twice as far as the players figures). Undead which would be moved off the board stop at the table edge. Undead which are in charge range of a figure at the beginning of their movement will charge the figure.

The Undead

Profile	M	WS	BS	S	T	W	I	A	Ld
The Undead	4	2	0	3	3	1	1	1	5

Weapons/Armour: The Undead may not have any weapons or armour and suffer no penalties for this.

Starting the Game

[MISSING INFO]

Ending the Game

[MISSING INFO]

Experience

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

+1 Winning Leader: The Leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

The Wizard's Tower

Christian Ellegaard, as appeared in [Archive Pestilens](), Transcribed by Cobalt Earthgem. Edited by The Mordheimer.

Since the mighty catastrophe of Mordheim in the Year of Our Lord 2000, the once proud city has become a forum of evil.

Not to mention a forum of treasures. This, after all, is the reason why hundreds of warbands have flocked to the outer borders of the Empire, leaving their settings and their families in the favour of gold.

But the warbands are not the only visitors. All creatures of evil seem to go there, apparently attached by the chaos and darkness that rules in the inner ruins, as well as some of the mighty Wizards of Darkness. Here and there the purple flag of Shyish, the Scythe, waves in the wind high above a mighty tower rules by an Amethyst wizard, and the wizards of the Dark Gods establish their chambers there too where they can study their evil books and magic in the right atmosphere.

The myths that are connected with these Wizard's Towers tell about gold, silver, magical items and other treasures that appear only in the wildest dreams of the craziest Dwarven Treasure Hunters, and once in a while it happens that a warband finds its way to one of the few infamous Wizard's Towers that are located in Mordheim.

However, it is not that easy just to go and open the door into the tower itself. More often than not warbands lie hidden in the ruins around the tower, waiting for the next warband that appears.

Terrain

The scenario is fought on a table roughly 4' times 4'. Exactly in the middle should be the Wizard's Tower itself. This can be represented by a cardboard tower (for example the one from the old Chronicles of War set, or the tower from the Warhammer Fantasy boxed set), but if you do not have any cardboard towers then you must make your own! This is really easy indeed - the only thing that's a bit tricky about modeling is putting it together yourself!

The rest of the battlefield should be covered by ruined buildings, terrain and obstacles that the ambushers can hide behind. Check out the map and see my version of the battlefield!

Setup

The warband that has just explored the Wizard's Tower is deployed beneath the tower itself. Note that only the Henchmen are deployed - not the Heroes!

The ambushers must be deployed adjacent to the table edge and out of line of sight of the treasure carrying warband. They may be deployed in buildings too, if any buildings are adjacent to the table edge. The ambushers must deploy first followed by the treasure carrying warband.

Special Rules

Heroes: After the ambushing warband has moved, the treasure carrying warband must roll a D6. The result is the amount of Heroes that may leave the Wizard's Tower that turn. Choose randomly which models appear.

Chests: Roll a D6 for each Hero that appears: On a roll of 6 that model has brought with him a smaller chest of treasures that is represented by a counter. You could use one of the plastic chests from the Mordheim boxed set, or you can make your own.

A model carrying a chest gets a -1 Initiative modifier, and he cannot fight with two weapons. Chests can be swapped between models if they are in base contact with each other. The new model gets the above mentioned penalties for carrying a chest as normal, while the model carrying it before loses this penalty.

If no Heroes appear to bring any chests with them, then pick one random Hero that is given a chest. This means that there will always be at least one chest in the game, which makes it all much more interesting! Chests are dropped if a warrior become knocked down, stunned or out of action. Place the chest counter on the battlefield. Any models that enter the chest may pick it up and carry it as normal, and a model who defeats an opponent in close combat in any way may overtake the chest of that enemy model.

Magical Curses: All the Heroes that have searched the Wizard's Tower for treasures are carrying an evil kind of magical curse from the tower. Place a Curse counter beside each Hero as they appear. If a Hero is Knocked Down or Stunned, roll a D6 on the table below.

1	**Blind:** The eyes of the Hero begin to glow white, and he cannot see anything. For the rest of the battle the Hero will move D6 inches in a random direction (use a Scatter die to decide the direction). If he crashes into an enemy, then he will attack him or her, and if he crashes into a building, then he will get knocked down. His Initiative will count as being 1 for the rest of the battle too, but he will cause Fear to all enemies.
2	**Bound:** Suddenly some mystical, half transparent lightning arms in different colors appear from the earth and grab the Hero's legs. He cannot move anymore for the rest of the battle!
3	**Drained:** The Hero is drained for power, and his Strength will count as being 1 for the rest of the battle.

4	**Teleported:** The Hero is teleported into the Wizard's Tower and will appear in the warband's next turn. The Hero will then be standing up.
5-6	**No effect**

The Heroes can shake off their curses by defeating an opponent. If either they Knocked Down, Stun or put an opponent Out Of Action then the curse will be given to the opponent instead! If the model is suffering from any curses then (such as the Bound curse), then they will immediately lose it. This is the only way of getting rid of a curse - neither priests nor wizards can help on this point!

Starting the Game

The ambushers will get the first turn. This represents the surprise that will meet the treasure carrying warband once they leave the tower.

Ending the Game

The battle ends once all the chests are off the table. A model with a chest can leave the table edge, and then the chest will be under that warband's possession. The warband with the most chests are the winners of the battle. If both warbands have the same amount of chests, then the warband that caused most casualties has won.

Experience

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

+1 Winning Leader: The Leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Treasures

In the post-battle sequence both players must see how much their treasures are worth. For each chest, roll a D6 on the table below:

1-2	**Illusions!:** The treasures were simple illusions that the wizard had made. As the warband returns to their camp the treasures simply vanish like if they had never been there!
3-5	**Valuables!:** The chest contains some valuable items that can be sold for a considerable amount of GC. Roll 3D6, the result being the amount of GC that the items are traded for.
6	**Gold, Gold, GOLD!:** The chest contained some really expensive golden items that are worth a lot of money. Roll 6D6 (yeah, it's quite a lot of dice!) and add the result to your Treasury.

After the battle it is not possible to search the ruins for any useful things. No one dares to enter the cursed fields of the Wizard's Tower anymore! So no Exploration rolls are made.

Brahms' Book

(http://madnergal.com/brahmsworld/Mordheim/index.htm)

Bar Room Brawl

By Tom Bell, as appeared in Brahm's Book. Transcribed & edited by The Mordheimer.

No one knows who started it, but the brawl rages around the Tap-room of the Rust'd Cup Inn. Tables, chairs and daggers fly about the room, hitting targets indiscriminately. Mugs and goblets are emptied of their contents by being smashed over someone's head more often than down someone's gullet. Through the ruckus, the leaders of each respective warband stand and watch with detached amusement. Watch, that is, until a stray (or was it?) fist connects with one's chin...

All is silent while the brutish leader shakes his head, and brings his hand up to his lip. The trace of crimson is all it takes to launch him all-out into the fray, cursing the opposing leaders and promising pain.

This scenario can be played by any number of warbands of any type.

Terrain

This scenario takes place indoors. While there can be several rooms, all action takes place within one building. Place obstacles (chairs, tables, walls and doorways) accordingly. Each player may place one terrain-piece until the board is full. It is recommended to play this scenario on a 4' x 4' table for 4 players, 6' x 4' for 6 players, etc.

Setup

Each player rolls off. The highest roll chooses which section of the bar they'd like their warband to start in. The deployment zone is 4 inches by 4 inches square, with exceptions made only for terrain that is in-place, or if it is impossible for the player's entire warband to start within that area. Players should try to stick as close as possible to the deployment zone while placing their characters.

Special Rules

Too Close for Comfort: While the close-quarters of the Rust'd Cup Inn's tap-room are pleasant for an evening's drink and comradely, it is far too cramped for missile weapons. As such all bows and crossbows that are dependant on range (pistols or crossbow pistols, for example, are exempt from this rule) are useless, and are tossed aside for more appropriate weapons. Also, due to the cramped and crazy fighting occurring, should any missile miss by 2, it will count as hitting the cover (instead of the regular "miss by 1" rule).

JUST TOSS IT!: With all of the handy stuff just laying about the tap-room, there is always something to grab and throw. As such, everyone can make a ballistic attack if not engaged in H2H combat. The missile can range from a chair to a mug of ale. It's range is the characters Strength value in inches. The missile counts as having a S-1 from the user.

Don't Touch My Boss!: The Leaders of the warbands will not lower themselves into fighting in this brawl. They may not be attacked by any other model while they sit and watch their boys duke it out with aloof amusement. As the fight progresses, however, each leader may decide the time is right for him to jump in and show everyone why it's he that leads this band. There are THREE ways for a leader to enter the fray:

1) At the beginning of each players turn, they must roll a D6. Once the total of these rolls exceeds 12, the leader may immediately dive into the action.

2) Should the leader be struck by a stray missile, he will immediately try to charge the nearest model that is not of his warband.

3) Should the leaders warband have enough men Out Of Action to require a Leadership test, the first attempt automatically succeeds, and the Leader jumps in to preserve the honour of his band.

Starting the Game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table.

Ending the Game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. There are no alliances allowed within this scenario. Things are too heated, and no one has any true sense of who is friend and who is foe, other than their brothers-in-arms. Also, no one is allowed to voluntarily rout. Honor is at stake.

Experience

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

+1 Winning Leader: The Leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Special Exploration Phase Rules

+1 Exploration Dice for Every Member Not Taken Out Of Action: These are substitution dice, and a player cannot exceed the amount of exploration dice they would be allowed to use regularly. This represents the treasures found on and around the the stunned and moaning patrons of the tap-room. Every warband that participates in the brawl is allowed this bonus. A player would roll

the regular amount of exploration dice allowed, set them aside, and then roll all of the bonus dice separately, thus allowing a higher exploration score to be substituted in, and possibly turning doubles into triples, etc.

Special Deadly Injury Rules

Due to the non-lethal tone of the brawl, when rolling on the Injury table, all rolls that result in death (1-2 for Henchmen, 11-15 for Heroes) must be re-rolled once. Should the unit roll death a second time, the roll counts, and the unit must be removed from the warband's roster sheet.

The Undead Garden

By Tom Bell, as appeared in Brahm's Book. Transcribed & edited by The Mordheimer.

Rumors abound in dark taverns and unlit alleyways of the restless garden. Many have been lured by the promise of lost treasure and abundance of wyrdstone, but few, if any, return. Ghouls, zombies and skeletal warriors prowl the once-beautiful palatial gardens, hungering for flesh and destroying any that fall within their cold reach. Chaotic magic rules here, and horrible, bone-chilling screams emanate from the haunted grounds with terrible regularity. Still, adventures and fools alike are drawn to it like a moth to flame, seeking riches, glory, and the honor of finally cleansing the Haunted Gardens of Mordheim.

This scenario can be played by up to four warbands of any type.

Terrain

There is one spawn-site for each warband in-play. Players take turns placing a spawn-site each, and subsequently any terrain pieces (towers, hedges, ruined walls, etc) until the board is full. It is recommended to play this scenario on a 4' x 4' table.

Setup

Each player rolls off. The highest roll chooses which section of the bar they'd like their warband to start in. The deployment zone is 4 inches by 4 inches square, with exceptions made only for terrain that is in-place, or if it is impossible for the player's entire warband to start within that area. Players should try to stick as close as possible to the deployment zone while placing their characters.

Special Rules

Restless Dead: After all of the warbands have had a turn, there is an undead turn. Each player is to roll a D3+1 and place that many undead zombies at their respective spawn-site that they had placed. These restless dead move in random directions, and will charge anything (other than other restless dead models) within range.

Restless Dead

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire. Although but pale shadows when compared to the dread Vampire Lords, the immortal servants of Vlad are still some of the most powerful creatures who fight in Mordheim. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire	4	2	0	3	3	1	2	1	5

Weapons/Armour: Vampires may be armed with weapons and armour chosen from the Undead Equipment list.

Special Rules:

Cause Fear: As with all undead models, the restless dead cause Fear.

Can't Run: Being dead has its drawbacks, one of which is that you are none-too quick on your feet. Restless dead cannot run, but they can charge as normal.

Nuttin' but Skin 'n Bones: The restless dead have shambled around since Sigmar passed his judgment upon Mordheim. Their flesh is like paper, all organs and muscles have long-ago rotted away. Only the powerful workings of Chaos have kept them from the everlasting embrace of death. Restless dead have an armour save of 5+ against any non-bludgeoning weapon, regardless of critical hits. They will therefore always gain a 5+ armour save against any weapon other than hammers, maces, etc, regardless of strength or damage modifiers.

Starting the Game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table

Ending the Game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. If one or more warbands have allied when the other warbands have all routed, they may chose to share the victory and end the game, or they may continue the game until one warband is victorious.

Experience

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

+1 Winning Leader: The Leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Special Exploration Phase Rules

+1 Exploration Dice for Every Restless Dead Removed From Action: These are substitution dice, and a player cannot exceed the amount of exploration dice they would be allowed to use regularly. This represents the treasures found on and around the corpses of the foul undead. A player would roll the regular amount of exploration dice allowed, set them aside, and then roll all of the bonus dice separately, thus allowing a higher exploration score to be substituted in, and possibly turning doubles into triples, etc.

Treasure Grab

By Chris Van Tigem, as appeared in Brahm's Book. Transcribed & edited by The Mordheimer.

A wealthy merchant had his caravan ambushed. Due to reasons not completely understood at the time the merchant chose not to flee after the thieves. It was only after the thieves had attempted to open the chests did they find out why he was so lax in his pursuit. Understanding that one of his own would betray him he put dangerous traps on each chest. So, when opened without the proper tool they would release a ferocious blast that would render the unfortunate recipient incapable of enjoying his spoils. All the thieves were killed during their attempts to open the chests. Now that the location of the chests has been discovered and the traitor dealt with the merchant is eager to see how his cargo fared their during their fiery opening. The merchant has put a 25 GC reward for each chest that is returned to him. Unfortunately the booby traps were too effective and not all the chests were opened so some may still be trapped and because they have moved around so much the traps have become extremely unstable.

Terrain

This scenario takes place indoors. While there can be several rooms, all action takes place within one building. Place obstacles (chairs, tables, walls and doorways) accordingly. Each player may place one terrain-piece until the board is full. It is recommended to play this scenario on a 4x4 table for 4 players, 6x4 for 6 players, etc.

Setup

There are ten chests. Each player places a chest near the centre of the table until they are all placed. No chest can be more than six inches from the centre of the table but may begin the game in a building.

Special Rules

Moving the Chests: Any non animal model (hero or henchman) can get a chest by moving into contact with it. Once gotten the chest can be carried the model M distance or it may be moved marching distance if two models carry it. Both must be non animal model and

not restricted from moving double their movement by interfering enemy models. The two models move at the slowest models rate.

Exploding Chests: Chests may still be booby trapped and the movement may set them off. At the end of the movement phase when a model comes into contact with an unclaimed treasure chest roll a D6. On a roll of 3-6 nothing happens, the trap has already gone off and the chest is safe to carry. However, on a roll of 1 or 2 the model has set off the trap and it goes off. The traps are fire traps so roll a D6 to determine if the model has caught fire. On a result of 4+ the model is on fire and may do nothing in the next turn except put himself out. Next, roll to determine the extent of the explosion. A model in base to base contact with the chest takes a D6 strength wound. Randomize if more than one model is in base to base contact with the chest. If an injury results than roll as normal.

The chests may be taken off any board edge and once off are safe. The models that take the chests off the edge are out of the game and count as Out Of Action for purposes of rout test but do not need to roll on the injury chart after the game.

Rout Tests: If your warband routs they drop any chests they were carrying where they were last positioned but the ones successfully removed from the table count towards your warbands total. If you are the last warband to rout you can keep any chest that any of your models are carrying , but any unclaimed chests are lost. Any models taken Out Of Action while carrying a chest drop the chest where they where taken Out Of Action.

Starting the Game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table.

Ending the Game

The game ends when all the chests have been taken off the table or all but one warband has routed. The winners is last warband after all the others have routed, or if all the chests are off the board the warband with the most chests returned to the merchant. If there is a tie for chests roll a D6 the highest wins.

Experience

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

+1 Winning Leader: The Leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Rewards

The winning warband receives 25 GC for each chest successfully gathered. If a warband successfully returns five chests to the merchant then using the rules for the Arabian Merchant they may explore the markets available to him. Other warbands that managed to remove chests from the table may roll to see what the contents are.

4D6	Results
4	Medicine chest, can be used as D6 doses of Healing Herbs or as a one off to allow a re-roll on the Hero serious injury table (unless the result was pit fight, captured, etc.)
5	D2 elven boots
6	Suit of heavy amour + d3 helmets
7	Elven cloak
8	D6 bows
9	D6 shields, and a d6 swords
10-11	Gems worth 60 GC
12-16	Fancy clothes worth 2d6 per crate and on a d6 roll of 6 there is a hidden order of free traders medallion.
17-18	3D6 gold and if you roll a 3 you also find a lucky charm.
19	Drugs! Roll a d6. 1- Madcap Mushrooms(2 doses)-2 Dark Venom (2 doses) 3-4 Black Lotus (2 doses) 5-6 Crimson Shade (2 doses).
20	3D6 GC, a blunderbuss, and one dose of superior black powder.

21	D3 sets of hunting arrows
22	One set of Ithilmir Armour
23	Hochland Hunting rifle
24	One set of Gromril armor, a helmet and a shield.

Black Market

A den of thieves and underworld brigands the black markets of Mordheim sell and procure all manner of illicit substances and are regularly frequented by the infamous members of the Assassins guild...

D6	Items
1	Nothing available.
2	Dark Venom or Black Lotus (D3 doses)
3	Crimson Shade (D3 doses)
4	Mandrake Root or Madcap Mushrooms (D3 doses)
5	Stiletto Blade (need 'Weapons Training' to use) +1 attack per turn at -1 strength.
6	Blow Pipe (need 'Weapons Training' to use)

Fencer

Fencers have an eclectic range of items 'procured' from sources best left unspoken. Offered at incredible prices, traders should be wary for their word is not their bond and such items are often 'flawed'...

D6	Items
1	Halfling Cook Book
2	Ithilmar Weapon
3	Gromril Weapon
4	Tome of Magic
5	Hunting Rifle or Elven Bow
6	Brace of Duelling Pistols

Foreign Wares

Traders from across the seas can be found in the shady taverns and street corners on the outskirts of Mordheim. They have many exotic and wondrous items for sale, but at a hefty price...

D6	Items
1	Nothing available.
2	Venom Ring (see TC 18)
3	Lamp of the Djinn or Monkey's Paw (see TC 17)
4	Magic Carpet or Tufenk (see TC 17)
5	Elven Cloak
6	Cathayan Silks

All the items purchased through the Merchant's market contacts are at their base price (ie, do not add the random gold modifier for items). All items bought from the Fencer are also at half price but after the item is used once roll a D6. On a roll of 1, the item breaks and is useless – an elaborate fake!

CHP-World

Earthquake

By Morten Hvid Andersen, as appeared in http://www.chp-world.dk. Transcribed & edited by The Mordheimer

When the comet smashed into Mordheim the force of the impact build up tension in the ground below. This tension is regularly released through small earthquakes round different parts of the city. After such an earthquake many warbands flocks to the area shaken, hoping the tremors had shifted the huge piles of rubble and exposing things of value. But sometimes it is not valuables they find…

This scenario is specially made to be played as a multiplayer scenario by between three and six warbands.

Terrain

Each player takes in turn to place a piece of terrain, either a ruined building, tower, or other similar item. Suggested area to set up the terrain is 4' x 4' if you are playing with 3 or 4 warbands, and 4' x 6' if you are playing with 5 or 6 warbands.

Setup

Use the rules for setting up warbands from the "Chaos on the Streets"-multiplayer rules from Mordheim Annual 2002. There is no attacker or defender. Alliances is not allowed in this scenario.

Special Rules

Counters: Each player places three counters on the table. Each counter represent a location where there – maybe – is something valuable hidden. Two counters must be placed at floor level and one counter above floor level. All counters must be placed at least 8" from any edge and at least 5" from any other counter. Each player taking turns to place one counter. Roll a D6 for each player to determine the order in which players are placing the counters. The highest roll goes first.

Searching Counters: Models cannot search counters in the first two rounds of the battle. [This is to prevent Infiltrators getting too much of an advantage]. When a model (not animals or mindless creatures) ends its move over a counter it searches the spot and finds what is there. Roll 2D6 and consult the following table to see what it finds:

2D6	Result
2	**Hornets Nest:** The model stumbles (literally) into a nest of angry hornets who immediately attacks the hapless victim. The model is in the close combat phase it is hit by 2D6 Strength 2 hits. There is no critical hits, but the model don't get an armor save and cannot use skills like Step Aside. After the attack the hornets disperses without doing any more harm.
3	**Giant Scorpion**: The model is charged by a giant scorpion and is locked in combat with the creature. Resolve the fight in the close combat phase of the round, and if the scorpion survives it has its own turn just before the player owning the charged model's turn.

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant Scorpion	4	3	0	3	3	1	3	2+1	5

The scorpion attacks with two claws (Strength 3) and a poisonous sting (Strength 5, Strength 2 if the model are immune to poison). The scorpion is immune to Psychology. The scorpion continues to fight until it have no more close combat opponents, then it runs away and is not seen for the rest of the battle.

4	**Warhound:** The model is charged by a Warhound and is locked in combat with the creature. Resolve the fight in the close combat phase of the round, and if the Warhound survives it has its own turn just before the player owning the charged model's turn.

Profile	M	WS	BS	S	T	W	I	A	Ld
War hound	6	4	0	4	3	1	4	1(2)	3

The War hound is infected by rabies (not contagious) and thus is Frenzied. Otherwise it is immune to Psychology. It continues to fight until it have no more close combat opponents, then it runs away and is not seen for the rest of the battle.

5	**Giant Rat:** The model is charged by a giant rat and is locked in combat with the creature. Resolve the fight in the close combat phase of the round, and if the giant rat survives it has its own turn just before the player owning the charged model's turn.

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	2	0	3	3	1	4	1	4

The giant rat continues to fight until all its close combat opponents is Knocked Down, Stunned (or Out Of Action), then it runs away and is not seen for the rest of the battle. The giant rat is immune to psychology.

6-8	**Nothing Special**
9	**Loot Counter:** The model finds a piece of loot worth 2D6 gold crowns (roll after the battle). A model can carry an unlimited number of loot counters without it affecting his move. It the model is put Out Of Action all his loot counters is left where he fell. Any model (except animals and mindless models) can pick up the loot counters by moving over them in the player's Movement phase. Two models who is in base-to-base contact in the player's Recovery phase is allowed to swap an unlimited number of loot counters.
10-11	**Wyrdstone Counter:** The model finds a piece of wyrdstone. A model can carry an unlimited number of wyrdstone counters without it affecting his move. It the model is put Out Of Action all his wyrdstone counters is left where he fell. Any model can pick up the wyrdstone counters by moving over them in the player's Movement phase. Two models who is in base-to-base contact in the player's Recovery phase is allowed to swap an unlimited number of wyrdstone counters.
12	**Treasure Chest:** The model finds a hidden treasure chest. He can pick it up and move at half speed from now on. Two or more models working together, may carry the chest without penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the chest at the spot where he fell. Any model may pick it up by moving into base contact with it.

If a warband possesses a chest at the end of the game, roll on the following chart what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. Item D6 roll required to find:

Item	Result on D6
3D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+
D3 Gems (worth 10 GC each)	5+
Pistol	4+
Lucky Charm	3+

Starting the Game

Each player rolls a D6. Highest roll starts.

Ending the Game

The game ends when all counters has been searched. The winning warband is the warband (among those still at the table) who has searched the most counters. If two or more warbands has searched the same (highest) number of counters, they share the victory.

Alternatively the game ends when only one warband is left at the table. This warband is the winner and gets to search the rest of the counters, but use the following table to see what the warband finds:

D6	Result

1-5	Nothing
6	1 Piece of Wyrdstone

Experience

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

+1 Winning Leader: The Leader of the winning warband(s) gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Rumours

By Morten Hvid Andersen, as appeared in http://www.chp-world.dk. Transcribed & edited by The Mordheimer.

The camps around Mordheim is always full of rumours telling tales of great treasures hidden in the scattered ruins of the city. Most of the time the rumours are just that, rumours, and the rest of the time the value of the treasures is greatly exaggerated. But sometimes a rumour sounds so valid (or the potential gain sounds so tempting) that warbands choose to check out the location described in the rumour – because just maybe… And if two, or more, warbands follows the same rumour, they fight.

In this case the rumour tells about a alchemist who, before the comet, had hidden a lot of valuable potions in a chest in his home. He was killed by the comet and thus nobody has ever claimed the hidden treasure.

Terrain

Place a building with a large floor plan and several rooms at the centre of the playing area. Alternatively place two buildings in close proximity to each other and treat it as one combined structure. This is the target building. Then place the rest of the terrain, by each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. Set up the terrain within an area of roughly 4' x 4'.

Setup

Both players roll a D6 and whoever rolls highest deploys his warband within 8" of any table edge. His opponent then deploys his warband within 8" of the opposite table edge.

Multiplayer: The scenario can be played by 3 or 4 players. In this case, each player choose a separate corner of the table. Roll a D6 to see who chooses first. The player then deploys his warband within 12" of his chosen corner. Warbands cannot ally in this scenario.

Special: Models (like Skaven infiltrators) who don't set up in the players deployment zone, cannot be placed within 8" of the target building when they are deployed or enters the game.

Special Rules

Searching for the Hidden Chest: All models (not animals and mindless creatures), who at the end of the players Recovery Phase is in the target building and not in close combat (and not Knocked Down or Stunned), is able to look for the hidden chest. Roll 2D6 for each model and add +1 for each previous round the model has been searching the building (i.e. if this is the third round a model is searching the building he adds +2 to the dice roll). If you roll 12+, the model has found the chest and no more rolls are made. If you roll a 2 on the dice before adding bonuses, the model has triggered a hidden trap, and takes a single S3 hit. Armour saves are taken as normal, but the skills Step Aside and Dodge cannot be used.

Carrying the Chest: After finding the chest it must be brought to safety by carrying it past one of the table edges (doesn't matter which one). The warband carrying it to safety has won the scenario and gets the content of the chest. Any warrior (not animals and mindless creatures) can carry the chest but is reduced to move at half speed. Two or more warriors may carry the chest without penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the chest at the spot where he fell. Any eligible warrior may pick it up by moving into base contact with it.

Chest Contents: Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Roll a D6 for each item on the chart, apart for the gold crowns, which are always found. If you roll equal to, or higher, than the value required to get the item, you find it.

Item	Result on D6
3D6 gold crowns	Automatic
D3 vial of Black Lotus	5+
D3 vial of Dark Venom	5+
D3 vial of Crimson Shade	5+
D3 Mad Cap Mushrooms	5+
D3 Mandrake Roots	5+
Alchemist's Notebook *	6

* See location Alchemist's Laboratory, as if rolling a (22222) on the Exploration Phase. Mordheim rulebook p. 139.

Starting the Game

Roll a D6. The player rolling the highest has the first turn.

Ending the Game

When one warband gets the chest to safety or all opposing warbands has failed a Rout test. If the warband carrying the chest routs, they have to leave the chest behind at the spot it was when the warband routed. If all opposing warband routs, the last warband gets possession of the chest. If no warband has found the chest before all opposing warbands Routs, the last warband automatically gets possession of the chest, but in this case its only contains 3D6 gold crowns and nobody gets the +1 experience point for finding the chest. This is to encourage warbands to search for the chest, rather than destroying each other – Until after the chest is found, that is…

Experience

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

+1 Winning Leader: The leader of the 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 Finding the Chest. The Hero or Henchman group who finds the chest gains +1 Experience.

Variations

As it was not uncommon for the rich and powerful (or everybody else, for that matter) to hide their most valuable possessions "just in case…" and as many was killed by the comet, there is bound to be more than one valuable treasure chest hidden in the ruins of Mordheim. The content would depend on the type of person hiding the chest, and below is a few suggestions, allowing the players to find different things:

Dwarf Gromril Smith

Item	Result on D6
3D6 gold crowns	Automatic
Gromril Sword	5+
Gromril Axe	5+
Gromril Hammer	5+
Gromril Double-Handed Weapon	5+
Gromril Armour	5+
Inscribed Gromril Armour*	6

* Inscribed Gromril Armour is inscribed with the Rune of Courage: Makes the wearer immune to Fear

Gunsmith

Item	Result on D6
3D6 gold crowns	Automatic
Blunderbuss	4+
Handgun	4+
Brace of Pistols	4+
Brace of Duelling Pistols	5+
D3 Flasks of Superior Blackpowder	5+
Hochland Long Rifle	6

Rich Merchant

Item	Result on D6
3D6 gold crowns	Automatic
D3 Lucky Charms	4+
Mordheim Map	4+
D6 Gems (worth 10 GC each)	5+
Cathayan Silk Clothes	5+
Halfling Cookbook	5+
Elven Cloak	6

Wizard

Item	Result on D6
3D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	4+
D3 vial of Blessed Water	5+
D3 vial of Tears of Shallaya	5+
Healing Herbs	5+
Tome of Magic	6

Khemri, Land of the Dead Website

(http://grafixgibs.tripod.com/Khemri/index.htm)

Blood Shrine

By Sam Sedghi, as appeared in Khemri, Land of the Dead Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

In the Lands of Khemri, there are many forgotten ruins and shrines. Many seek after these shrines and ruins. The undead seek to strengthen their power by unlocking the secrets of these old relics. Meanwhile, humanity seeks to destroy or bless the ruins. One such ruin is the Blood Shrines, not much is known about these relics and only a few stumble across them.

Terrain

Each player takes it in turn to place a piece of Terrain, rocks, sand dune (hills), or other similar item (make sure that there is allot of terrain). Place a shrine in the middle of the board. I suggest that the terrain is set up within an area of 4'x4'.

Setup

Each Player rolls a dice. Whoever scores higher decides which table edge they set up on & who goes first

Warbands

Warbands have an 8' set up from the table edge.

Special Rules

Undead Victory: The game lasts for 6 turns, there are three artifacts within the shrine. The warbands must take and hold the Shrine. If an Undead player achieves victory then roll on this table. The three artifacts are included in the table below:

2D6	Results
2-6	The Blood Shrine has already been defiled
7-8	Sacrificial Dagger (3d6 +4 GC)
9-11	Sword of Unholy Turning
12	3D6 GC

Sword of Unholy Turning

Range:	Close Combat
Strength:	As User
Special Rule:	Parry, Unholy Turning

Special Rules

Parry: The user may parry blows may parry blows normally.

Unholy Turning: If the wielder takes an enemy Out Of Action, and its dies as the result of their rolls on the Injury Tables after the game, that unit is turned into a zombie following the rules of the Necromancy spell Re-Animation (reproduced below.)

> **Re-Animation:** At the spoken command of the Necromancer, the dead rise to fight again. One Zombie that went out of action during the last hand-to-hand combat or shooting phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.

Looting the Shrine: If any player except Undead achieves victory, your warband loots the shrine earning 4d6 +6 GC.

Starting the Game

[MISSING INFO]

Ending the Game

The warband with the most models standing within 4" of the Shrine at the end of the sixth turn wins or if one of the players route.

If playing multiplayer: The warband with the most models standing within 4" of the Shrine at the end of the sixth turn, or if all warbands route, except for the last one.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Dark Ritual

By Sam Sedghi, as appeared in Khemri, Land of the Dead Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

In the dark lands of Khemri, There are those who wish to increase their power through the dark arts. Such events as sacrifice are not uncommon. Many ambitious Necromancers wish enhance their power through such Blood Ritual. Many a helpless maidens have been taking from small settlements. However there are those who wish to thwart this evil act & those to steal it for themselves.

Players: 2-4.

Terrain

Each Player takes it in to place a piece of terrain. Either sand dunes or ruins or similar items. Place an altar into he centre of the table with a Necromancer and victim. I suggest that the terrain is set up roughly by 4' x 4'.

Special Rules

Necromancer: Place a model to represent a necromancer.

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

Weapons/Armour: None.

Victim: Place a model to represent the victim.

Profile	M	WS	BS	S	T	W	I	A	Ld
Victim	4	-	-	-	3	1	-	-	8

Weapons/Armour: None.

The Sacrifice: The Necromancer will sacrifice the Victim on the 4th turn. The warbands must kill the necromancer before the 4th turn. If they do not then they lose the extra experience points gained after the game.

The Rescue: Warbands must rescue the Victim, once the necromancer is dead and the victim is 2" near a unit, the unit may take the victim. You must escort the victim to the nearest table edge. Once of the board you win the game. A warrior can carry the victim without penalty. Warriors can't transfer the victim to another warrior. If the warrior carrying the victim is taking out of action place the victim on the table where he fell.

The victim rescued by a war band of good alignment receives 3d6 +10 GC. The victim is rescued by a warband of evil alignment and is sacrificed and the Leader gain +1 exp.

Starting the Game

[MISSING INFO]

Ending the Game

When the Victim has been rescued or when one-warband fails its route test.

Multiplayer: When the Victim has been rescued. Or when all but one-warband fails it's route test.

Experience

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

+1 **Winning Leader:** The leader of the winning warband gains +1 Experience.

+1 **Per Enemy Out Of Action:** Any Hero earns +1 experience for each enemy he puts Out Of Action.

+2 **to the Rescuer:** The warrior who rescues the Victim gains +2 Experience.

Defend the Oasis

By Steven "Grafix" Gibbs,as appeared in Khemri, Land of the Dead Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

Your warband has found an oasis to rest and water on. As you are taking a break you are set upon by another band after the water.

Terrain

Place terrain in the center of 4'x4' board 18 inches from all edges. Rocks, trees, small buildings/ruins are great for this. One item represents a well.

Setup

The Defender deploys inside the oasis, while the Attacker deploys within 6"of any table edge (can deploy on multiple sides.)

Warbands

The warband with the lowest number of warriors defends the oasis. If you have the same number of warriors the one with the lowest water rating defends the oasis. If water rating equal, then roll D6 to see who defends, highest chooses who is the Defender.

Starting the Game

The Attacker goes first.

Ending the Game

If a warband fails a rout test the game ends. If the attacking warband has more men within 6' of the well than the defender the attacker wins.

Experience

+1 **Winning Leader:** The leader of the winning warband gains +1 Experience.

+1 **Per Enemy Out Of Action:** Any Hero earns +1 experience for each enemy he puts Out Of Action.

+5 **Water Points:** The winner gains 5 water points for the victory. The winner may remain at the oasis (since they successfully defended/captured it), and rolls for a caravan (3+) as normal. Meanwhile, the defeated warband has to roll on the exploration chart with a -1 mod, (as finding another oasis would be considerably difficult).

Defend the Tomb

By Steven "Grafix" Gibbs,as appeared in Khemri, Land of the Dead Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

Your warband has headed through a tomb and found the main burial chamber. After plundering it you hear the sounds of another warband entering the tomb. You must make it out without getting caught.

Terrain

Use tiles to show the tomb. Place the Burial chamber in the centre of the table and an entrance room one of the corners of the table. If more than two warbands are playing place as many entrance tiles as needed at the corners.

Setup

Roll to see who starts in the tomb. Highest roll chooses. Whoever starts at the entrance of the tomb is the attacker.

Warbands

Defender: Deploys inside the Burial chamber, and may place a hall tile off any side of the chamber on their first turn.

Attacker: Deploys within the entrance room.

Special Rules

Carrying the Treasure: One figure is nominated to carry the treasure chest. He may only walk with it - no running or charging unless attacking someone in walking distance. The person with the chest may not use 2 handed weapons. When the person carrying the chest is taken Out Of Action another figure may pick up the chest by standing next to it for one turn without doing anything.

Starting the Game

The Attacker starts.

Ending the Game

If a warband fails a rout test the game ends. If the attacking warband takes the treasure chest from the defenders and escapes they win. If the defenders get the treasure out of the tomb they win.

Experience

+1 **Winning Leader:** The leader of the winning warband gains +1 Experience.

+1 **Per Enemy Out Of Action:** Any Hero earns +1 experience for each enemy he puts Out Of Action.

Rewards

The winner gets treasure of the following chart:

Item	Result on D6
D6x10 gold crowns	Automatic
D3 Gems (worth D6x5 gc each)	Automatic
Random - roll 3 times on table below	
1 Heavy Armour	
2 D3 Scimitars	
3 D6 Jambyias*	
4 Gem Encrusted Helmet (worth D6x10 gc)	
5 Shield	
6 Monkey's Paw *	
7 Magic Lamp **	

* See description below.

** See description below. Try to figure out how to roll a 7 on a D6

Jambiya

The common curved dagger of Arabs.

Range:	Close Combat
Strength:	As User
Special Rule:	+1 Enemy Armour Save:

Special Rules

+1 Enemy Armour Save: Daggers are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Monkey's paw

Fashioned during the strange religious rites of the nomadic Tuareg people, this item is of similar potency to the Lamp of the Djinn. As with the fickle powers of the Djinn the, Monkey's paw is not always beneficial to its owner.

Each time a Hero uses the paw it grants three wishes but you only have to roll once on the dark side. If you roll this item you must take it. Every two games you have it and don't use it you have to roll on the dark side. You may not get rid of the paw unless you use it three times or roll lose the paw. After the third use it disappears.

D6	Light
1	Gain D6 Experience points
2	Gain one skill from your Skill list
3	Gain D6x10 GC
4	Gain an extra Hero even if it is above your maximum allowed
5	Gain an extra Henchman even if it is above your maximum allowed
6	Roll twice more on this chart

D6	Dark
1	Lose D6 Experience points
2	Lose one random skill

3	Lose D6x10 GC
4	Lose a Hero
5	Lose a Henchman
6	Lose the paw

Lamp of the Djinn

These are exceptionally rare items that date back to the time of the Sultan Jaffar. It was said that the Sultan used magic and dark ritual to bind strange daemonic entities to mundane, everyday items so that he could call upon their powers but hide their true identity. Occasionally, one of these items finds its way into the hands of those foolhardy or reckless enough to try to use the powers of the dread Djinn.

Each time a hero uses the lamp it grants him three wishes but each time you roll on the 'Light table' you must roll on the 'Dark table' and apply the results.

D6	Light
1	Gain D6 Experience points
2	Gain one skill from your skill list
3	Gain D6x10 GC
4	Gain a random item from the equipment list
5	Choose an item from the equipment list
6	Roll twice more on this chart

D6	Dark
1	Nothing happens
2	Nothing happens
3	Lose D6x10 GC
4	Lose D6 weapons
5	Lose the lamp
6	Roll once on the injury chart

Sandstorm

By Steven "Grafix" Gibbs,as appeared in Khemri, Land of the Dead Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

A terrible Sand Storm has whipped up. As your warband stumbles through the storm you see some glints of what looks to your sun addled mind like treasure! Unfortunately, you are not the only warband to spot the treasure...

Terrain

Each Player takes it in turn to place a piece of terrain, either a dune, a rock outcropping, cactus growth or the like.

Setup

Roll a D3 for each war band playing. The number rolled indicates the number of mirage counters to be placed on the table. Players alternate placing the tokens. You can roll off for who places the first one if you can't decide arbitrarily. The Mirage tokens must be 10" from the edge of the table and at least 6" away from each other.

Warbands

The war bands are not put on the table at the outset but rather numbered counters representing each member of your war band. On a separate sheet write which number corresponds to which counter so as to prevent unscrupulous players from fudging which model is where. Also, each war band gets a D3 Phantom War band Members. They are set up exactly like the rest of your war band (IE represented by a numbered counter) and follow the rules below. Other than the hidden set up the war bands set up as normal IE within 8 inches of opposing table edges in a 2 player game highest roller sets up first or within 6 inches as per the normal multiplayer set up rules for a multiplayer game.

Special Rules

Mirage Tokens: When a member of the war band (animals such as war hounds and other things that cannot gain experience due to their lack of intelligence cannot check mirages) encounters a mirage token roll 2D6 on the following table:

2D6	Results

2	The mirage turns out to be a vengeful spirit! Roll equal to or under your toughness on 1D6 to avoid becoming stunned as the spirit ravages your mind. Regardless of the outcome of this roll, the spirit wanders off afterwards and no longer affects the skirmish
3-5	The mirage fades before your eyes!
6-8	The glint you detected turns out to be an item of value or similar treasure or item relevant to your war band! It can be picked up and carried just like a wyrdstone token in other scenarios IE it cannot be traded and if the model carrying it is put out of action place the token where the model last was. It can be then picked up and carried by another model. If the game ends or you rout while you are still carrying the valuable add it to your total for the battle in addition to whatever is found in the exploration phase.
9-11	The mirage fades before your eyes!
12	The mirage turns out to be an honest to goodness oasis! the discovering model can fill up their water units. Any other model can fill up on water at the mirage assuming there are no enemy models within 6" otherwise they are too distracted to fill canteens. In addition whoever wins the battle regardless of which band discovers it has access to unlimited free water in the exploration phase and their water counter may be set to maximum.

Phantom Warband: Phantom Warband Members have a movement of 5. The numbered counters that represent actual members of your war band follow their normal movement rules. Although this may give away the identity of the counter, be sneaky! Whenever counters from opposing warbands come within 8 inches of each other their identity is revealed. Phantom War band Members represent shadows or imagined threats and are not actually corporeal. When they are revealed they are simply removed from the game. Otherwise the model to which the number counter corresponds is placed on the table and remains that way for the remainder of the battle.

Models cannot be charged or engaged in hand to hand combat during the turn they are revealed, but may be shot at and/or be the target of spells. This rule represents the warbands stumbling through the sand storm towards each other. Note that if one of the members of your war band touches a mirage counter their identity is revealed and they are placed on the board before the type of mirage is rolled. If a Phantom Warband Member encounters a mirage counter, they cancel each other out remove both counters from the table and do not roll to determine the type of mirage.

Starting the Game

All players roll a D6 the highest rolling player has the first turn.

Ending the Game

The game ends when all warbands save one has failed it's rout test.

Experience

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

+1 Winning Leader: The leader of the 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 Encountering a Mirage Token: Encountering and dispelling a mirage token garnishes the warband member +1 Experience.

Tomb Raid

By Steven "Grafix" Gibbs, as appeared in Khemri, Land of the Dead Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

The warbands have heard rumours of a tomb in the area with treasure. Each warband is trying to find it first and make it back out of the tomb alive.

Terrain

Use tiles to show the tomb. Place the Burial chamber in the center of the table and an entrance room one of the corners of the table. If more than two warbands are playing place as many entrance tiles as needed at the corners.

Setup

Roll to see who starts. Highest roll chooses starting tile.

Special Rules

Each warband is trying to get to the centre chamber to get the treasure chest. Once there they must carry it out of the tomb and live. A figure must be in contact with the treasure chest for 1 turn to pick it up. Once carrying it you may move at half speed. If two people carry the chest they may move at normal speed. The other warband may stop them from escaping and take the chest for themselves. If you rout while carrying the chest you lose it.

Starting the Game

Roll to see who goes first. Highest roll starts.

Ending the Game

If a warband fails a rout test the game ends. If a warband takes the treasure chest and escapes they win.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Rewards

The winner gets treasure of the following chart:

Item	Result on D6
D6x10 gold crowns	Automatic
D3 Gems (worth D6x5 gc each)	Automatic
Random - roll 3 times on table below	
1 Heavy Armour	
2 D3 Scimitars	
3 D6 Jambyias*	
4 Gem Encrusted Helmet (worth D6x10 gc)	
5 Shield	
6 Monkey's Paw *	
7 Magic Lamp **	

* See description below.

** See description below. Try to figure out how to roll a 7 on a D6

Jambiya

The common curved dagger of Arabs.

Range:	Close Combat
Strength:	As User
Special Rule:	+1 Enemy Armour Save:

Special Rules

+1 Enemy Armour Save: Daggers are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Monkey's paw

Fashioned during the strange religious rites of the nomadic Tuareg people, this item is of similar potency to the Lamp of the Djinn. As with the fickle powers of the Djinn the, Monkey's paw is not always beneficial to its owner.

Each time a Hero uses the paw it grants three wishes but you only have to roll once on the dark side. If you roll this item you must take it. Every two games you have it and don't use it you have to roll on the dark side. You may not get rid of the paw unless you use it three times or roll lose the paw. After the third use it disappears.

D6	**Light**
1	Gain D6 Experience points
2	Gain one skill from your Skill list

3	Gain D6x10 GC
4	Gain an extra Hero even if it is above your maximum allowed
5	Gain an extra Henchman even if it is above your maximum allowed
6	Roll twice more on this chart

D6	**Dark**
1	Lose D6 Experience points
2	Lose one random skill
3	Lose D6x10 GC
4	Lose a Hero
5	Lose a Henchman
6	Lose the paw

Lamp of the Djinn

These are exceptionally rare items that date back to the time of the Sultan Jaffar. It was said that the Sultan used magic and dark ritual to bind strange daemonic entities to mundane, everyday items so that he could call upon their powers but hide their true identity. Occasionally, one of these items finds its way into the hands of those foolhardy or reckless enough to try to use the powers of the dread Djinn.

Each time a hero uses the lamp it grants him three wishes but each time you roll on the 'Light table' you must roll on the 'Dark table' and apply the results.

D6	**Light**
1	Gain D6 Experience points
2	Gain one skill from your skill list
3	Gain D6x10 GC
4	Gain a random item from the equipment list
5	Choose an item from the equipment list
6	Roll twice more on this chart

D6	**Dark**
1	Nothing happens
2	Nothing happens
3	Lose D6x10 GC
4	Lose D6 weapons
5	Lose the lamp
6	Roll once on the injury chart

Mortheim Nort

(http://www.rumshammer.de/szenarioseng/szenarioindexeng2.htm) **Webmaster's Note:** Unfortunately this site is no longer available.

Escape Through The Floods

By Christian Ellegaard, as appeared in Mortheim Nort. Transcribed & edited by The Mordheimer.

The warband division is attacked by beneath the river Stir. The defenders have few tactical options now, and the only thing to do if they want to escape attackers is to get over the river. This may, however, be dangerous. The (wo)men are tired, and the riverbanks are swampy.

Terrain

Standard except that there should be a river crossing the board. If you do not have any rivers, then they are easy to make yourself. It requires only some cardboard, PVA glue, flock or sand, a bit of paint and some high gloss varnish! Alternatively you can use the easy river method to create a "cheap and fast" river using sheets of paper or cardboard painted in any appropriate color.

Setup

The defending players set up first, anywhere on the table but no closer than 6" from the river. Of course they must just as well set up on one side of the river! The attacking player must set up on the same side of the table within 8" from the table edge. They may,

however, be no closer than 12" from the nearest defending warrior. The attacking warband gets the first turn.

Special Rules

The River: The defenders are tired after having fled from the attackers; so all defenders get a -1 Initiative modifier. The river Stir that runs through Mordheim is not very deep, but it may be muddy and hard to cross. To cross the river a warrior must stand beside the water itself in the beginning of his Movement phase, and then the player must roll a D6 on the following table.

D6	Result
1	**Very swampy!** The river is very, very swampy indeed at the point the warrior wishes to cross the river. Because of the mud the warrior will move at a quarter of his standard Movement rate, i.e. a model with a Movement of 4 will only be able to move 1" a turn!
2	**Unpredictable:** The bottom of the river is really unpredictable - here and there is a deep hole - and crossing it counts as moving over difficult ground (i.e. the warrior moves at half speed). In addition, before each Movement phase roll a D6 for the model. On a roll of 1 the model has fallen into one of these big holes and is fighting for getting up again. Therefore he may do nothing that turn.
3-5	**Swampy and muddy:** The river is just nice swampy and muddy. Moving over it counts as crossing difficult ground, so the warriors will move at half speed.
6	**Ford:** The warrior has found a small ford that makes it possible to cross the river virtually without any difficulties. No penalties apply to crossing the river.

Once a model has rolled on the River table a counter is laid on the river at that spot indicating how easy it is to cross it. If any other warriors later wish to cross the river at that spot then they can just use the previous result and do not have to roll on the table again. A warrior that has just rolled on the River table does not have to cross the river that turn. He may move to another point and try to see if it is easier crossing it there. Keep in mind, though, that a warrior has to be at the spot in the beginning of his Movement phase to check out the river, so a warrior can only inspect a river spot once in every turn. After having inspected the river the warrior may move again. Of course it is possible for both attackers and defenders to cross the river!

Starting the Game

Roll D6 to see who goes first. Highest roll starts.

Ending the Game

The game ends once either two thirds of the defending warband is on the other side of the river, or the attackers have put at least one third of the defenders out of action.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

The Vultures Fly High

By Zolli, as appeared in Mortheim Nort. Transcribed & edited by The Mordheimer.

At night two bandleaders experience a vision. They see a creature, which tells them that there's a magical artifact in a nearby crypt close to their home-base. Furthermore the ghostly appearance warns the leader that there are creatures of Hell trying to get into possession of the legendary artifact. But on the other side it would be pretty good to own such a powerful weapon in order to ensure daily surviving. Both leaders cannot withstand the temptation.

Terrain

As usual. Except that there has to be a crypt or something similar in the middle of the battlefield.

Setup

Roll D6. The player rolling the highest score decides who has to start with setting up his gang. And again - as usual - the players have to setup their miniatures within 8" of two opposing table-edges. Furthermore there's a ghost in the centre of the crypt and 4 carrions circling around it within 3".

Special Rules

The Carrions: The Carrions are circling for 3 turns and they move 3" per turn in clockwork-direction. Move the undead miniatures before you move the player's miniatures. After the third turn, the undead start to move outside Mordheim until they are stopped by force. They move D3 as a group heading for a random edge. Only when someone crosses their path and faces them in close combat they will have to remain stationary until the enemy is taken Out Of Action. So sooner or later someone has to step into their line... If an undead has taken down his enemy and another enemy is within charge range then it automatically charges. Note: The undead continue their "flight" in this "irregular" order

4 Carrions

Profile	M	WS	BS	S	T	W	I	A	Ld
Carrions	D3	3	0	3	3	2	5	2+	7

Weapons/Armour: None

Special Rules:

Fear: Carrions cause Fear.

Immune to Psychology: Carrions are Immune to Psychology.

Vicious Attacks: Carrions gain an extra attack per successful damage they caused in the previous turn.

1 Ghost

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghost	D3	2	0	3	3	3	3	1	5

Weapons/Armour: None

Special Rules:

Fear: Carrions cause Fear.

Immune to Psychology: Carrions are Immune to Psychology.

Ethereal: The Ghost can only be harmed by magical weapons, or through critical hits from a normal weapon.

Starting the Game

Roll D6 to see who goes first. Highest roll starts.

Ending the Game

Rout Test or when the ghost is finally forced to leave this world. Roll D6: only at a result of 1 it really is a magical artefact (refer to the Mordheim rulebook); otherwise it's just a good imitation.

D6	Result
1	Real good boots (worth 5 GC) and a rope.
2	A common Dagger
3	Heavy Armour
4	An Elven Bow
5	One piece of cloth, worthless
6	Jewels worth D6x5 GC

Experience

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

+1 Winning Leader: The leader of the 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 Vanquishing the Ghost: An additional +1 Experience for any Hero that takes the Ghost out Of Action.

Pancreas Boy's Wyrdstone Shards

(http://www.twistedpancreas.com/mordheim)

Acid Rain

Stormy weather lately has been rumored to have traveled from the northern wastelands of chaos. The rain, they say, has had corrosive effects on metals and around this particular area of Mordheim. As the warbands converge on each other another shower of rain falls from the sky and the warriors have to decide whether it's worth continuing and risking their precious weapons and armor.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Acid Rain: The rain will fall constantly during the game. The corrosive effect of the rain could destroy warband member's equipment. Before each warbands' turn roll a D6, on a 4-6 the rain has worked quickly and destroyed a random warband members armor or weapon (work out which randomly). Only magical armor, weapons, or non-metallic equipment are immune to this effects. If a henchman loses a weapon it must be replaced to follow the rules of the henchmen and similar equipment after the battle.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Catch Me If You Can

A warband has bumped into another after chasing a mystical glowing hood through the narrow streets. Both warbands immediately struggle for the ownership of the magical garment.

Terrain

Each player takes it in turn to place a piece of terrain set up within an area roughly 4' x 4'. The hood begins in the center of the board.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

The Glowing Hood: The hood is non-other than the Executioner's Hood (as found in the Mordheim Rulebook pg. 100, reproduced below for convenience) and is blowing around the board. Before all players turns, the hood will blow D6" in a random direction (use scatter dice), if a 1 is rolled the hood will drop 3" in height (not going below ground height), if a 6 is rolled the hood rises 3" in height to a total of 9".

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+2 Capturing the Executioner's Hood: Any hero earns +2 XP for capturing the Executioner's Hood.

The Prize

Executioner's Hood: Recovered from a shipwrecked Dark Elf vessel, this hood carries evil glowing runes which fill the wearer with unreasoning rage.

A warrior wearing this becomes subject to and always will be frenzied even if he is Knocked Down or Stunned. He also adds +1 to his Strength in close combat, such is the power of his fury. The wearer never leaves combat under any circumstances, and will always attack opponents in base contact until they are taken out of action. If there are any Knocked Down or Stunned models within the wearer's charge range at the beginning of his turn, he will charge and attack the closest one, even if they are members of his own warband! Fight the hand-to-hand combat until one of the warriors is taken Out Of Action.

Decompose

The warbands have not only stumbled into each other, but have met in a region where a bloody massacre has happened in the last few days. The area stinks of rotting bodies and is filled with disgusting, wriggling maggots. Undeterred but feeling sick to the gut, the warbands approach.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

The Terror: The creepy feeling of walking on a sea of dead bodies and those feeding off them will put even the most head strong warrior at ill ease. All warriors are at −1 for shooting and for any psychology tests, excluding anyone Immune to Psychology.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Doppelganger

An ugly creature has been lurking the streets of Mordheim, but those who have returned with the news have a crazed look in their eyes and say it forces you to do yourself harm. They say it guards a treasure of the fallen victims who killed themselves and won't let anyone stand in it's way. This sounds all too easy. One creature guarding some loot, what could be easier.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a Doppelganger in the centre of the board inside a building with a chest beside him.

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

The Doppelganger: The creature will charge the closest figure at the end of all players turns, but immediately takes on the appearance and stats of the closest model in LOS. Warband members of the duplicated model will be confused and will refuse to attack the Doppelganger if they fail a LD test. On each of the Doppelganger's turns he will take on the form of the closest model (if there are several, roll for who becomes the duplicate).

The Chest: Any model(s) can retrieve the chest and move it as in the Hidden Treasure scenario. See below for details on the chest contents.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband gets the treasure off the board or if a warband fails a Rout test. The routing warband loses. The victorious warband gains the chest.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+2 For Finding the Chest: If a hero finds the chest he earns +2 Experience.

The Chest

Item	Result on D6
3D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	3+
Suit of Light Armour	4+
Shield	3+
Elven Cloak	4+
Gromril Hammer	5+
The Count of Ventimiglia's Misericordia	6

The Count of Ventimiglia's Misericordia: This dagger was used by the notorious Tilean gentleman-pirate known as the 'Black Corsair'. It is claimed that he found it in ancient Elven ruins and legend also has it that the dagger's blade cannot be damaged in any way.

The dagger is treated as a sword. Opponents wounded by it are Stunned on a result of 1-3 (Undead are Knocked Down as normal) and put Out Of Action on a 4-6. See Rulebook page 100 for reference.

Downpour

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards Transcribed by Sid Hale. Edited by The Mordheimer.

Torrential rains have been bucketing down over the past few days and those of sound mind would be best to stay indoors. Alas for these warbands, they are not so lucky. On a chance meeting the warbands clash in the soaked streets of Mordheim.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Poor Visibility: Due to heavy rains, all warband members' line of sight is reduced to 12".

Slippery When Wet: Any running could result in some slippery acrobatics; therefore any warrior attempting to run must roll on a D6. A roll of 1 will see the warrior land head over heels and on his face, thus becoming Knocked Down. This is done before the warrior is moved thus the run must be announced first. This running rule also counts for any charges.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Dry Heat

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards Transcribed by Sid Hale. Edited by The Mordheimer.

Will this drought ever cease? Mordheim and surrounding areas haven't seen any sign of rain in months, and thus the search for water lately has been just as important as finding Wyrdstone. It is in the hottest day yet that the warbands now meet.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a well in the center of the board.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

The Well: A lone well has been discovered by all the warbands, and everyone is dying for a drink - well they will be once they get there. Due to the heat and lack of fluids the warriors will need to take a dehydration roll before their turn. Roll a D6, on a 1 the warrior has fainted from thirst and becomes Knocked Down. Do not need not roll if a warrior is in Hand To Hand combat or the warrior does not need to drink, like a zombie).

If a figure comes into base-to-base contact with the well in the centre of the board they can roll a D6 to see what they find.

D6	Results
1-4	AH!! Beautiful water, the warrior slurps down some fresh water and immediately feels revitalized, ignoring the dehydration roll for the rest of the game.
5	WHAT'S THIS ?!? The warrior pulls from the well a shiny Wyrdstone. If he can make it off the board he may keep it.
6	OH NO!!!!! The warrior has awoken a creature from the well. A zombie immediately attacks the warrior.

Starting the Game

Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game

The game ends if a warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Fist Fight

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Lost & Found: The warbands must set up within 12" of the centre of the board and on ground level. The warriors have lost all their equipment and must search surrounding buildings to find them. Each time a warrior enters a building roll a D6, if they roll a 5 or 6 they have found their own individual equipment (not the whole warbands) and may fight as usual. Otherwise, until that point, the only weapons they will have to fight with is their fists. If a warrior's equipment hasn't been found on the last building to be searched, then it is automatically found and no roll needs to be made. All equipment will be found and returned to their respective warband members after the battle.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Gargoyle Gamble

A crazed beggar has been blurting out that gargoyles have been talking to him in what is left of the rich quarters. He believes one particular gargoyle told him that if he could bring him some Wyrdstone he would help him out with his problems. You quickly decide to help the beggar right here and now and lock him in an unused cell and seek this gargoyle yourself.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4' with a gargoyle in the centre.

Setup

Each player rolls a dice. Whoever rolls highest chooses who sets up first. Both warbands start opposite each other.

Special Rules

It's Alive!: There are D3+1 Wyrdstones on the board, 10" away from the table edge and 6" away from each other and from the gargoyle. Place them as in the "Wyrdstone Hunt". On returning them to the golem they melt into its form and disappear. The gargoyle then comes alive and you will need to see if it is under your control. Roll under your leadership on 2D6. Each Wyrdstone placed into the gargoyle, by the figure trying to control it, adds +1 to their leadership roll. If controlled the gargoyle fights with you, if not it immediately charges you. Anyone with Wyrdstones can attempt to control the gargoyle by being in base contact with it and by transferring the stones into the gargoyle. Each Wyrdstone will modify the roll as above. Wyrdstones are dropped if you are knocked down or out of action. All Wyrdstones are taken by the gargoyle at the end of the game unless you're the winner.

Gargoyle

Profile	M	WS	BS	S	T	W	I	A	Ld
Gargoyle	6	3	-	4	4	3	2	3	3

Weapons/Armour: The gargoyle fights with claws & fangs, the gargoyle suffer no penalties for this.

Special Rules:

> **Fly:** The gargoyle can fly as if it has the Lesser Spell, Flight of Zimmerman, without the need to roll vs. the spells difficulty.
> **Save:** the gargoyle has a 5+ save vs. magic.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Gas, Gas, Gas

The pipelines and sewer systems have exploded into the streets where a surprised set of warbands have decided to pitch a fight.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Toxic Gas: This whole region of Mordheim has been particular disrepair for far too long. The pipelines have finally exploded after gas buildup pushed the cities old pipe works to the limit. Toxic fumes now filter through the streets making it hard to concentrate, therefore any shooting over half range are subject to a −2 modifier instead of the usual −1.

Exploding Ground: Additionally, after everyone's turn a small explosion will erupt from the streets, roll 3D6" from one table edge and then roll another 3D6" from an adjacent table edge to see where the explosion emits. The explosion is 2" in radius and causes a S3 hit with −1 modifier to armour.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Gauntlet Run

A notorious, retired warband chief has bought together the warbands, for his regular Gauntlet Run. If a warband member can reach the centre of the obstacle course then not only does the chief look upon the warband with great admiration but he may also bestow some of his wealth on them.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'. Leave an empty square area of around 12" in

the centre of the board; this is a pit. In the centre of the pit place a 1"x1" square block, then place walkways leading away from the block to the outer edges of the pit. Along each walkway place 6 tokens.

Setup
All warband members will deploy along an edge of the empty area. Players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules
Gauntlet Run: The aim of the Gauntlet Run is to reach the centre block by way of the walkways (no flying, etc.) First model there wins.

Contestants: Any number of figures may attempt the Gauntlet Run, but no fighting may occur unless figures of different warbands arrive on the block in the same turn.

Unsuspected Events: Problem is there are obstacles to avoid along the way. When attempting to move over a token the warrior must roll on the obstacle chart below. If you pass the obstacle test then you may move past the token. Any results of Knocked Down or Stunned from the chart will result in the warrior having to make an initiative test or fall off the walkway into the pit.

D6	Results
1	**Fire** – roll under your toughness on a D6, if failed you take D3 S2 hits
2	**Tar** – roll under your strength on a D6, if failed you remain where you are
3	**Boulder** – roll under your initiative on a D6 or be auto hit by a swinging boulder at S5
4	**Scythe** - roll under your initiative on a D6 or be auto hit by a swinging scythe at S4 (no armor saves)
5	**Greasy Pole** - roll under your initiative on a D6 or fall into the pit
6	**Magic** - roll under your leadership on a 2D6 or run back the way you came 2xD6" (ignoring tokens)

The Pit: Moving or falling into the pit causes the figure to be automatically taken Out Of Action, but does not have to roll for injuries after the game.

Starting the Game
Both players roll a D6. The higher player takes the first turn.

Ending the Game
The game ends when one warband fails a Rout test. The routing warband loses.

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

The Purse
The winner receives 4D6 GC and D3 Wyrdstone shards from the retired warband chief.

I Dream of...
By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards Transcribed by Peter Ward. Edited by The Mordheimer.

Rumours have been circulating of a magical lamp containing a powerful genie who will grant certain wishes. It has been found not 2 blocks away. No one wastes time and rushes for the area, only to find a peasant boy already in possession of the lamp. But no peasant boy is going to get in the way of greed!

Terrain
Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a figure representing the peasant boy in the middle of the board.

Setup
Each player rolls a dice. Whoever rolls highest chooses who sets up first. Both warbands start opposite each other.

Special Rules
The Peasant Boy: Lamp is being carried by a peasant boy has the same stats of a Youngblood with a dagger. If attacked, he will summon the genie to defend himself, if attacked (i.e. makes a wish). If the peasant is killed the genie returns to the lamp and the attacker may pick the lamp and take possession of it.

The Peasant Boy

Profile	M	WS	BS	S	T	W	I	A	Ld
Peasant Boy	4	2	2	3	3	1	3	1	6

Weapons/Armour: The peasant boy is armoured with a dagger.

The Genie: The genie can be summoned in the movement phase of the user via a wish. To make a wish roll a D6 on the Wishes list.

The Genie

Profile	M	WS	BS	S	T	W	I	A	Ld
Genie	6	5	-	4	4	2	5	2	3

Special Rules:

Large Target: The Genie is a Large Target as defined in the shooting rules.

Refuse to Grant Wishes!: If taken out of action it returns to the lamp and will not grant wishes to the last model that asked it to attack.

Save: the Genie has a 5+ save vs. magic.

Wishes: The Genie will only grant one wish per turn. Each time a wish is made it negates the previous wish of the genie. A genie will only defend itself if charged unless wished to attack.

D6	Battle Wish
1	Give me the protection of a 1000 shields – A 3" radius magical field appears over the wisher. All missiles except magic missiles bounce off the field unable to hit those within.
2	Give me the might of a dragon – The wisher now causes terror (fear but at a 3" radius).
3	Give me the defence of a fort – The wisher now has an additional armour save of +3.
4	Attack! – The wisher tells the genie to specifically attack a certain member from another warband.
5	Give me the strength of a giant – The wisher now has a S6.
6	Make me the best swordsman ever – The wisher now has an additional +3 to their WS.

Starting the Game
Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game
The game ends when one warband fails its Rout test. The routers automatically loose.

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Post-Battle Wish
One hero of the winning warband gains 1 wish from the genie before it disappears along with the lamp, roll a D3:

D3	Final Wish
1	Give me knowledge – The hero gains an extra +2 exp.
2	Give me fortune – The hero gains an extra dice* when rolling on the exploration chart.
3	Give me items of wonder – The hero gains a random magical item

* Remember that you may only have up to six dice on the Exploration chart. Player chooses which six to keep.

Jumunji

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards Transcribed by Peter Ward. Edited by The Mordheimer.

A heavy thumping nearby has caught the attention of the warbands. Each warband is seeking the noise out of curiosity; will this be a fateful error?

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

Setup

All players rolls a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Special rules are the same as the Hidden Treasure scenario (reproduced below for convenience) except that if the chest is dropped players must follow the Dropping The Chest special rule (below.)

Searching for the Chest: All the warriors (not animals!) in each warband know roughly what they are looking for and must inspect the buildings to find the treasure. Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once. If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge.

Carrying the Chest: Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Chest Contents: Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. For example, roll to see if you find any wyrdstone – you need a 5+ to find it. Then roll to see if you find the armor, and so on. This can make the chest a very valuable acquisition – however, it could also mean that your warband has risked death for only three gold crowns!

Item	Result on D6
3D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+
Suit of Light Armour	4+
Sword	3+
D3 Gems (worth 10 GC each)	5+

Dropping The Chest: I the chest is dropped players must at any point of the game, the player must roll a D6 on the following table:

D6	Results
1-4	D3 Warhounds mystically jump out of the chest and attack the nearest models.
5	D6 Giant Spiders lunge out of the chest at the nearest models, they have the stats of a Giant Rat but with Dark Venom bites.
6	A Rat Ogre emerges and immediately attacks the nearest figure.

If any creatures appear their turns will follow after other player's turns have finished, except for when they first appear.

Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the treasure chest.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+2 For Finding the Chest. If a hero finds the treasure chest he earns +2 Experience.

Ladder Chase

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards Transcribed by Peter Ward. Edited by The Mordheimer.

A temple of old has been found, from the days before the great fire. It is said that upon its tallest summit is an artefact of great wonder and glory. The problem is, the temple has been overrun by moss and rodent droppings and thus has become un-scaleable. Only ladders will help this dilemma and the warbands rush towards the area with dizzy heights on their minds.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a temple in the centre of the board. This could be made out of 3 books, starting with a large book at the bottom and the smallest book at the top. Place a counter at the top of the temple to represent the artefact.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

The Ladders: Each warband has 3 ladders (1 x 4½" ladder and 2 x 3" ladders). To climb onto the first level of the temple, the largest ladder will have to be used for figures to climb up. The other two ladders will be used to climb the following levels. Ladders need to be carried by 2 figures (a large figure counts as 2), but carrying models cannot shoot or fight in hand to hand unless they drop the ladder. Ladders can be stolen by other warbands. No movement can be done on the temple, except for setting up ladders and moving to the artifact, once on the top level.

The Artifact: The artifact itself is a randomly chosen magical item and can be used immediately, once found. The winning warband keeps the magical item.

Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game

The game ends if a warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+2 For Finding the Artifact: If a Hero finds the artifact he earns +2 Experience.

Locksmith

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards Transcribed by Peter Ward. Edited by The Mordheimer.

One of the banks of Mordheim's happier days has been rediscovered in the area. Along with it has been found a safe, still intact and still

very much locked. The warbands have each found trinkets in their time wandering the streets and have in their possession many keys that may come in handy one day. Maybe this day is that day!

Terrain
Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a building in the centre of the board. This is the bank. Place a counter inside the bank, representing the safe.

Setup
All players rolls a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules
Opening The Safe: One figure in each warband will be carrying a set of keys on a chain. This set of keys can be passed onto another model, but only once per turn. The set of keys can be used to try and open the safe if the model ends their turn in base to base contact with the safe. Roll a D6 on the following table (Halflings get +1 modifier):

D6	Results
1	A magical bond over the safe knocks the warrior off his feet and he becomes Stunned.
2	An enormous old guard dog (stats of a Warhound) leaps from behind the safe, and charges the model.
3	A spring-loaded dagger shoots out of the safe, automatically hitting the model, doing ST 3 damage (with an armor bonus of +1 as a dagger gives normally.)
4	A click from a mechanism inside is heard and a dart fires automatically hitting the model, doing ST2 damage.
5-6	Hooray! The safe opens and the warrior finds the chest. The warrior can carry the chest with one arm. The safe is now open and thus this chart cannot be rolled on for the rest of the game.

The Treasure: The winner discovers the chest holds 6D6 gc and a Mordheim Map.

Starting the Game
Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game
When one warband gets the chest to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the chest.

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Lord of the Slings
By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards
Transcribed by Sid Hale. Edited by The Mordheimer.
You have been tracking an unsuspecting warband for the last hour from across the River Stir. When you notice a wet piece of leather caught on a snag in the water. It looks almost like… it can't be.. it is. It's the fabled magic sling, not only can it turn you invisible but it comes with an awesome punch. Now if only you can get it without the others noticing, but I don't think you're that lucky.

Terrain
Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a river through the center of the battlefield, with the sling in the center of the river.

Setup
All players roll a D6. Whoever rolls highest chooses who sets up first. Each warband sets up within 8" of the river on an opposite side to each other.

Special Rules
The One Sling to Rule Them All: This unique item has great magical powers and enables the user to become invisible when picked up. Therefore the user cannot be attacked in any way and will only be revealed if the user does anything but fire the Sling or move. Made by the Dark Halfling himself the sling will try to escape from the user in order to just be annoying. When firing the sling on a roll of 1 to hit, the firer becomes revealed and cannot become invisible again until his next turn. The sling also has been made from well-crafted rhino skin and packs a whopping punch; the Sling has strength of 5 and follows all other rules as a normal sling. Only heroes may use the sling. After the game ends any hero who is using the Sling will automatically gain +2 Insanity points due to the effects of the One Sling. The Sling also slips from the users hands and becomes lost again until next it is found. This part of the River Stir is quite tame and low, and will halve any models movement.

Starting the Game
Both players roll a D6. The higher player takes the first turn.

Ending the Game
The game ends when one warband fails a Rout test. The routing warband loses.

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+2 For Finding the One Sling: Any hero that takes the Sling first receives +2 Experience.

Mortality
By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards
Transcribed by Sid Hale. Edited by The Mordheimer.
Each warband has wandered into a cursed area of Mordheim. The leader of each warband suddenly takes a turn for the worst and begins to age shockingly fast before his fellow members. Rumour has it that a nearby well has great healing qualities and if drunk from could heal each warbands leader's pain. The race against time begins.

Terrain
Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a well in the center of the board.

Setup
All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules
The Curse: Each turn, the leader will need to take an auto hit, S4 damage (no armor save). But instead of losing a wound, the leader will lose 1T. If the leader is reduced to 0T he is automatically Out Of Action and will roll multiple injuries on the injuries table. By spending one full turn in base to base contact with the well, the leader of each warband can remove the curse and continue on as normal. After the game the leader will recover his normal T stat, as the effect will eventually wear off.

Starting the Game
Both players roll a D6. The higher player takes the first turn.

Ending the Game
The game ends when one warband fails a Rout test. The routing warband loses.

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

+1 Winning Leader: The leader of the 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 Leader Recovering: Any leader recovering at the well gets +1 Experience.

Multiply

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards
Transcribed by Sid Hale. Edited by The Mordheimer.

Once again another melee erupts in the streets of Mordheim. But not everything is as simple as it seems. From within the streets comes a scream of pain, bellowing from what seems to be a huge creature.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a one story building in the center of the board.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Spawning Season!: Some huge, bloated, spawn creature; deformed and mutated from too much exposure to Wyrdstone has decide to collapse in the centre building. Tiny spawn creatures have started to crawl out of the creatures skin and wreak havoc in the streets. Nothing can stop the spawn creature birthing; the mother spawn creature is too big and is protected by its tough blubbery skin.

After each game turn roll a D6, this many spawn creatures will appear from the centre building, each moving in a random direction for 2xD6". In subsequent turns they will move 2D6" towards the closest warband member, until they engage in hand to hand. The spawn creatures have the stats of a Squigs (ignoring the stupidity rules), modified and detailed below for convenience:

Profile	M	WS	BS	S	T	W	I	A	Ld
Little Spawn	2D6	4	0	4	3	1	4	1	5

Weapons/Armour: The Little Spawns attack with their tinny, yet incredibly shard, teeth and claws.

Special Rules:

Movement: The Little Spawns do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving the Little Spawns, roll 2D6 for the distance they move. The Little Spawns never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the 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 Leader Recovering: Any leader recovering at the well gets +1 Experience.

Pesky Portals

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards
Transcribed by Sid Hale. Edited by The Mordheimer.

An un-nerving glow has been emitting from near the wizard's mansions. And upon arrival the warbands find an area full of portals. An old cloaked figure sitting nearby whispers "Some say the portals around here lead to the lost wonders of the mages of old,

but none have returned." He then promptly fades away into the shadows.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place D3+2 portals on the board as in the Wyrdstone Hunt. One portal is left off the board and is left off the board and is in a door-less room of 4" x 4".

Setup

Each player rolls a D6. Whoever rolls highest chooses who sets up first. Both warbands start opposite each other.

Special Rules

The Portals: Portals can only be entered once per turn for each figure. Roll on the portal chart when entering:

D6	Results
1	Portal does nothing and you walk straight through it.
2	Portal transports you to the nearest portal on the board.
3	Portal transports you to the furthest portal on the board.
4	Portal transports you to a random portal on the board (includes the chamber port as well {see 6})
5	Portal rejects you and an Elemental appears from another dimensional plane. It charges you immediately and if it survives guards that portal from now on (i.e. it will charge anyone who comes in it's charging distance and then return to the portal).
6	Chamber Port: Portal transports you to the chamber room and the chest of treasure (some carrying rules as Hidden Treasure) can be taken through same portal next turn and off the nearest table edge.

Elemental

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

Special Rules:

Save: The Elemental has a 5+ save

Carrying the Chest: Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+2 For Finding the Chest: If a hero finds the chest he earns +2 Experience.

The Treasure

The chest contains D3 random magical items.

Rabies

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards
Transcribed by Sid Hale. Edited by The Mordheimer.

Both warbands have been attracted to a commotion happening nearby. But alas their curiosity has bitten back at them and they are attacked by a bunch of rabid dogs. But what affected them in this way in the first place?

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place D3+1 dogs in the center of the board, along with D3+1 wyrdstones.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Rabies: If attacked and hit (bitten) by a dog the warrior temporarily becomes frenzied for this game and will charge and move towards anyone who is closest to him until he is taken out of action. Each dog has the stats of a war hound and is always frenzied and likewise will move towards the nearest model. Wyrdstones can be taken and any that are left behind when the game ends are recovered by the winning warband.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Sacred Tree

One warband has discovered the Great Oak of Count Steinhart. Legend has it, that in the glory days of Mordheim, many treasures were buried within the tree for a hope of grace and prosperity for that year. Now it stands alone in a withered garden of dead branches and dried out undergrowth.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Leave an empty square area of around 6" in the center of the board, and place a tree in the center of that.

Setup

The attacker deploys 8" from a table edge. The defender deploys within 6" of the center area.

Special Rules

Timber!: The defending warband is hell bent on bringing down this tree for its treasure. All models have auto hits on the tree with cutting weapons. The tree hand T6, W5. Once the tree is felled, a warrior may take the treasure from the tree and try to take it off the board carried with one arm.

The Hoard: The treasure holds 3D6 gc, D3 gems worth 10 gc each and a Lucky Charm.

Protect The Tree: The attacking warband has been hired by a wise druid to rescue the tree, in order to keep the sacred wishes of the past intact. If the attacking warband can save the tree then they will gain a random magical item.

Starting the Game

The attacker goes first.

Ending the Game

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

The Day After

One warband's Hero has gone missing after last night's celebration of a successful week in the streets of Mordheim. He may have had one too many beverages and was seen wandering down one of the darkened alleys. Everyone knows they should stick together and a hunt to bring him back is on, before trouble hunts him.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

Setup

Each player rolls a dice. Whoever rolls highest is the warband with the missing hero. They randomly choose a hero who is placed in the centre of the board and then they deploy within 8" of the table edge. The attackers deploy opposite and 8" from their table edge.

Special Rules

The Oblivious Drunk: The intoxicated Hero is oblivious to the trouble he is in and will randomly stroll the streets until he is found. Until then, his movement is worked out by rolling a D6 and halving it. Use a scatter die, or any other alternative method, to determine the direction that the Hero will move. If he comes into contact with an enemy he will fight at −1WS, -1BS and −1I. He will charge (his full movement) and shoot if in range of an enemy with the penalties described.

Alcoholic Anonymous, How May I help You?: Once found by his own warband, the strolling Hero will be rushed of the board with one of his own warband members. In order to do this, both figures must be in base to base contact and can move at full speed.

Starting the Game

Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game

The game ends if a warband fails a rout test, in which case the routing warband loses or the missing warband member is taken off the board by one of his own warband members, thus winning the game.

Experience

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

+1 Winning Leader: The leader of the 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 Rescuing the Missing Hero: Any Hero or Henchman group that rescues the missing Hero receives +1 Experience.

The Earth Trembles

An insane warlock is causing mayhem from his nearby tower. Once a great wizard, this mage has succumbed to the effects of Mordheim and the warbands have stepped into his domain just as he has another destructive episode.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'. Place a wizard's tower in the centre of the board.

Setup

All players roll a D6 and whoever rolls highest chooses which warband to set up.

Special Rules

Warlock's Attacks: Each even numbered turn, the warlock will emerge from the top floor of his tower to cast one of his most nasty

spells on the land he has grown to hate. The spell causes the ground to split apart and open up great bottomless crevasses. Each time the warlock casts this spell choose a random table edge, then roll 4D6. This will be how far in inches the crevice starts along that table edge. Then from the opposite table edge roll another 4D6 and this will be where the crevice ends. From these two points, on each opposing table edge, will be the gap for the crevice being 2" in width.

The Crevices: Any model within 1" of the crevice, when it appears must roll against their initiative. Any model attempting to cross the gap must roll for Jumping Over Gaps, as in the Mordheim rulebook. Any failures will see the model fall down the crevice and be taken Out Of Action from the battle. The warrior will need to roll twice for their injuries after the game. Any buildings touched by the crevice will collapse as in the Burning Building rules <mark>(MISSING REFERENCE)</mark>

Stopping the Warlock: Each odd numbered turn, the warlock will re-enter his tower and be out of Line Of Sight to models not in the same room as him. Thus the only way to stop the crazed spells is to kill the crazed mage. The warlock has the stats of a Hired Sword warlock but he only knows one spell.

Starting the Game
Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game
The game ends if a warband fails a rout test. The routing warband loses.

Experience
+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.
+2 For Killing the Warlock: Any Hero earns +2 experience for killing the warlock.

The General's Daughter
By Ross "Pancreas Boy" Franks, as appeared in [Pancreas Boy's Wyrdstone Shards](#) Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

A well-respected General has put a bounty on the thugs who have kidnapped his daughter and whisked her off into the streets of Mordheim. Many have heard the screams of the woman and seen her being chained by two large Minotaurs onto a post. Both warbands have come together, both in desperation for the reward and to fight what looks to be a formidable foe.

Terrain
Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'. The post with the distraught daughter is placed in the centre of the board, as are the two Minotaurs.

Setup
Both warbands begin on the same table edge, but must be at least 8" away from each other.

Special Rules
Freeing the Captive: Both warbands will not attack each other until the General's daughter has been taken from the post. A member of the attacking warband may attempt to break the chains of the General's daughter by charging directly next to the model. Treat this as a charge against the chains. Hits made in close combat with the chains are made automatically. Treat them as an object with 1 wound and a toughness of 4. Once a wound is scored against the chains, they are considered shattered and the daughter will stay in base contact with her rescuer.

Trouble, With Horns: Both Minotaurs will charge towards the nearest enemy and will return the daughter back to the post if they come into base contact with her. Use the stats for the Minotaurs from the Beastmen warband, reproduced below for convenience.

2 Minotaurs

Profile	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	4	3	8

Weapons/Armour: Each Minotaur is equipped with 2 Battle Axes and Heavy Armour.

Special Rules:

Fear: Minotaurs are huge, bellowing monsters and cause Fear. See Psychology section for details.
Large Target: Minotaurs are Large Targets as defined in the shooting rules.
Blood greed: If a Minotaur puts all of its enemies Out Of Action in Hand-To-Hand combat, it becomes Frenzied on a D6 roll of 4+.

Starting the Game
Both players roll a D6. The higher scoring player takes the first turn. The Minotaurs always go last.

Ending the Game
When the General's daughter has been carried off the board or when one warband fails a rout test. The routing warband loses.

Experience
+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.
+3 For Rescuing the General's Daughter: The General will personally train the Hero who returns his daughter off the board.

Time Warp
By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

On entering the ruins of what used to be Mordheim's centre of the Arts of Magic, the destructive force of the meteor explosion intermingled with the highly concentr5ated aura of magical energy has caused a disruption in the time continuum in this area. The warbands involved are sucked into the cosmic confusion and now face a battle they'll never forget.

Terrain
Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'.

Setup
Each player has 3 of their figures (one is their Leader) deployed within 12" of the centre of the board. Each player places a figure down alternately. A counter for each other warband member is placed in the same area. All counters need to look identical as no one can tell who each fallen member is, thanks to the strong effects of the magic in this area.

Special Rules
Time Warp: Time here seems to be going backwards, forwards sideways, even upwards! Each of the warbands looks around to see that a lot of their comrades seem to have already fallen in battle but are calling out for help. But time can be altered by those presently not injured. If any figure comes into contact with a counter roll randomly to see who comes back to the present (both from your warband and any other warband). If it be a friendly model then the recovered model may act as normal, but if it be foe consider the movement as a charge. If only one figure from one warband is remaining on the board to discover counters, then the next revealed counter, by that model, will automatically be a friendly model. All Spellcasters gain +2 to their Difficulty roll from the strong magical aura in this area.

Starting the Game
Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game

The time continuum recovers for a moment enough for all warbands to flee the area at the end of Turn 6 and any figures not recovered from having being a counter are considered to be taken Out Of Action. No rout tests are taken and the warband with the largest percent (rounded up) of figures recovered on the board is the winner. If the amount is equal then no warband is the winner and all are grateful just to flee the area.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Tomb Raider

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

Each warband has heard of a rare item and its whereabouts, in a ruined tomb which had been flooded shortly after the disaster struck Mordheim.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'. Place a square river 6"x6" in the centre of the board. A small island (about 3"x3") with a tomb will be placed in the centre of the river. Make these out of paper if need be. A 5" tall wall will need to be around the island, which cannot be destroyed.

Setup

All players roll a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Going Under The Wall: To reach the tomb any warrior must be in base contact with the river before they attempt to swim under the wall. Swimming in the murky, thick water counts as dangerous terrain and if the warrior ends their turn still swimming under the water, they will take D3 auto hits of S2 damage (no armor save)

Snakes! Why Do It Got To Be Snakes?: Once the warrior makes it to the island, they will find it infested with venomous snakes and will take D3 hits of S2 damage with Dark Venom bites each turn on the island. If the warrior survives then they can take the chest holding the rare item from the centre of the tomb. There is no penalty to hold the chest except that it will be held by one of the warrior's arms (therefore no 2 handed weapons or 2 weapons can be used, etc by that warrior).

The Prize: The winner discovers the chest holds one rare item of their choice, that is worth under 50gc and that is smaller in size than a chest. (If there is any disagreement then roll a D6, 1-3 allowing for the item, 4-6 disallowing the item.)

Starting the Game

Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game

When one warband gets the chest to safety, or a warband fails a rout test, the game ends. The victorious warband then gains the chest.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+2 For Finding the Chest. If a hero finds the treasure chest he earns +2 Experience.

Unawares

By Ross "Pancreas Boy" Franks, as appeared in Pancreas Boy's Wyrdstone Shards Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

The warbands have camped too close to each other, unaware that they have done so. It's not until the alarm is raised that trouble will stir.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'.

Set-Up

All warband members will deploy 16" from the centre of the board on their table side. No figures should be in LOS of other enemy warband members, unless they're behind cover. Players roll a D6 and whoever rolls highest chooses who sets up first.

Special Rules

Calling The Alarm: All the warband members are taking it easy and are either sleeping or busy sharpening their weapons or having a yarn. To represent this all figures are considered Knocked Down. Only one member is on patrol and is deployed exactly 16" away from the centre of the and also out of Line Of Sight (LOS) of enemy figures. That figure will raise the alarm as soon as he has LOS to another enemy warband member. After that point all figures can move, following the rules from recovering from being Knocked Down.

Starting the Game

Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game

The game ends if a warband fails a rout test. The routing warband loses.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Rynn Tyrr

Burn the Witch!

By Grant "Blasphemous Heathen" Garvin, as appeared in Rynn Tyrr Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

When a Witch, or a Warlock in case of males, is brought to justice, there is rarely any other punishment administered than that of death. Lynching, crucifixion, and crushing are just some of the appalling ways of execution, but the most popular is by far the practice of burning at the stake. In this scenario, one warband makes a last ditch attempt to rescue a falsely accused comrade from a pack of fanatical inquisitors.

Terrain

Starting with the defender each player takes turns placing a piece of scenery, making sure that a suitable place for execution is set up directly in the center of the table. This can be an actual stake, a building wall, tree, or anything else you can think up.

Set-Up

Place the captured model at the execution point. He or she is considered chained to whatever piece of scenery was chosen for the execution area. This model's equipment has been stripped from him or her and is considered lost. The attacker is the player who is trying to rescue the captured member of their warband, while the executioner is the player who apprehended the Witch/Warlock. In some cases, if another player's warband includes an Ascendant Inquisitor, that player may be asked to be the executioner instead. The defender sets up first, and within 12" of the execution area. The attacker may then set up, dividing his or her forces among the four table edges however they wish.

Special Rules

Upon An Open Flame: At the beginning of the third turn of play, the kindling under the Witch/Warlock catch fire and will eventually consume the captive. At the start of each subsequent turn, the chained model takes a hit at a gradually increasing strength starting at one and increasing by +1 each turn as the flames grow in intensity. For instance, a model who has survives the first strength 1 hit will take a strength 2 hit at the start of the next turn, followed by a strength 3 hit, then a 4, and continuing on until he or she succumbs to the flames. If the Witch/Warlock is ever taken Out Of Action by the flames, the warrior is considered quite dead and is forever forgotten. Defenders may obviously not at any time attempt to attack the warrior while he or she is still bound to the stake.

Breaking The Chains: A member of the attacking warband may attempt to break the chains of their captured warrior by charging directly next to the model. Treat this as a charge made against the chains. Hits made in close combat with the chains are made automatically. Treat them as an object with 1 wound and a toughness of 4. Once a wound is scored against them, they are considered shattered and the freed Witch/Warlock may be moved as normal. Keep in mind that the captured warrior has no weapons or equipment, save those that are passed to him or her after they've been cut loose. The freed Witch/Warlock may charge, be charged, move, and fight as normal. As an alternative method of breaking the chains, a warrior may attempt to fire a shot to crack them from a distance. This is risky however, and any hit that lands successfully in this manner has a good chance of hitting the prisoner instead! Roll a d6. On a result of 5-6 the shot hits the chains, and on a roll of 1-4 the hit will mistakenly hit the member of the warband they were trying to save. Roll for wounds and damage as normal.

Starting the Game

The attacker has the first turn.

Ending the Game

If one of the warbands fails their rout check, the game ends immediately. The only exception to this rule is if the executioners fail their check while the captured Witch/Warlock is still burning. In this case, they still must save the warrior!

If the attacker escorts the Witch/Warlock off the table via any table edge, they win the day. If the Witch/Warlock is successfully burnt at the stake by his or her executioners, the defenders are triumphant. If the Witch/Warlock is taken out of action after he or she is freed, continue the fight as normal until one-side routs. Roll for the warrior on the serious injury table as normal after the battle.

Experience

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

+1 Winning Leader: The leader of the 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 Saving the Heathen: The leader of the attacking warband that escorts the Witch/Warlock off the table gets 1+ Experience.

+1 Roasting the Heathen: The leader of the defending warband gains +1 Experience for burning the Witch/Warlock at the stake successfully.

Variations
The Inquisition Has Arrived!

There Rainart stood, catching his breath, ankle deep in the endlessly falling ash. Glowing strips of his life fell from the sky all around him, as it's macabre beauty danced before his eyes. At a distance it could have been mistaken for snow. A black snow comprised of everything in this world that meant anything to him. Thoughts crossed his mind about returning to liberate the few souls that had decided to remain in the village. Retribution still boiled in the darkest pit of his being. He wanted to kill those who caused this. He wanted to kill them all. These thoughts were quickly dashed however

as he heard the familiar crackling of timbers roar forth once more, reminding him that the fires still burned hot in the city behind him. He knew they were already dead, consumed by the same blaze that took the others. These fires, stoked by pure hatred and intolerance, made it impossible for him to ever return. There was nothing left back there. With a final deep breath, Rainart kicked the greasy ash from his boot and continued down the long road away from Mordheim, never to look back at the accursed city again.

The Rules of the Hunt: This campaign variant recounts the horrific era in Mordheim where many innocents fell victim to the false accusations of Witchcraft made by both friend and foe. It works best when run in a campaign of 5 or more players. You can attempt to run a league using these rules with a group smaller than that, but trust me, the more the merrier. Below are the rules for having your own outbreak of Witch/Warlock hysteria on your tabletop.

How to Spot a Heretic: The hand of Sigmar is quick to judge a soul in the ashes of Mordheim, and it's even quicker to bring His Hammer of Righteousness down upon them. After a game, as the last part of the post battle sequence, you may attempt to accuse one hero, Dramatis Personae or Hired Sword of the practice of Witchcraft. This includes your own models as well, if you are brazen enough to do such a thing. Roll 2D6 and refer to the table below to determine the outcome of such an accusation. Also, each warband must start a tally of points based on false accusations. This rating begins at zero and is modified from there. Remember that those who protest too loudly often end up consumed by the purifying flames themselves!

2D6	Results
2 or less	**Witch/Warlock!:** The accused warrior is found to be a heretic and is subject to a citywide manhunt. Mark this down on the warrior's record sheet and continue to play as normal. Rules for the apprehension of a Witch/Warlock are detailed further below. The accusing party may remove up to 2 points from it's false accusation rating, and receives 35 crowns from the church as a reward for their piety.
3 - 11	**No Threat:** The character is deemed not to be a threat to the order of Sigmar... yet. The accusation is false, and the accusing party must add +1 to it's false accusation rating.
12+	**Ascendant:** Not only is the accused warrior found to be innocent, he is also recruited by the Inquisition as an Ascendant due to his excessively clean background. Remove up to 2 points of false accusation from the accused member's warband, and give the accusing warband +2 to their rating. Note that this might ascend such creatures as diabolic vampires and perhaps even the unclean Skaven, even if they would never normally swear fealty to a weak god such as Sigmar. Keep in mind that there are many different inquisitions practicing their holy duties in Mordheim, not just the Sigmarites.

Modifiers

-1 to the dice roll for each point of false accusation the warband has.

-1 if the character's warband has fought between 10 to 19 battles

-2 if the warrior's warband has been in 20 or more skirmishes.

-1 if the accused warrior is Dramatis Personae.

-1 if the accusing warband has an Ascendant Inquisitor in it

-1 if the character is in possession of a Tome of Magic, Tarot Cards, or any Magical Artifact.

-2 if the accused target is a Magic User

+1 if the accused target is a Sigmarite Priest.

+1 if the warrior is in possession of a Holy Tome.

+3 if the accused target is an Ascendant Inquisitor

To Apprehend a Heathen

Once a character is known to be a Witch/Warlock, his life in the city of the damned will never be the same. Each dark alley or broken building he passes may hold his slow, and rather unpleasant, death. Templars always stalk the shadows of Mordheim, patiently waiting to pounce upon their unholy prey. If a Witch/Warlock is ever taken Out Of Action in battle, he is considered to be captured and will be dealt with properly. In all cases the warband taking the Witch/Warlock Out Of Action will receive 10 gold crowns as a bounty for their services.

There are two ways to handle a captured Witches and Warlocks, depending on the size of the campaign, number of players, and personal preferences. The first is to simply roll 2D6 for the warrior on the separate table below after the game instead of rolling on the usual one. This will accurately describe what becomes of the poor soul after he has been arrested. The other way of running things is to let the warband actually try to rescue their captured kindred in the upcoming scenario that will be provided for this very rule set. Some local players have combined both options and used the scenario on a roll of "2-3" on the table. This works wonderfully in all cases. Feel free to tailor the system to whatever you see fit.

2D6	Results
2-3	**Burnt at the Stake!:** The warrior is bound to a stake and set ablaze by the servants of Sigmar. Her corpse is torched to ashes and then scattered into the four winds. Her denounced name shall never cross the lips of man nor beast ever again. In a small campaign you may wish to use the included scenario in place of this entry.
4-5	**Stoned:** The Witch/Warlock is beaten and stoned, perhaps to death, by an angry mob of townspeople. Roll d3 times on the appropriate serious injury table, re-rolling all results of captured, bitter enmity, or sold to the pits.
6	**Crushed:** The victim is buried beneath a pile of rocks, one by one, until his body caves in under the immense weight. Add the strength and toughness of the afflicted warrior together, and roll 2D6. If the dice result is equal or under the added number, the Witch/Warlock somehow survives against the odds and slips away unharmed. If the warrior fails the test, he is crushed beneath the weight of the stones and dies.
7	**Flayed:** A severe form of torture, bloody strips of the Witch/Warlock's skin is torn and lashed from his body. He barely survives, but walks away with -1 to his toughness and -1 to his initiative.
8	**Gouged:** The Templars of the Inquisition tear out the "evil eye" of the heathen. The Witch/Warlock loses an eye, and her ballistic skill is permanently reduced by -1. If the remaining eye is ever lost in any way, the blinded character must retire from the warband and go into hiding.
9-10	**Branded:** With a flaming iron brand, the Mark of the Witch/Warlock is applied to the forehead of the heathen. All Witch/Warlock Hunters with the "Burn the Witch/Warlock!" skill now "hate" the branded model, as do Ascendant Inquisitors. In addition, the character gets a +2 penalty when searching for rare items, as people rarely trust those who have been marked.
11	**Escaped:** The Witch/Warlock barely escapes from the iron grasp of the Inquisition, and rejoins the warband unharmed. However, the warrior will certainly spend the next few weeks looking over his shoulder in fear.
12	**Divine Intervention:** The gods become angered at this fallacious claim of heresy and free the poor soul that has been falsely accused (perhaps...). The warrior is freed from the shackles of the Inquisitors, and is no longer considered a Witch/Warlock.

Mordheim's Burning

By Rowan Coupland, as appeared in Rynn Tyrr Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

Word has reached the cursed city which brings joy to some, and bitterness to others. The mighty armies of the empire, finally united by Magnus the pious, who is hailed as the new emperor, are marching forth; they are marching forth to Mordheim. Within days, the city of Mordheim will be razed to the ground, destroyed by the purifying flames of Sigmar. The many warbands inhabiting the area around the city are stepping back, for the last time into Mordheim, in a bid to collect the precious wyrdstone before the last remaining shards are destroyed. For nearly all of the warbands entering the cursed city, only a handful will survive, as the city itself seems distraught at the thought of it's own destruction, and only now is it unveiling it's true horrors- daemons dance in the streets, the walls of buildings scream, and the Grim Reaper strolls through it all, swinging his scythe at everything, with a terrible grin on his face. Not to forget, of course, the many rival warbands in the city, each one ready to perish for the acquisition of the evil black stone.

This scenario is set at the end of Mordheim's existence, and provides a very fitting ending to a campaign, and can also provide a decent challenge to the really powerful warbands. I hope you will find it very enjoyable to play.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. The battle should probably be played on a area roughly 4' X 4'.

Set-Up

You should use at least three warbands in the battle (see rules for multiplayer games in White Dwarf #242), and each warband must have a rating of 300 or more. Each player then rolls a D6, with the highest scoring choosing which table edge to deploy on. The next highest score chooses from the remaining table edges and so on.

Special Rules

Random Happenings: A random happening event will occur on every turn; there is no need to roll to see if a random event occurs, it will automatically happen at the start of each turn.

Rout Test: A player may not voluntarily rout; the warband's leader will not give up the last hopes of riches and choose to run off without a decent amount of booty. A warband may rout through a failed rout test, but a warband will only start taking rout tests if it has taken 50% or more casualties, and as long as their leader is alive, they will take it on unmodified leadership ten. However, once the leader is out of action, warbands will take rout tests as normal, and may voluntarily rout if they have taken enough casualties.

Special Injury Chart: Any warband members taken Out Of Action will not use the standard injury chart. Instead they will use the injury table shown below. Their slim chance of survival is due to the fact that an unconscious or injured warrior left in a city soon to be burnt to the ground, isn't going to have a very long life expectancy. Roll a D6 for each hero or henchman that was taken Out Of Action in the battle and consult the table.

D6	Results
1-5	**Death:** The warrior perishes in the flames, and is dead. Remove him, and any equipment he owned, from your roster.
6	**Praise Be Sigmar!:** By some miracle, the warrior managed to claw his way out of the cursed city unharmed. He gains +1 experience.

Starting the Game

Each player rolls a D6. The highest scoring player goes first, and continues clockwise from there.

Ending the Game

The game ends when there is only one surviving warband left on the table i.e. who has not routed or had all of it's members taken out of action.

Experience

+5 Survives: If a Hero or Henchman group survives the battle they gain +5 Experience.

+5 Winning Leader: The leader of the winning warband gains +5 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

After The Battle

The winning warband is the only warband that may search for wyrdstone- when the other warbands routed, they didn't stay in the city to collect the riches! Their nerve broke and they ran clear out of city, unless of course they were killed on the way out. Obviously any warbands that have had all of their members taken out of action may not search for wyrdstone. NOTE- the winning warband does not get to roll an extra D6 for the exploration phase, BUT- due to the increased demand for wyrdstone after the city's destruction, any warbands selling wyrdstone after the battle gain triple the amount of gold crowns! e.g. If a warband with 8 warriors had found 3 shards of wyrdstone, they could sell it for 195 gc instead of the normal 65.

For any warbands surviving the battle, it's more or less the end for them. The cursed city is no more, so a life of swashbuckling adventures seems a dim hope, but who knows, maybe there's a comet headed towards Bretonnia...

The Bridge

By Rowan Coupland, as appeared in Rynn Tyrr Transcribed by Graeme "WO2" Walker. Edited by The Mordheimer.

The River Stir runs through the centre of Mordheim, it's polluted and acidic waters proving an impregnable barrier for warbands attempting to cross to the other side of the city. Most warbands are happy in their own side of Mordheim, but occasionally, the need to venture over the river arises- generally due to rumours of a wyrdstone deposit or some hidden jewel. If this happens, the warband will head to the nearest bridge (although there aren't that many remaining intact) and hope to pass to the other side before any opposing warbands hear of the riches. There are many a warband eager to block an enemy's attempts to cross the river stir!

Terrain

Place a river through the centre of the battlefield, with a bridge- preferably wooden, over it at some point. Apart from this, each player takes turns in placing a single piece of terrain on the board. The battle should be fought on a roughly 4x4 area.

Set-Up

The battle takes place with two warbands, although it could probably be adapted to multiplayer. The warband with the lower warband rating is the defender. The defending player starts the game with D6+3 randomly determined warband members missing. If this brings the number of members below 1, then the leader, or if he/she is not available, the hero with the most experience points is placed on the table. On a roll of 5+ on the defender's second turn, 4+, 3+, 2+ and 1+ on subsequent turns the player may bring D3+1 reinforcements of his choice onto the board, which are placed in the normal defender's deployment zone. The reinforcements may not perform any actions in the turn they arrive, unless they are placed in combat, in which case they count as charging. Each player sets up on an opposite table edge, each on one side of the river. All warband members must set up within 8" of their board edge.

Special Rules

The Bridge: The bridge may be attacked in close combat as normal (although all attacks hit automatically), unless the attacking warrior is already in combat with an enemy, in which case he defends himself as normal. Shooting attacks gain an +1 to hit modifier when shooting at the bridge, as it is a large target. The bridge has a toughness of 5 and 5 wounds. Crossing the bridge, or flying over in special circumstances, is the only way to enter the other side of

Mordheim, as the water is so acidic - warriors may not swim across using a special skill, or even if they are aquatic.

If the bridge is destroyed while there are warriors on it, then those warriors must pass an initiative test to jump to the nearest riverbank, or be taken out of action. If a warband is split up, i.e. - 6 warriors on one side of the river, 8 on the other, the side which has no leader must take a rout test. If they pass, they may stay on that side and aid support through shooting. These warriors will search for wyrdstone, look for special characters etc. as normal, and will be reunited with the rest of the warband in time for the next battle.

Starting the Game

The Attacker has the first turn.

Ending the Game

The battle ends when one warband fails a rout test, in which case the routing warband loses, when one warband is completely wiped out, OR, if the bridge is destroyed before any of the attacking warband crosses it, then the attacking warband automatically loses. If a warband is completely destroyed, with all members out of action, the result is self-explanatory.

Experience

+5 Survives: If a Hero or Henchman group survives the battle they gain +5 Experience.

+5 Winning Leader: The leader of the winning warband gains +5 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 Crossing The Bridge: If a Hero or Henchman group crosses the bridge they gain +1 Experience.

+2 Destroying The Bridge: If a Hero or Henchman group destroys the bridge they gain +2 Experience.

The Mordheimer's Information Centre

Ambush!

By Archeonicus. Transcribed & edited by The Mordheimer.

The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x4' (in multiplayer 6').

Warbands

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide. The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

The defending warband has to roll to see which warband members will be close to the centre building. Determine the order in which you will roll for all heroes and henchmen groups (!). On a 4+ they will be present. If you do not have any "present" rolls when you reach the last 3 models, those automatically will be the present characters. Any warband member present already nullifies being automatically present. In a multiplayer game, all the models in the defending warband must be set up within 6" of the centre of the board. The attacking warbands are then set up as normal.

Special Rules

Carrying Wyrdstone: Two of the defending warband's Heroes carries 1D3 pieces of Wyrdstone each (in multiplayer every extra opponent gives another defending hero 1D3 pieces of Wyrdstone; i.e. 3 opponents 4 heroes with Wyrdstone.) If a Hero carrying Wyrdstone is taken Out Of Action, place a number of counters, equal to the amount of Wyrdstone he was carrying, on the ground

where he fell. Any Hero moving into contact with them may pick up these Wyrdstone shards, the character cannot move further that turn.

Starting the Game

Defending player has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game

Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the Wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most Wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

Experience

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

+1 Winning Leader: The leader of the 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 Per Wyrdstone Counters: If a Hero is carrying Wyrdstone at the end of the battle he receives +1 Experience.

Beware the Plague

By Archeonicus. Transcribed & edited by The Mordheimer.

Historical notes: This skirmish was fought between Skaven of Clan Pestilens and Disciples of Maldred. The Red Pox has killed more men in Mousillon than any other predator to enter the city. The Knights searching for the false grail, having taken up residence in the Palace District soon found themselves faced with the curse of the ages. Skaven of Clan Pestilens sought to drive the Bretonnians from the city by infecting them with the plague or by outright killing them all. A skirmish was fought in the confines of the Palace District where the Skaven could take advantage of the cover offered by the largest buildings in the city, and the Knights were unable to make full use of their mounts.

The defending warband has recently discovered a rather well preserved building. The storeroom still had plenty of edible things. But more important the Noble who owned the big house had forgotten his treasure chest. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x4' (or 6' if playing multiplayer). The centre of the board needs to be consisting of two rather big buildings.

Warbands

All the models in the defending warband must be set up within 6" of the centre of the board. The attacking warband may set up on 2 sides if he wants to, in multiplayer set up as normal.

Special Rules

Defenders: One player is the defender, determined by rolling the dice. Three of the defending warband's Heroes carry 4D6 pieces of gold (his part of the treasure) in a purse. If a Hero carrying money is taken Out Of Action, place a counter, representing the purse he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up this money. The money is in a purse and will be determined after the battle has ended. Only when playing multiplayer all heroes of the defending warband carry a purse.

Injuries: After the battle you may roll serious injuries as normal, any Dead results will require an additional 2D6 roll on the Red Pox table (below). If the model was infected by someone who has died from a Violent Death add a +2 to the roll.

2D6	Effect
2	**Death:** While the character is infected with the Red Pox, his combat wounds are to severe and the disease does not gets a chance to bloom on its victim. No further results
3-4	**Violent Death:** The character dies horribly from a combination of his combat wounds and the Red Pox. After his death, his virulent condition has infected a random warband member, that warband member roll on this table with +2 to the roll.
5-6	**Weakened Survivor:** The character fights the Red Pox successfully and survives. The internal battle has been intense and the disease has debilitated the character heavily. The character will be –1T and looses a wound, only if he has more then one.
7-8	**Tainted:** The Red Pox has left the character tainted; he will cause Fear now (as if Horribly Scarred) and suffers the permanent injury Old Battle Wound.
9-10	**Psychologically Wounded:** The character survives the ordeal with the disease, but he becomes mentally unstable. The character needs some time to recover and must misses one game and suffer a Nervous Condition.
11	**Survival:** The character recovers from the Red Pox without any lasting ailments.
12	**Full Recovery:** The character not only recovers from his ordeal with the Red Pox, but feels hardened by the effect. Roll a D6, 1-4 character becomes Hardened, 5-6 character will gain +1T (this does not raise the race's max for T).

Starting the Game

Each player rolls a D6. The player rolling highest has the first, turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there. So if the defending player has not the highest roll he will be automatically last.

Ending the Game

Do not roll for Rout tests during this game. Instead, the game will last 8 turns or until all the purses have been carried off the board, whichever comes first. (in multiplayer use 10 turns) The warband that gets the most purses off the table (or held by its Heroes when the game ends) is considered the winner.

Experience

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 Per Purse. If a Hero is carrying a purse at the end of the battle he receives +1 Experience per purse he carries.

Not Enough Room...

By Archeonicus. Transcribed & edited by The Mordheimer.

Historical notes: *This skirmish was first fought between the rival Vampire warbands; the Blood Dragons and the Strigoi in the Grand Cemetery of Mousillon. Later, after the Vampire Knights had driven the Strigoi and their ghouls into the burial grounds just outside the city walls, the Blood Dragons would face off with a human enemy, the Brigands of the Rim Wood. Ravelo has long believed that he should rule, as "Senator" of a Republican City State, like that of his home city of Remas. But since embarking first on a career as a pirate and successfully stealing much wealth from the merchants of Tilea his chances of a political career in his homeland are nil. After amassing a fortune and establishing connections with peasant outlaw bands in Bretonnia, he acquired a grand chateau near the abandoned city of Mousillon. Seeing the opportunity to build a "Pirates Republic" in a city with a wharf and an empty bay to anchor his ships, Ravelo attempted to occupy the merchants' district with outlaws from the Rim Woods, who owed him much after he*

saved them from Dark Elf Raiders. The Blood Dragons looked upon these new occupants with the eye of a predator and battle soon commenced.

Often a warband finds a spot with an unheard of treasure hoard, only to be challenged by a rival warband. This usually leads to conflict as it is unlikely that either side will be willing to give up the wealth easily.

"How explicit the timing", as the old Count was quoted.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

In the centre of the table there should be the coveted feature, either a building or something like a old graveyard with some walls. The objective of the scenario is the treasure in there, the item everyone wants. There should be a small treasure chest present. It is placed in the middle of the table. It is way to heavy to move...

Warbands

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide. The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish. One random determined edge should be made a city wall, or river and count as impassable.

Starting the Game

The attacker has the first turn.

Ending the Game

If at the end of the defender's turn the attacker has more standing models within 4" of the treasure chest than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

Safety on the Other Side

By Archeonicus. Transcribed & edited by The Mordheimer.

Historical notes: *This skirmish was fought between Ravelo's Brigands and Coastal Raiders of the Dark Elves. After the Knights of Bretonnia began to encamp around the city of Mousillon in preparation for the ensuing Errantry War, the Brigands of the Rim Wood found themselves out numbered and out fought. Their leader, the self-titled "Senator Ravelo" promised aid to them if they could cross the River Grismerie to his chateau on the other side. A warband of brigands entered the city and made for the boats moored at the riverfront wharf. Before they could reach the boats and the safety of the other side of the river, they encountered Dark Elf raiders who were searching the abandoned city for loot as well as slaves.*

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. One side of the area will become the river. There should be a bridge (4" wide) and a ford (4" wide) present in the river. The fog rules are used.

Warbands

Each player rolls a dice. Whoever scores higher decides which table edge the attacker sets up on. The opposite side of the attackers starting area will be the river. The river reaches 4" into the playing area. The attacker sets up first, within 8" of his table edge. The defender sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

Special Rules

Drowned Characters: Any character drowned can be found by either warband. Both players roll the dice for each drowned character. The player with the highest roll may retrieve the equipment of the warrior, after that a character makes his serious injury roll and may join his warband, if he survives.

Starting the Game

The attacker has the first turn.

Ending the Game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses. If the attacker manages to move four or more standing warriors into or over the river, at the defender's table edge, they have broken through and he wins the game. There for he needs to get the characters 2" in or over the river. If he uses the bridge/ford nothing will happen. But when entering the water roll a D6 for the character on a 1 he slips and drowns. The character goes Out Of Action.

Experience

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

+1 Winning Leader: The leader of the 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 Breaking Through. Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 Experience.

Sigmar Had No Sisters!

By The Mordheimer.

This is a special scenario to be played with 2+ players, and an arbiter. The players should be divided in two groups, Witch Hunters and Sisters of Sigmar. The arbiter (or a 3rd player) may take the roll of Jezebeth - the demon of falsehoods. Most of the story should be kept secret among players, for game enjoyment. The surprise will get them! Read the following to each player.

Background

Witch Hunters: *After dealing with heretics and infidels in the accursed city of Mordheim, a weary warband of Witch Hunters approached the Temple of Sigmar for some sanctuary. Once there they discover that the Sisters of Sigmar have taken over the Temple. Not only these groups of women dare to call His Holy Name in vane, by pretending to be direct descendants of His Holy Lineage, but it is obvious to the Witch Hunters that the rumors are true; these women have indeed sealed demonic packs to remain in power! Their main abbey, The Rock, survived the cataclysm and now they, with the pretext of helping the innocent victims of the Wrath of Sigmar are amassing an army of mutant chaos spawn within the Temple itself to be later unleashed upon the world. This heresy must be stopped!*

Instead of engaging the so-called holy women directly, the Witch Hunter Captain makes camp outside the Temple to assist those who Sigmar-fearing men, women and children who were denied assistance within the Holy House. Besides providing humanitarian aid, the Witch Hunters preached the Healing Word of Sigmar and understanding the people's anger against the infidel women, commenced to recruit any able body to retake the Holy Land. Some of the Mordheimers offer assistance as they have been outside the Temple for days, and know the lay of the land. They are willing to forfeit their lives, to guarantee the safety of their families and loved ones.

Sisters of Sigmar: *In reality, the good Sisters have been taking under their care every refugee who has asked for help... without question and without any kind of remuneration. Being the only location on east Mordheim where any honest and free assistance (clothes, food, shelter, healing, prayers, etc) is being offered, the*

Temple has been flooded with everyone who needs help, and many who does not. The Temple is full to capacity.

The fact that the Sisters have started to screen those who they can help and have been forced to deny entry to many (few that were beyond help and many scam artists who wish to rob the Temple) has angered many of the locals. In the mass confusion of wails, pain, suffering, frustration and anger, many rumors of treasure, human sacrifice, bribery and corruption grow by the hour and spread like wild fire.

Some of the refugees have, to the surprise of everyone, started to exhibit mutations probably caused by exposure to wyrdstone. Many of them have been well known devotees of Sigmar and thus the Sisters, in mists of anger and frustration, do their best to console and help these poor unfortunate souls. Those Mordheimers who are within the Temple know this, and are glad that the Sisters do not discriminate among social classes… and are even blind to those who seem to have fallen out of Sigmar's favor. Their tight community lies in shambles, and they are willing to fight anyone to save it for the sake of their families.

Arbiter (Jezebeth): *The Pit has brought forward a minor demon, Jezebeth - the demon of falsehoods. Seeing the destruction of the city, he has been busy designing a plan to invoke further chaos and destruction. He had started the process to mutate the survivors of the holocaust by poisoning the local well near the Temple of Sigmar with shards of wyrdstone. Jezebeth needs more time to complete his plans, and knows that is a matter of time until the Sisters figure out what happens. In a brilliant move, the demon has manipulated a series of minor events and encounters to bring a warband of Witch Hunters to the Temple. Knowing how they think, he is sure that an armed conflict would arise, and the Witch Hunters (needing little incentives) will go to war against the Sisters.*

Jezebeth plans to joins the melee and destroy both rivals in their greatest moment of weakness by using a magical ward that will accelerate the Mordheimer's mutations and place them under his direct control. Once everyone has died, he plans to take the rest of the refugees and transform them into Chaos Spawn, and declare a War of Chaos against any living entity he finds. The destruction of the Empire will soon be imminent.

Terrain

The terrain for this scenario should have a main building (the Temple of Sigmar) which is somewhat still standing, near a table edge. The building should be large enough to accommodate all warbands inside, while still having enough space to allow players to fight outside if so they wish. In the opposite table edge, there should be a small encampment, where the Witch Hunters made camp earlier.

Setup

The Sisters of Sigmar group setup first, inside the Temple and up to 2" outside from it. The Witch Hunters may deploy within 8" on their encampment. Players take turns to place 2D6 innocent bystanders, City Folk as described above. The arbiter may move (walk) them away of combat at the beginning of every turn.

Special Rules

Mordheimer Fanatics: Each player will also control a small group of Mordheimer Fanatics, who upon the promise of safety have agreed to join each side. Each player gets, at no cost a group of Mordheim Fanatics (see Experimental Warbands for details) reinforcements that do not count towards the warband's maximum size, but their numbers do add towards the calculation of Rout Tests. The reinforcements are as follows:

Witch hunters: 1 Lunatic, 3 City Folk

Sisters of Sigmar: 1 Lunatic & 2 groups of 3 Maimed Ones.

1 Lunatics

No one knows what the effects of long exposure to wyrdstone are. Mutation is commonly seen. So is death. Sometimes though, men are driven into frothing madness and psychosis. But what if he were already mad? Some of the criminals of Mordheim managed to

escape death or starvation in the dungeons of the city. Now they wander the streets of the city, the effects of the wyrdstone simply enhancing their violent and sociopath behavior. Driven to the very extreme of insanity, they will attack anyone the Prophet points them towards.

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

Weapons/Armour: The Lunatic for this scenario is equipped with a flail and a shield.

Special Rules:

Frenzy: Lunatics are subject to all the rules for frenzy as described in the Mordheim Rulebook.

3 City Folk

Merchants, peddlers, bouncers and scholars; all social classes became irrelevant when the Hammer fell on Mordheim. Rich traders rub shoulders with thieves and dockworkers in the bands of the Mordheimers. Brought together by the Prophet and his promise of their homes and lives restored, they fight with fanatical vigor.

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

Weapons/Armour: City Folks for this scenario are equipped with a club, a dagger, and a shield.

3 Maimed Ones; (in 2 groups of 3 individuals)

Beggars and cripples, Maimed Ones are those left infirm by the fall of the Hammer. Missing legs, eyes, hands or arms are common sights in the blasted apocalyptic nightmare of the city. Most join the Prophet more out of fear than because they believe in his cause. It is better to have the protection of madmen than to be dragged screaming into the perpetual twilight.

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

Weapons/Armour: Maimed Ones for this scenario are equipped with an axe, a dagger and a shield.

Special Rules:

Maimed: Every member of a Maimed Ones group is crippled in some way. This could be impractical to represent individually, as henchmen must operate as groups. When a group of Maimed Ones is created, roll D6 on the following chart and adjust their profile accordingly. Maimed Ones with similar injuries tend to stick together, to receive sympathy from those who know their pain.

D6	Results
1	**Bad legs/Back/Etc.:** Movement and Initiative are reduced by 1.
2	**Missing Arms:** Weapon Skill reduced by 1. May not use two weapons or weapons and shields.
3	**Bad Vision/Blindness:** Ballistic Skill reduced by 1.
4	**Infirm:** Toughness reduced by 1.
5	**Wyrdstone Weakness:** Strength reduced by 1.
6	**Head Injuries:** Unless within 6" of a hero, these henchmen are subject to the rules for Stupidity as described in the Mordheim Rulebook.

Jezebeth: After the 3rd turn, roll a D6 on each player turn. On a roll of 4+ Jezebeth enters in play. Ask a player to place a token in any place in the board where no model can see, but that is advantageous and close enough for a surprise attack. Once both tokens are on the board, randomly decide where to place the demon. Jezebeth is quick, and will be in play at every player's turn! His job is to offset the balance of power and attempt to have both enemies as weaken as possible.

Jezebeth

Jezebeth, also known as the demon of falsehoods, is a small reddish demon determined to climb up the ranks of the Demon Hierarchy by spreading lies, chaos and destruction. He is very quick and agile, but not very powerful in hand to hand combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
Jezebeth	6	4	2	5	4	2	7	2	8

Weapons/Armor: Jezebeth's tough hide grants him an un-modifiable save of 5+. He is armed with a Daemon Weapon, Jezebeth's Mighty Hammer. This weapon, which contains an entrapped minor demonic entity inside, grants +1 to all his "To Hit" and "To Wound" rolls (already calculated on his profile above), but does not concede any of the special abilities a normal hammer would grant. After all, the physical form of a Demon Weapon is not relevant.

Special Rules:

Lightning Speed: Jezebeth's speed is uncanny. He can move, charge and take any action in every turn. Due to his demonic speed, he always declare charges or moves first. Hand to Hand combat is resolved as normal, but chances are that Jezebeth will strike first due to his high initiative (unless engaged versus an opponent who wields a spear or any other item that grants first strike.

Trigger Mutation: By concentrating (not moving, nor fighting, etc) for 2 of his turns (1 standard game turn), Jezebeth can trigger a dormant mutation one anyone who is within 24" of him (in direct line of sight) and has been previously infected with a special mutagenic concoction, including the innocent bystanders. Treat the mutated model as a Mutant, from the warband Cult of the Possessed. For this scenario, all Mordheimer's Fanatics have been poisoned, so Jezebeth will choose anyone who may cause the greatest damage and chaos. Roll a random mutation from the appropriate table.

Mutants

Mutants are revered as the favored ones of the Dark gods, their physical disfigurements marking out the vileness of their soul. They come in many shapes and sizes, each more bizarre than the next.

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

Special Rules:

Mutations: Upon the creation of the Mutant, please roll 2D6 and determine the mutations based on the table below.

2D6	Results
2	**Roll Twice:** Ignore further rolls of 2's
3-4	**Great Claw:** One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.
5	**Tentacles:** Both of the mutant's arms ends in a tentacle. He may either grapple one of his opponents in close combat to suffocate him (normal hit roll, victim makes a Strength check -1 to avoid) or two opponents to reduce their attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.
6	**Blackblood:** If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.
7-8	**Spines:** Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.
9	**Scorpion Tail:** The mutant grows a long barbed tail with a venom tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.
10-11	**Extra Arm:** The mutant will pick up another single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat.
12	**Hideous:** The mutant causes Fear.

Starting the Game

Both players roll a D6, the highest scoring player takes the first turn.

Ending the Game

When one of the warbands manages to either eliminate the other, a warband fails its Rout Test or Jezebeth is killed the game ends.

Experience

+1 Survives: If a Hero or Henchman group survives they gain +1 experience.

+1 Winning Leader: The Leader of the winning warband gains +1 experience.

+1 per Enemy Out Of Action: A Hero earns +1 experience point for each enemy he puts Out Of Action.

+1 per Mutant Out Of Action: A Hero earns an additional +1 experience point for each Mutant he puts Out Of Action.

+2 For Killing Jezebeth: A Hero earns an additional +2 experience point for killing Jezebeth, and revealing his plan.

Conclusion

If the Witch Hunters win the battle, the Temple of Sigmar will be taken under custody and all its evil treasure returned to the Order, and all humanitarian aid will stop… after all the people here are evil and are turning to mutants! Let the bonfires burn high and illuminate the perpetual darkness!

If the Sisters of Sigmar manage to guard the Temple, the Matriarch will reward their efforts handsomely. Humanitarian aid will stop, and from now on will be strictly dispatched in case by case basis. The new bureaucratic process will take a heavy toll in human life and suffering.

No matter what happens, Jezebeth will be pleased. No matter what, he will be summoned back to his home plane, as his labor of Chaos is now complete. His reward… en eternity of suffering at the hands of Mutant Magistrates!

The Battle for the Wharf

By Archeonicus. Transcribed & edited by The Mordheimer.

Historical notes: *This skirmish was fought between Dark Elf Raiders and Skaven of Clan Pestilens. In the year 2412 the coast of Bretonnia was beset by one of the notorious Black Arks of the Dark Elves. The Elves were making frequent raids on small villages collecting slaves to man their galley ships. One raiding party landed at the derelict wharf of Mousillon and encountered the vile denizens of the wharf district, the plague bearing Skaven of Clan Pestilens.*

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. As last, one side is dedicated the wharf. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then has then to set up on the side which is the Wharf, placing all his warriors within 10" of that edge. His opponent then sets up within 8" of the opposite edge.

Special Rules

The Wharf: The wharf counts as water after the battle starts. Character may consider 6" from the edge as water. Any character entering the water will be considered drowned on D6 roll of 1-2. Searching for bodies is impossible.

Starting the Game

Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy model he puts Out Of Action.

The Bridal Run

By Archeonicus. Transcribed & edited by The Mordheimer.

This will be a feast! Fred (fill in the name of the defending warband leader) will go and pick up the bride, she will be the main attraction for the feast. Fred will bring along a lot of goods and guests. All in all it is so much that he probably will need three transport wagons. A road fit for wagons follows a route across a ruined territory. (Ruins 2'x3', with a slow bending road roughly through the middle). Fred has also a Best Man in his party (Pit-fighter) who finds it a great honour he is chosen.

Across the ruins his bride is waiting for…

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. As last, one side is dedicated the wharf. We suggest that the terrain is set up within an area roughly 4' x 4'.

Setup

Defenders: The Defenders start on one end of the road. The Baggage train must start on the absolute edge of the road, and all other models must be within 6" of the road. The goal is to get them off-board, either on the opposite site or to his north or south, but on the opposite side of the playing area.

Attackers: After the Defenders have set up, it's time to set up the Attackers. The Attackers may set up anywhere on the table, but not within 6" of any Defenders, unless it's behind an impassable obstacle. They have to stay away at least 6" form friendly warbands.

Warbands

Defenders: one warband with a three wagons these will be armed according to the number of opposing warbands. Two opposing warbands means shooters in 2 carts. Being in the cart counts as having cover, none of the passenger or drivers are armored.

Extra models: Pittfighter, wagons consisting of a cart with driver (cannot leave, will not fight) and 2 passengers (cannot leave but will shoot BS3) armed accordingly; Roll D6 per passenger: 1-3 bow,4 longbow, 5 crossbow (max 2), 6 blunderbuss (max 1).

Attackers: Warbands as is.

Special Rules

Rout Tests: The Defenders are fully aware of the vast importance of their mission. They have resolved themselves to a do-or-die situation. Therefore, they do not suffer from All Alone, and will not take a Rout Test until they have sustained 50% casualties. The Attackers will take Rout Tests as normal at 25%.

Moving the baggage train: Regardless of the caravan's mode of transport (slaves pulling carts, pony-driven, pushed by Rat Ogres), they will move up to 6" per turn on the road. They cannot run or march. Off-road the caravan moves at half rate (up to 3" per turn).

Shooting at the baggage train: Roll to hit, then, for each hit, roll a D6: 1-4 hits the cart, 5-6 hits the beast. Each beast, regardless of what it is, has the following statistics: Weapon Skill 2, Toughness 3 with 1 Wound and no armor save. Even though this is Mordheim, do not use the Injury chart for the beast. It is removed from battle as soon as it's wounded. If the cart is rolled then there is a 5+ chance you hit a passenger, if wounded they will be 1-4 Knocked down, 5-6, Stunned. Or use a D8, 1-5, the cart, 6-7 the beasts, 8 the passengers.

Baggage train in Hand to Hand combat: In combat, treat baggage trains as two separate targets, the cart itself or the beast that pulls it. Any model in contact with both cart and beast may decide which to attack. The carts are automatically hit and have Toughness 5 with 3 Wounds. The cart has no hand to hand offensive capabilities and causes NO impact hits. The Baggage Train is not pinned by hand-to-hand and may move out of combat. This represents the panicking beast surging forward!

Moving the baggage train without beasts: If the beast is killed, the Defenders may use models on foot to move the cart (this may be the passengers, but then they cannot shoot anymore, they count as having normal mercenary warrior stats and do not fight back). At least three models are needed to attain half the normal speed for the models carrying it, with no marching. Two models may lug the cart half speed -1". One model may not move a cart at all. He's just not strong enough.

Starting the Game

The Attackers go first, but they may not charge during the first turn. This represents the hidden Attackers springing out of concealment and ambushing the caravan.

Ending the Game

The game ends when either the defender gets a set number of carts of the table (see Goals (i.e. defender gets two carts of the table and then wants to quit, he could go for three, but does not need to). Routing of one side does end the game also, then look to the goals Table for Rewards below.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy model he puts Out Of Action.

Table for Rewards

All carts exit the table: Win for defender
Reward: Defender gains 2 magic item Rolls. One major one minor. He also gets his bride and she will be sacrificed (evil warband) or married (good warband) for +1 Experience for the leader

Two carts exit the table: Win for defender
Reward: Defender gains 1 magic item roll (minor). He also gets his bride and she will be sacrificed (evil warband) or married (good warband) for +1 Experience for the leader.

One cart exits the table: Game is a draw no points
Reward: Attackers get one minor magic item roll, but defending leader also gets his bride and she will be sacrificed (evil warband) or married (good warband) for +1 Experience for the leader.

No carts exit the table: Win for the attackers
Reward: Attackers have a full victory and will al gain a major magic item. Defender still gets a minor item.

The Great Robbery

By The Mordheimer.

This is a scenario best played among two players. An arbiter is not required. One player will be the escort (defender) while the other will play the role of the robber (attacker.) Each player must attempt to get away with the booty! The players should be divided in two groups, Witch Hunters and Sisters of Sigmar. Read the following to each player.

Background

The Escort (defenders): You have been contacted by a group of wealthy Marienburger's merchants to escort the final removal of some of their property off the City of the Damned. While most of their possessions had been already moved outside the city, they were informed that a chest containing some important merchandize was unaccounted for. The mercenaries that were commissioned to recover their property had been decimated, so reinforcements are needed to safeguard the delivery of the merchandize to the docks, for its final voyage.

Your mission is to deliver the cargo to the ship, and insure that it leaves port safely. You will be handsomely rewarded for your work.

The Robbers (attackers): Unlike most rumors you have heard, there has been slight confirmation that a huge piece of wyrdstone that was recently discovered is about to leave for Marienburg. The merchants had hired an army of mercenaries to make sure the rock manages to get in one of their boats, and safely navigate out of the harms way.

Anyone, including the wealthy merchants will pay handsomely for such a rare find.

Your mission is to intercept the cargo before it leaves the port, either in land or in the water. You and our group have decided is time for the Marienburgers to spread the wealth… toward your pocket!

Terrain

The terrain for this scenario should be placed in a table roughly 4' x 4'. Along one of the table edges should be a 6" water zone, immediately followed by some docks and the rest by regular ruined buildings. A merchant boat, La Luciernaga, should be large enough to accommodate several models inside, will be placed in the water edge at a later time.

Setup

Each player will roll a D6. Whoever rolls higher deploys within 8" of one of the corners (opposite side of the river). The other player will deploy within 8" of the opposite corner, in the same side of the table edge.

Special Rules

La Luciernaga: The Firefly was named for its history of burning in flames after every combat, yet somehow being repaired and submitted to even hazardous duties after. The merchant boat will always be controlled by the Escorts.

Deployment: After the 3rd turn, La Luciernaga will arrive on roll of 4+ on D6. It should be deployed on the table edge waterfront, in the opposite corner of Escort deployment zone.

Navigation: La Luciernaga will always move towards the opposite edge (i.e. left to right) attempting to intercept the Escort.

Movement: The merchant ship may not move the turn it is deployed. After that, the Escort player may move the ship up to 8" per turn, with a minimum of 1". Notice that there is no way for La Luciernaga to turn back, so the Escort player must calculate and strategize with the ship's movement.

Cannon: La Luciernaga may fire its only cannon once per game. Treat as a blunderbuss.

Crew Defense: Only a lunatic sailor would sign up to bring a ship to Mordheim. If the crew is attacked, they will escape by jumping to the river Stir. Unknowing to them, the monstrosities in the river are as bad as the ones on the city. They will die miserably.

The Merchandize: The Escort is to carry a heavy (locked) chest to the merchant ship. Place a counter (or a terrain piece) to mark the chest location. Anyone can carry the chest, but may only move at half speed and may not run nor charge (they may defend if attacked.) Two models may carry the chest at the same time for their full movement rate. If the carrier is taken Out Of Action, then anyone in base contact with the chest may claim possession of it. Once the Escort leaves the chest on La Luciernaga's deck, and no Robber in on board, the ship leaves towards the nearest edge on the next turn and the game is finished. The Escort will disembark when is safe, outside Mordheim!

No Rout Test: Greed is a powerful motivator! No rout tests are allowed in this scenario. If a player wishes to leave combat, it must do so by moving each model to the table edge.

Starting the Game

The Escort will take the first turn.

Ending the Game

When one of the warbands manages to either eliminate the other, the Escort manages to take the chest to La Luciernaga and it leaves the table or the Robbers take the chest out of the board by the table edge opposite to the waterfront the game ends.

Experience

+1 Survives: If a Hero or Henchman group survives they gain +1 experience.

+1 Winning Leader: The Leader of the winning warband gains +1 experience.

+1 per Enemy Out Of Action: A Hero earns +1 experience point for each enemy he puts Out Of Action.

+1 for Taking the Booty!: The Heroes carrying the chest to their respective goal earns an additional +1 experience point.

Treasure

Escort: Payment after delivering the goods to safety is determined by rolling a D6:

Item	Result on D6
4D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+
Special Map*	5+
Merchant Note **	4+
Lucky Charm	3+

* One dice may be re-rolled on the next Exploration phase.

** On the next attempt to find a Rare Item, you may add +2 to the roll.

Robbers: The treasure contains "useless" paperwork, which can incriminate a powerful merchant house in a major financial scandal. You may ransom them, and your earnings can be determined by rolling a D6:

Item	Result on D6
2D6 gold crowns	Automatic
D6 Pieces of Wyrdstone	5+
Special Map*	5+
Merchant Note **	4+

* One dice may be re-rolled on the next Exploration phase.

** On the next attempt to find a Rare Item, you may add +2 to the roll.

The Marsh is Alive

By Archeonicus. Transcribed & edited by The Mordheimer.

Historical notes: *This skirmish was fought between Skaven of Clan Pestilens and Knights Errant. After the disastrous battle before the Temple of Morr, the Knights Errant decided to try entering Mousillon through the "Griffons Gate" which lies beside the River Grismerie. Coming through the gate on the Gisoreux Road the walls of the Palace District loom up on the right and the marshes are treacherous footing for any who stray from the road. Fortunately the road is wide and is elevated above grassy ditches on each side. But safety is not provided anywhere in this City of the Damned. The warbands of Clan Pestilens constantly patrol the marshes, for it is here that the gates to the under ways provide them any support and supplies that they need. And so the "Ratmen" of the marshes beset the Knights.*

The defending warband has recently discovered a rather well preserved building. The storeroom still had plenty of edible things. But more important the Noble who owned the big house had forgotten his treasure chest. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x4' (or 6' if playing multiplayer). The centre of the board needs to be consisting of two rather big buildings.

Warbands

All the models in the defending warband must be set up within 6" of the centre of the board. The attacking warband may set up on 2 sides if he wants to, in multiplayer set up as normal.

Special Rules

Defenders: One player is the defender, determined by rolling the dice. Three of the defending warband's Heroes carry 4D6 pieces of gold (his part of the treasure) in a purse. If a Hero carrying money is taken Out Of Action, place a counter, representing the purse he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up this money. The money is in a purse

and will be determined after the battle has ended. Only when playing multiplayer all heroes of the defending warband carry a purse.

Injuries: After the battle you may roll serious injuries as normal, any Dead results will require an additional roll on the Red Pox table (below).

Red Pox Infection Table: Roll 2D6 (+2 if the model was infected by someone who has died from a Violent Death.

2D6	Effect
2	**Death:** While the character is infected with the Red Pox, his combat wounds are to severe and the disease does not gets a chance to bloom on its victim. No further results
3-4	**Violent Death:** The character dies horribly from a combination of his combat wounds and the Red Pox. After his death, his virulent condition has infected a random warband member, that warband member roll on this table with +2 to the roll.
5-6	**Weakened Survivor:** The character fights the Red Pox successfully and survives. The internal battle has been intense and the disease has debilitated the character heavily. The character will be –1T and looses a wound, only if he has more then one.
7-8	**Tainted:** The Red Pox has left the character tainted; he will cause Fear now (as if Horribly Scarred) and suffers the permanent injury Old Battle Wound.
9-10	**Psychologically Wounded:** The character survives the ordeal with the disease, but he becomes mentally unstable. The character needs some time to recover and must misses one game and suffer a Nervous Condition.
11	**Survival:** The character recovers from the Red Pox without any lasting ailments.
12	**Full Recovery:** The character not only recovers from his ordeal with the Red Pox, but feels hardened by the effect. Roll a D6, 1-4 character becomes Hardened, 5-6 character will gain +1T (this does not raise the race's max for T).

Starting the Game
Each player rolls a D6. The player rolling highest has the first, turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there. So if the defending player has not the highest roll he will be automatically last.

Ending the Game
Do not roll for Rout tests during this game. Instead, the game will last 8 turns or until all the purses have been carried off the board, whichever comes first, in multiplayer use 10 turns. The warband that gets the most purses off the table (or held by its Heroes when the game ends) is considered the winner.

Experience
+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 Per Purse. If a Hero is carrying a purse at the end of the battle he receives +1 Experience per purse he carries.

To the Rescue!!
By Archeonicus. Transcribed & edited by The Mordheimer.

"Neek!... this is-is stupid…" Greyfur shook his head in despair. Going out to rescue one of their warbands was a plain waste time. Enough Skaven could step in that one's place…
The two clubbers, who accompanied the Skaven marksman, looked worried. The whole band was going on, of all things, a rescue mission. But worrying was over; as the scouts gave signal they reached the capturer's camp.

Suddenly Oldclaw appeared from out the shadows. Greyfur almost lost control of his glands; this was no time to show fear. "Be careful what you-you shoot at. If you hit Eektrikky, we-we will lose our only member who knows were the-the warpstone is buried…"
After Greyfur found back his control, he climbed to the second floor of the building; he needed a good position to shoot his warplocks. To the rescue then, he thought.
Sometimes there is a possibility someone of the warband is captured, or robbed. And it is just the nature of things that you want to get the things back you lost. Or retrieve that comrade… who knows was the money is hidden.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. In the centre of the table there should be a building, or something similar that could be use for a camp.
The objective of the scenario is the rescue of the character or goods that are kept there. Place a treasure chest, or character next to one of the defender's heroes, or 2 of the defender's henchmen.

Warbands
The warband which captured the stuff, or hero, automatically is the defender, They deploy within 6" of the central terrain feature, their camp. The defender may deploy up to 3 guards, which may try to spot the rescuers. Rescuers deploy 6" from any edge they want.

Special Rules
Attempt Detection: First round the defender may roll a D6 per guard and on a 4+ the rescuers are detected and the guards may shoot, next turn the defender's warband may act. No detection requires that the defenders must repeat this action on their next turn; in other words, the defenders may not act until the rescuers are spotted.

Automatic Detection: If the rescuers come within charge distance of any enemy model they are automatically detected.

Removing the Objective: The defenders may move the objective off the table, as soon as they detect the rescuers. This may only be done at the normal move (no marching/running, or using speed skills).

Prisoner Escape: If the objective is a character and at anytime is left without sufficient guards in Base to Base contact, he will escape and is allowed to make a full running move in his next movement phase (2*M). Even if he is within 8" of an enemy model.

Killing the Prisoner: If more then 50% of the defender's warband are Knock Down, Stunned or Out Of Action, the defenders may try to take the prisoner Out Of Action. The prisoner may defend like being unarmed.

Objective Ownership: The winner is allowed to do with the objective what he wants; take back ownership and use it, or sell it, or even offer it as Sacrifice.

Starting the Game
The rescuer/attacker has the first turn.

Ending the Game
If at any point the rescuers reach their objective, with 2 characters, they win the scenario. All equipment and an eventual hero is returned. If a warband fails his rout test it has lost the scenario. If the defenders route, they automatically loose the objective. If the rescuers route al was for nothing and no further rescue may be attempted for that objective.

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

+1 Winning Leader: The leader of the winning warband gains +1 extra experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+1 for reaching the objective. If a Hero or Henchman group arrives at the objective, they gain +1 Experience.

Trick or Treat

By The Mordheimer, Inspired on Andy Tabor' scenario Night Of The Dead.

Rumours about wyrdstone are as common as death in the City of the Damned! But unlike any other rumour, this one seems to be true. Since the Great Cleansing occurred not long ago, a section of the city has been unreachable. Humanitarian aid left their rescue efforts after a dozen of their numbers did not return... except one.

Driven mad by the horrors witnessed, this man with no name lives as a crazed beggar in one of the encampments surrounding the city. In a moment of lucidity, he spoke of a very large green stone. It was as large as a building, and not even 20 men... no... 20 Ogres could lift it. He saw how those who touched it attracted living corpses who then captured them. Every men of the expedition, as well as previous residents of the area (men, women and children) were still alive... in a makeshift prison. Upon the ringing of a giant bell, each of the prisoners was eaten alive. Their screams were only muted by the ringing of the damned bell, and later by the peace that only death can bring.

He explained how he escaped crawling through underground tunnels, part of the sewer systems. Torrential rains have prevented anyone from retracing the survivor's steps, so the rumours of his findings had spread for the last days like wild fire. Tonight there is no rain... only a dense fog. Getting to the site is not going to be hard. Unfortunately, the warband quickly disperses, besides their best efforts, blinded by the thick fog.

The warbands' mission is to have everyone move to the centre of the table, where a giant Wyrdstone monolith stands, chip some of the evil stone away and return it to their deployment zone avoiding zombies and other warbands. On their way, warriors may find "Trick or Treats" (random events) to complicate matters even further.

Terrain

Players will gather around a 4' x 6' table with a crater structure at its center. On it lies the biggest wyrdstone anyone has seen. Player will take turns placing terrain around the gaming table, avoiding at least 2 inches around the crater structure. In placing terrain leave streets or alley ways open.

Set-Up

All players roll 1D6 and whoever rolls highest will setup first, according to the From Where? and Who's In special rules. Starting models will begin at 12 inches inside the table and further models to come out for the fight will start up to 8 inches.

Special Rules

From Where?: Each player will determine RANDOMLY where they are going to start Mordheim Annual 2002 page 27 Diagram 1 at every deployment. Warbands must not be deployed 12" from each other.

Who's In: Each player must choose 0ne hero and one henchmen group at random to enter the board. Roll 1D6 for each Hero, the Hero with the highest dice roll will be the first to venture into the City. In the event of a tie, keep rolling until one Hero is the winner. Do the same for henchmen group. The rest of your war band seems to be lost in the fog for now. (Your gaming group or GM should agree what the D6 roll will represent: Captain, champion, young bloods and etc)

Visibility & Movement: In addition, the heavy fog will limit visibility to 4 inches. As such, missile fire further than this distance carries a -3 BS penalty. Also, models that attempt to charge or run more than 4 inches must roll a D6. On a 1-2, the table below must be consulted. On a 3+ movement may be carried as normal. If you have a rabbit's foot you may use it to re-roll. If the model has a lucky charm they may use it to avoid a bad effect (2-8).

2D6	Results
2	Crud, AAHH!: The warrior has found one of the horrors of Mordheim and is Out Of Action.
3	Mommy!: The warrior runs full distance, only to found that he moved in a random direction.
4	Crash, Umph!: The warrior runs and tumble into a wall, causing a major collapse. He is Stunned.
5	Anybody?: The warrior runs only 4" in a random direction, stopping when figuring he is lost.
6	Crud! Ouch!: The warrior runs full distance, but falling debris injures him, Knocked Down.
7	What was that?!: A strange sound deters any movement. The warrior stands still and listen.
8	Oh, Light! I think?: The warrior walks 4" in the desired direction instead.
9-10	Yikes!: The warrior is treated as having failed a charge, but no other effect.
11-12	Graceful Turn: The warrior dodges a fatal accident. No effect.

Getting Wyrdstone: Each hero and henchmen must attempt to get a chuck of Wyrdstone to their deployment zone. To do this, each model must go to the center of the table, stand base to base with the giant Wyrdstone (chipping away some of it) for a full turn. Once a hero or henchmen group returns to their deployment zone another of the same type may leave to go search for the treasure. No hero or henchmen can return to the deployment zone unless they have treasure. If or when each hero or henchmen group returns to their deployment zone they stash their Wyrdstone and roll D6 to see who will venture back into the city. It is possible for the same group to go again but unlikely. Heroes and Henchmen group that have been taken Out Of Action may only be replaced if the player rolls a 4+ on a D6, after being taken Out Of Action. You may continue this until all your models are Out Of Action.

We Got Company!: For each warband D3+1 Zombies will be generated around the Wyrdstone pile when a model takes some Wyrdstone. The Zombies will appear 8 inches away and will be randomized by scatter dice. The Zombies will have home court advantage; they know this area like the back of their hand, if they have one. Zombies are in search of fresh meat to eat, thus in this scenario the Zombies can charge a warband model that is 8 inches away on a 4+. Familiarity and hunger (MMM….brains) make their keenness higher. It will be possible for the Zombies to charge through the fog and DO NOT have to roll on the random counter above.

No Camping Allowed: Players not moving their hero at least 4" per round, and that are not engaged in Hand-To-Hand combat, will definitely attract 2D3 Zombies that will immediately charge the hero (or any other adjacent henchmen) from the surrounding vicinity at the end of the player's turn. Zombies will see this individuals as wounded or easy prey for their ritualistic dinner. Move or risk being eaten!

Trick or Treats: Place at least 5 markers or tokens per warband randomly on the table. A player may lift as many markers as they need to, until they found the Jack-o-Lantern. Upon lifting a token, have the player roll 2D6 on the table below:

2D6	Results
2	Trick: Model gets hits by D3 S4 hits from poisoned darts (save allowed).
3	Treat: 2D6 gc found.
4	Trick or Treat: Random Happening (see optional rules Annual 2002)
5	Trick: Model falls in floor trap. Take D3 S4 hits, and must make 2 climb test to get out of the trap.
6	Treat: Yummy "Batwing Crunchies" treats... get +1 W temporarily. Roll a D6; on a 6+ the mutation is permanent.

7	Trick: Mutation! Roll on the Random Mutation Table (below). Roll a D6; on a 6+ the mutation is permanent.
8	Treat: Found a True Sight Prism; 80+6d6gc; Availability: Rare 10 - This piece of Wyrdstone is semi-translucent and acts as a regular light prism, but when used properly it can be used to enhance visibility. This process takes some time, so when used on during the Exploration Phase, it allows the warband to re-roll any one dice. Strangely enough, is two of the True Sight Prisms are used in conjunction, both will be destroyed instantaneously. One item per warband only.
9	Trick or Treat: Random Happening (see optional rules Annual 2002)
10	Trick: An explosive device containing blinding powder hits the model. Take 2D3 S1 hits. If wounded, the model is blinded for D3 turns. Blinded individuals will move randomly D6" always rolling on the movement table above.
11	Treat: Drank a refreshing vial of Maxelder's Potion of Berzerk Valor. Drinker gains +1 Strength, +1 Initiative, +1 Critical hit for the duration of the game.
12	Jack-o-Lantern found! Model gets +2 Experience and warband gets 2 Points to determine overall winner.

Mutations: The great power of Chaos mutates the warrior. Roll a D66 on the Random Mutation Table (below). Also roll a D6; on a 6+ the mutation is permanent. If the mutation is permanent, then any member of a human, mercenary warband (this includes both Ostlanders and Averlanders) that receives a mutation marked with * is immediately drummed out of the warband by his suspicious peers. Remove the hero from the roster, his equipment is lost.

D66	Results
11	Acid Spray*: The mutant can spit acid at its foes. The acid spray uses the mutant's Ballistic Skill to hit, just as if the mutant were firing a missile weapon. The spray has a range of 8", and a Strength of 4. The mutant does not suffer any penalty for spraying a target at long range, nor does the mutant suffer any penalty for moving and spraying in the same turn.
12	Atrophy: A part of the mutant's body has become shriveled and atrophied. Roll a D6: 1 Head: The mutant is now subject to stupidity. 2-4 Arm: The mutant loses the usage of one arm. The mutant may only use a single one-handed weapon from now on. If both arms are lost the mutant must be retired from the warband unless it possesses a tail or bite attack of some kind. 5-6 Leg: The mutant loses the usage of one leg. Divide the mutant's Movement in half, rounding up. If both legs are lost, the mutant must be retired from the warband.
13	Beaked*: The mutant has a beak like that of a bird or octopus, though its other facial features remain unchanged. Unless the mutant already possesses a bite attack, the mutant may make an additional attack in each hand-to-hand combat phase due to its vicious bite.
14	Beweaponed Extremities*: The mutant's hands are turned into weapons! The mutant may no longer use other weapons or equipment that would require the usage of hands. On the plus side, it no longer has to worry about being caught without a weapon! The mutant will gain the normal extra attack in hand-to-hand for using an additional hand weapon, and the weapon extremities follow the normal rules for weapons of their type (i.e. sword extremities may be used to parry). If the mutant grows two sword extremities, it may re-roll failed parries just as if it had a sword and a buckler. Roll a D6 for each arm to see what it becomes: 1-2: sword, 3-4: mace, 5-6: axe

15	Blackblood: If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.
16	Brightly Patterned Skin*: The mutant's skin becomes brightly colored with contrasting stripes, spots, or other patterns. No effect on play, but a great excuse to paint an interesting new model!
21	Burning Body*: The mutant's body is constantly burning with flickering tongues of hellish flame and burns with unnatural light. The warrior may not carry any weapons or armor unless they are magical, or forged from Gromril or Ithilmar. The mutant does not suffer the usual penalties for fighting with his fists (no -1 to the mutant's Strength, enemies do not add +1 to armor saves). The mutant always counts as having a lantern. Any model in base contact with the mutant suffers an automatic Strength 2 hit at the beginning of each close combat phase. The flames cannot cause critical hits.
22	Cloud of Flies: The mutant is permanently surrounded by a great swirling mass of flies. Opponents in close combat with the mutant are at -1 on all to hit rolls, as the flies buzz into eyes, noses, and mouths.
23	Cloven Hooves*: The warrior gains +1 Movement.
24	Crystalline Body*: The mutant's body becomes living crystal, which is tough, but easily shattered. The mutant's Toughness becomes 6, while its Wounds become 1. Neither of these attributes can subsequently be altered by experience or mutation. If an experience advance indicates a change in one of these characteristics, re-roll the advance until a different characteristic advance is obtained.
25	Elastic Limbs*: The mutant's arms can stretch out, allowing the mutant to attack from a distance. If the mutant is not in base contact with an enemy model at the beginning of the hand-to-hand combat phase, it may make one hand-to-hand attack against a single visible enemy within 6" of the mutant. The enemy does not get a chance to fight back.
26	Enormously Fat: The mutant becomes enormously fat and bloated. Divide its Movement in half, rounding up; add +1 to its Toughness; and reduce its Initiative by 1.
31	Extra Arm*: The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or buckler in the extra arm. If a mutant who is unable to use weaponry (i.e. Possessed, Chaos Spawn, etc.) gains this mutation, they simply gain an extra attack; they are still not permitted to use weapons.
32	Extremely Thin: The mutant becomes a matchstick figure, sickly thin and bony. Divide its Toughness in half, rounding up.
33	Eyestalks*: The mutant has stalked eyes, similar to a crab. The mutant now causes fear.
34	Fangs*: The mutant grows huge fangs, giving it an extra bite attack (unless it already has one) in each hand-to-hand combat phase. The bite attack uses the mutant's normal Strength.
35	Furry*: The mutant grows a covering of long, dense fur. The mutation changes the mutant's appearance only; and has no effect on its profile.
36	Great Claw*: One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.
41	Hideous: The mutant causes Fear, and is seldom invited to parties.
42	Horns*: The mutant's head grows horns, and it gains an extra gore attack in hand-to-hand combat at the mutant's normal Strength The mutant may no longer wear a helmet.

43 Iron Hard Skin*: The mutant's skin is covered in iron and steel scales. The mutant's armor save is improved by +1 (i.e. a 5+ save becomes a 4+). Note that a warrior's armor save may never improve to better than a 1+ save. If the mutant has no armor, their skin alone gives them a 6+ armor save.

44 Mace Tail*: The mutant grows a flexible tail with a mace-like bony tip. Unless it already has a tail, the mutant gains an extra tail attack in each hand-to-hand combat phase at the mutant's Strength +1. If the mutant already has a tail, it will have to decide at the beginning of each hand-to-hand phase which tail it wishes to use.

45 Moronic: The mutant's mind shrinks. The mutant is now subject to Stupidity.

46 Plague Bearer*: The mutant carries a hideous, Chaos-tainted disease. The mutant's limbs are covered in open sores, and the mutant is dramatically weakened by its condition. Reduce the mutant's Movement and Initiative by -1. Any time the mutant hits an enemy in hand-to-hand combat, there is a chance they have infected their foe with this debilitating disease: the enemy model must roll equal to or less than its Toughness on a D6 to avoid contracting the sickness. If the roll is higher than the model's 'roughness, they suffer the -1 to Movement and Initiative penalty for the rest of the battle, (after which it is assumed they get immediate herbal remedies and plenty of rest to keep the disease from setting in permanently!). The Plague Bearer may not infect the same model more than once in a single battle. In addition, the Plague Bearer's ghastly appearance means it now causes fear.

51 Poisonous Bite: The mutant grows small fangs which can secrete a potent poison.
Unless the warrior already has a bite attack, it gains an extra attack in each hand-to-hand combat phase due to its deadly bite. The poisonous bite is a Strength 5 attack, but is reduced to Strength 2 if the target of the bite is immune to poison. If the mutant already possesses a bite attack, it is simply upgraded to include the poisonous effect described above.

52 Prehensile Tail*: The mutant grows a prehensile tail. Unless the mutant already has a tail attack, he gains an additional attack with this tail in each hand-to-hand combat phase. The mutant may hold and use any single-handed weapon in the tail, or alternatively, he may carry and use a shield or buckler with it. If a mutant with other tail attacks does use an equipped prehensile tail in a hand-to-hand combat phase, he may not use any of his other tail attacks during that phase; a single tail must be selected for use at the beginning of each hand-to-hand phase. If a mutant unable to use weaponry (i.e. Possessed, Chaos Spawn, etc.) gains this mutation, they simply gain an extra attack (unless they already possess a tail attack); they remain unable to use weapons.

53 Regeneration: The mutant can often heal instantly from wounds it suffers in battle. When the mutant suffers one or more Wounds, it may try to regenerate the damage. Roll a D6: on the roll of a 4+, the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.

54 Resilient: The mutant's skin thickens, or becomes scaly, or otherwise increases its resilience to damage. Increase the mutant's Toughness by +1.

55 Scorpion Tail*: The mutant has a long barbed tail with an envenomed tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase (unless the mutant already has a tail attack, in which case it will have to select a single one of its available tail attacks in each hand-to-hand

phase). If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.

56 Skull Face*: The flesh of the mutant's face dissolves, leaving a skull. The mutant now causes fear.

61 Spines*: Any model in base contact with the mutant suffers an automatic Strength I hit at the beginning of each close combat phase. Spines will never cause critical hits.

62 Stunted: The mutant's body becomes hunchbacked and stiffened. Reduce the mutant's Movement and Initiative by -1.

63 Suckers*: The mutant's limbs are covered in adhesive suckers. The mutant automatically passes Initiative tests when climbing.

64 Tentacle*: One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

65 Warts: The mutant is covered in repellent warts. The mutant's profile is unaffected.

66 Wings*: The mutant grows a pair of feathered or bat-like wings. The wings are not strong enough to allow the mutant to fly in the proper sense, but they do allow the mutant to glide down from an elevated position. If the mutant is above the table-top surface (on a roof, walkway, etc.) it may glide down at a rate of 2" horizontally for each inch of downward vertical movement.

Starting the Game

Roll a D6. The player rolling highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

Ending the Game

There are no Rout Tests in this scenario. The game will conclude when only one warband is allowed to bring new members to the board. The winner will be the player with the most points, determined by the following criteria:

5 Points for Last Man Standing
5 Points for gathering the more Wyrdstone
2 Point for picking your warband's Jack-o-Lantern (see special rules, Trick or Treats)
2 Points per enemy Hero taken Out Of Action
1 Point per enemy Henchmen taken Out Of Action
1 Point per Zombie taken Out Of Action
1 Point per Wyrdstone taken off the board
1 Point per Warband painted (in full)

Experience

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

+1 Winning Leader: The leader of the 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 Per Wyrdstone Carried Off the Board: Any Hero or Henchmen group earns +1 Experience for each piece of Wyrdstone they get to carry off the board.

+1 Per Zombie Taken Out of Action: Any Hero earns +1 Experience for each Zombie he/she put Out of Action.

+2 For Finding the Jack-o-Lantern: Any Hero or Henchmen group earns +2 Experience for finding the Jack-o-Lantern.

Conclusion

After the night is over, returning to this area would not yield any more Wyrdstone at all. Zombies, under the direction of an unknown Necromancer were gathering Wyrdstone and bonding it together with fresh sacrificial blood, in order to channel its power to the negative planes. Indivertibly, the warbands in their greed managed to sabotage the necromancer's attempt to bring further Chaos to Mordheim.

Town Cryer Magazines
Death in the Mists

By Nicodemus Kyme, as appeared in TC 15. Transcribed & edited by The Mordheimer.

Deep into the island the warband ventures warily but soon becomes enveloped in a thick fog. Banding together, movement can be seen beyond the circle of comrades and it is soon apparent that the warband has been trapped in an ambush...

Terrain

Each player takes it in turn to place a piece of terrain, either a crag, trees, hovel, wooden huts, fenland etc. The middle of the table should be left clear except for a large rock or crag. The terrain should be set up in an area roughly 4'x 4'.

Setup

The player with the largest warband is the defender. They must deploy within 6" of the rocks in the centre of the board. The attacker places his warband anywhere on the board as long as they are no closer than 12" to a defending model. The invading warbands set-up their entire warband wherever the referee places them, subject to the scattered placement of the sewer grates. The referee should take care that warbands start no closer than 12" of each other. Remember Albion's Ogham Stones special rules.

Special Rules

Dense Fog: The battlefield is completely enshrouded by a massively dense fog. This reduces visibility to 2D6" which will affect charges, shooting, magic etc. At the start of each turn roll a D6 for each warrior for the warband whose turn it is. On a roll of 1 they become 'lost in the fog' and wander D6" in a random direction determined by a scatter dice instead of moving normally this turn.

Starting the Game

The attacking player automatically goes first.

Ending the Game

The game ends when one warband fails its Rout test.

Experience

- **+1 Survives:** If a Hero or Henchman group survives the battle they gain +1 Experience.
- **+1 Winning Leader:** The leader of the winning warband gains +1 extra Experience.
- **+1 Per Enemy Out Of Action:** Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Assault on the Rock,

By Grayson Gaudreault, as appeared in TC 22. Transcribed & edited by The Mordheimer.

The Rock is the fortress abbey of the Sisters of Sigmar, the only building to survive the holocaust caused by the comet. It is said that the Sisters survived the holy Wrath of Sigmar through their penitence and prayer (and hiding out within the deep catacombs beneath the abbey!). From the Rock these fanatical daughters of Sigmar patrol the ruins of the Cursed City fighting the heathen followers of the Shadowlord and collecting shards of Wyrdstone to be later destroyed within the holy confines of their abbey. Many arcane and heretical items are held within the bowels of the Rock guarded from the prying eyes of those who would misuse their power. It is the rumor of these treasures that lure the greedy and the power-crazed to attempt to infiltrate the heavily guarded abbey. The catacombs of the Rock are extensive and barely explored, with miles of tunnels leading off in every direction. Just recently a long forgotten tunnel has been discovered that leads into the crypts of the Rock and rumor of a powerful magic tome has brought all manner of scum running like moths to a candle flame.

This scenario can be played by up to four warbands of any type and requires a referee.

Terrain

The referee sets up the board in a town-like setting with narrow streets in an orderly arrangement (the more adventurous amongst you could use the rules for fighting underground from TC 17. The referee should place as many markers to represent sewer gratings as there are attacking warbands equidistant apart and then note down which building/room contains the magic tome.

Setup

The invading warbands set-up their entire warband wherever the referee places them, subject to the scattered placement of the sewer grates. The referee should take care that warbands start no closer than 12" of each other.

Special Rules

Sisters of Sigmar: On the referee's turn (after all the other players have moved) he rolls a D3. This indicates the number of basic Sisters of Sigmar he is allowed to put into play. He is allowed to place these patrolling Sisters wherever he wishes but no closer than 8" to a member of an attacking warband. He is only allowed to put a maximum of two Sigmarite Matriarchs into play during the battle. All the Sisters are armed with either two Sigmarite Warhammers or a Sigmarite Warhammer and a steel whip (the referee may decide which but has to declare what they have when they are placed.) The Matriarchs have one randomly selected prayer (generated by the referee) and heavy armor (as well as any weapons already stated.) The Sisters never rout and automatically pass any Fear test or All Alone test they are required to make due to a combination of their fanaticism and being within the hallowed ground of their abbey.

A Sister of Sigmar warband (if one happens to be playing) in this scenario has the special ability to set wherever they wish as they are here because they also heard rumors and wish to stop the heathens from stealing the magic tome. They are able to conscript up to two Sisters from each patrolling band they encounter as long as it is not lead by a Matriarch. They are then able to control the Sisters – not the referee. To do this, the player's Matriarch must pass a Leadership test for each Sister she wishes to conscript as she is trying to convince them to follow her.

Looting: A member of any warband (apart from Sisters of Sigmar) may spend an entire turn doing nothing when in a building/room searching (this means no moving, fighting or casting magic). At the end of his turn the player may then roll a D6 for each member of his warband that is searching and consult the following table:

D6	Results
1-2	Nothing of any value
3-4	Blessed Water
5	Any common item from page 146 of the Mordheim rulebook
6	Holy Relic (after the game any chaotic or evil warband may choose to desecrate the relic and gain an unholy relic. To do so the leader must pass an Initiative test.)

The Objective Building: When a player finally reaches the objective building where the tome is being held, the referee is allowed to automatically set-up 2D3 Sisters in front of the warband that are the keepers of the book. They my charge automatically but may never move further than 12" from the objective. These Sisters are subject to frenzy. They will not attack a Sisters of Sigmar warband but will demand confirmation of their authority to take the tome. The Matriarch of the Sisters warband is allowed to make a single Leadership test each turn and if successful the Sisters guarding the tome will hand it over to their care.

Any warband may rout at any time as long as they have lost at least two members.

Starting the Game

Each player rolls a D6 with the highest scoring player taking the first turn.

Ending the Game

The game ends automatically when a warband manages to defeat the Sisters guarding the tome ad leave the building (as they are able to readily find a sewer grate anywhere and get away). Any warband may rout at any time as long as they have lost at least two members.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+1 for capturing the Tome. Any Hero or Henchman who leaves the board with the magic tome gains + 1 Experience.

Rewards

The book is a tome of magic that allows the user to gain two spells from the lesser magic list or two new spells from his own list or any combination thereof.

Any warband is able to use the tome except for Sisters of Sigmar & Witch Hunters (it is considered heresy.) Also any warband containing a priest of Morr is unable to use the book.

The Sisters gain 100 gc (a tithe from high up for a job well done) and +2 Experience points for the Matriarch. Also, any Sisters they conscripted during the battle may join the warband permanently (as they are impressed with the Matriarch's Leadership) along with whatever weapons they had.

Witch Hunter warbands and any warbands containing a priest of Morr destroy the book and gain +D6 Experience points to distribute amongst the warband. Due to their hatred of the Sisters, Witch Hunters earn +2 Experience for every Augur and Matriarch that they take Out Of Action. They also gain 50 gc (money for a job well done from high up.)

Other warbands may use the book as they wish. Warbands may roll for warbands as normal.

A Stroll in the Garden,

By Anonymous.Transcribed & edited by The Mordheimer.

Your warband has heard the fantastic stories about the old Memorial Gardens in the north-west corner of the city. However, even if your warriors believed the tales about enormous carnivorous plants, the other stories spread about the Gardens — the stories about piles of wyrdstone lying unguarded on the ground, and secret basement vaults filled with treasures beyond measure were enough to draw your band to this place, heedless of the risk. So you find yourselves here, walking slowly through the gate, peering into the tangled depths and wondering just which stories are true. Then you notice that you are not the only figures brave enough to ignore the warnings...

Terrain

Each player takes it in turn to place a piece of terrain, either a small building, set of hedges or walls, set of trees, small clump of bushes, or similar item or terrain appropriate to Mordheim. At least half of the pieces of terrain should be some form of plant life. The end result should be an overgrown area broken by small paths, walls, and buildings.

Setup

All players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two players, then the next player sets up on the opposite board edge. If there are more than two players, the remaining players choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A player must set up his warband within 8" of his table edge, but not within 4" of a side edge, and not within 10" of another player's warband. Keep in mind that more than four players should be accommodated with a larger battlefield than normal (see

the 'Chaos in the Streets' article on multi-player games in the Best of Town Cryer, page 30.)

Special Rules

It turns out that all the stories told about the Memorial Gardens are true! This is represented in the scenario by the following special rules:

The plants in the Garden will attack any warriors who come within range. At the end of each player's Movement phase, check to see if any of his warriors are attacked. Each warrior of that player's warband who ended his move within 2" of a tree receives D3-1 automatic hits at Strength 3; each warrior of that player's warband who ended his move within 2" of a smaller plant (hedge, bush, etc) receives D6-2 automatic hits at Strength 1. A warrior who does not end his move within 2" of a plant has moved too quickly for the hate-filled creatures to reach him. However, note that the attacks will occur even if the warrior is in close combat or didn't move at all that Movement phase (if he's stupid enough to stay near that tree, well…).

At the end of the game, each player receives one additional dice for Exploration. In addition, after he rolls, each player has the option of re-rolling all of his Exploration dice. If this option is taken, the player must re-roll ALL the dice rolled for Exploration… he may not choose to keep some dice and re-roll others!

Starting the Game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious (ie, break the alliance and fight it out!).

Experience

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

+1 Winning Leader: The leader of the winning warband(s) gains +1 Experience.

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts Out of Action.

+1 Attacked by Plants. Any Hero who gets hit at least once by an attack from a plant gains +1 Experience.

Whomever1's Mordheim Section

Guard the Dredgers

By Tom Pliska, as appeared in Whomever1's Mordheim Section. Transcribed by Peter Ward. Edited by The Mordheimer.

Some bright lads from Nuln have come up with the idea that lots of wyrdstone is being washed down the sewers into the river that flows through Mordheim. A few hours raking the river bottom from a boat can bring in more wyrdstone than days searching the streets. Unfortunately, some other lads have noted that the same number of shards can be had in only a few minutes by beating lads from Nuln about their heads with clubs. It's lucky for the dredgers that there are some warbands willing to provide protection, for a slight fee.

Terrain

On a 4' x 4' table designate one side to belong to the defender, and the other to the attacker. Stretch a 5" wide strip of blue paper (or whatever) from one end to the other across the middle to represent a river separating the attacker's edge from the defender's edge. Across it place two bridges 36" from each other. The bridges can also be made of paper, and should be about 3" wide. In the middle of the river place a boat, about 1.5" x 3". Place two figures on the boat to represent the lads from Nuln, who should be considered to have

cover. The area for 3" on either side of the river is very difficult ground (not counting the ground leading up to the bridges), so you might want to indicate this in some way as well. After all that, the two sides take turns placing pieces of terrain, starting with the attacker. However, no buildings should be placed within 5" of the river.

Setup
The defender sets up first. The attacker may set up his warband within 8" of his edge, and the defender may set up his warband anywhere he wishes on his side of the river. He may also place one character on the boat.

Special Rules
Dredgers: The two dredgers have the same stats as Youngbloods, reproduced below for convenience. On any given turn they can either choose to shoot their crossbows, or pole their boat. If one is poling the boat it will move 4", and if both are it will move 6". It takes 4" of movement to turn the boat around. The lads can even pole when they are in hiding (though, of course, they cannot shoot from hiding), or if they have just recovered from being knocked down. They can shoot their crossbows even if the boat has moved. No character from the defending warband can assist with poling the boat.

2 Dredgers

Profile	M	WS	BS	S	T	W	I	A	Ld
Dredgers	4	2	2	3	3	1	3	1	6

Weapons/Armour: The Dredgers are wearing helmets, and are armed with a crossbow and a dagger.

The Bridge: This structure counts as being 2" high. The river is not very deep, but muddy and thick with vegetation. If someone gets into the water (as by attempting to charge from shore or the bridge into the boat), movement counts as being in very difficult terrain (one-fourth movement), but they are unhurt and count as having cover. If they successfully charge the boat from the water or the bridge they can engage whatever character the defender placed there from their warband, but the attacker will strike last on the first turn. The dredgers themselves will surrender unless protected by a defending warband member on their boat; otherwise they may also attack the attacker.

Unwilling to Pass: If the attackers are in sole possession of a bridge the boatmen will refuse to pass under the bridge. To completely own the bridge, the attackers must at least have one non-animal warrior on the bridge who is neither Knocked Down, Stunned, broken or engaged in Hand-To-Hand combat, and the defenders have no one on the bridge who is neither Knocked Down or Stunned.

Starting the Game
Both players roll a D6. The higher player takes the first turn.

Ending the Game
If either side fails a rout test, then the other side wins. Also, if the boat manages to cross over the table edge, the defending side wins. Or if an attacker gets on the boat and forces the dredgers to surrender, the attackers win.

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+2 Forcing the Dredgers to Surrender: Any attacking hero who gets on the boat and forces the dredgers to surrender or takes the last boatmen Out Of Action gains +2 Experience.

Wyrdstone
If either side wins by causing the other side to rout, or if the defending side wins by moving the boat off the table, they earn 2 shards of wyrdstone. If the attackers win by boarding the boat, they gain 2+d3 shards.

Betrayal
By Wrath, as appeared in WrathWeb. Transcribed & edited by The Mordheimer.
Sometimes warbands join together to deal with tasks that are more difficult than a single group can handle. These includes fighting Monsters, Crazed cultists, Undead or even the Church of Sigmar. And sometimes, not often, but sometimes, the warbands emerge victorious. And when this happen, one warband usually turn on the other. Sometimes even before the joined battle is met, but one thing is for certain. Betrayal is inevitable!

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Setup
Both players take half their number of warriors, rounding up (players choose which), and keep them in reserve and then take turns to place the remaining warriors at the table, starting with the player who has the most warriors (in case of a tie, roll a die). Warriors must be placed within 10" of the centre of the table, but no closer than 8" to an enemy model.

Both players roll a D6 and add the Initiative of their Leaders. Highest is the betrayer (attacker), and the other the unsuspecting fool (defender).

Special Rules
Betrayer: The attacker may bring on reinforcements from any table edge he chooses, beginning with his own turn. All models must enter within 4" of each other. The attacker also chooses a table edge that the defender may not bring reinforcements to (choose each time the defender tries to bring on reinforcements).

Unsuspecting Fool: The defender may only bring on reinforcements on a roll of 3+ for the first four rounds of combat, after that a roll of 2+ is required to bring on reinforcements. Apart from the table edge chosen by the attacker, the may appear from any table edge.

Reinforcements: When bringing reinforcements to the table, count the number of warriors you have in reserve. Halve this number, rounding up. This is the number of warriors you may bring onto play this turn. Which warriors turn up is chosen randomly among your reserves. For example, if you have five warriors in reserve, on your first turn you can bring on three, then on turn two you can bring on one, and finally the last warrior would arrive on turn three.

Starting the Game
The betrayer (attacker) always gets the first turn.

Ending the Game
The game ends when one warband fails a Rout test. Rout tests will always be based on the total number of warriors, even those still kept in reserve. The routing warband loses.

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Designers Notes
Looking to "Ambush" or "Surprise Attack", one immediately notice that one side is in dire straits indeed. Normally these games become very dull and fast, as one side does nothing but run for the hills. But the thoughts behind the scenarios leave you thinking "what hard-pitched combats these scenarios will result in". But they don't. Players are too smart to wait for their forces to arrive while they are being pummelled.

Betrayal gives both sides a fighting chance, although favoring the betrayer. Still I have seen Unsuspecting Fools having the luck of e.g. crossbow armed Reiklanders turning up and doing a lot more damage than they would have in any other game. The 3+, and after four rounds of fighting 2+, roll required to bring on reinforcements, does not hinder the Unsuspecting Fool as much as to give the Betrayer a really great advantage.

The scenario was derived from a multi-player game, "Treachery", which could not be played by only two players.

Break-In

By Wrath, as appeared in WrathWeb. Transcribed & edited by The Mordheimer.

As often as not, warbands are forced to steal from each-other in order to survive in the streets of Mordheim. Sometimes a warband takes days staking out another warband, just to be able to steal their loot when they are away. Unfortunately, such methods are often used by others as well. This is one of those times. It inevitably will come to fighting as the warbands try to take the loot for themselves.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4' or 4' x 6' for multi-player games.

Setup

For one-on-one games, each player rolls a D6. Whoever rolls highest chooses which table edge to set up on, placing all of his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge. In multi-player games players use the normal set-up rules (see 'Setting up the Warbands' in the multi-player rules from WD242).

Special Rules

The Loot: A chest is placed in the centre of the board. The chest cannot be opened while the game is in progress, as it has too many locks on it. It may be moved by a model in base contact with the chest. A model moving the chest may not run, shoot or cast spells, and has –1 WS. Alternatively, two models may carry the chest, allowing them to run, but still having the other restrictions.

Starting the Game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game

The game ends when one warband manages to get the chest off the table. That warband is the winner. If the chest is not brought off the table, there is no winner. The warband owning the stash, returns and scares the other warbands off.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

The Loot

After the battle, the chest is opened, and the following loot is pillaged by the victorious warband. Note that you roll a D6 for each item separately, apart from gold crowns, which are always received.

Item	Result on D6
4D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+
D3 Sword	4+
Suit of Light Armour	4+
Suit of Heavy Armour	5+
Helmet	5+

Designers Notes

Generally I like when players have a little more than just the usual amount of stuff up their sleeve. It is so much more rewarding to run around with a captain tooled up for everything (even though his price alone takes up the gold used for two additional mercenaries). Additionally, opponents love to take out an over-tooled-up character.

Break-in was designed to be a more "normal" scenario with a little twist (getting hold of the chest), and higher rewards.

Having a fixed point of battle (the chest), gives a lot more action in a multi-player game. In one-on-one games, players who normally hang back and fires volleys of crossbows, are hard-pressed to win (because if they wipe out the other player, they cannot win). I have experienced players to rather wanting to play this scenario than the normal "Skirmish/Street Brawl", as it has more of the feel and tactics of e.g. a game of WH40k.

Notes on terrain – Well, chests are supplied with the splendid Mordheim boxed set. I made one attaching an old skeleton shield to the top. Gives the thing a more gothic look.

The Game

By Wrath, as appeared in WrathWeb. Transcribed & edited by The Mordheimer.

In Mordheim, there is not much time to play. But one game can be witnessed in the City of the Damned. In the eastern part of town, in The Devil's Den, the sinister wizard Nebucadessar invites warbands from time to time to partake in his diabolical game.

The rules are simple; a warrior must reach the Pillar of Pain and be the only one to touch it, thereby winning the game. But though there are only one way to win, there are several ways to lose. And though The Game is said to amuse the wizard, it is hardly amusing for the losers.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'. The first piece of terrain should be a Pillar of Pain, placed in the middle of the table. No other piece of terrain may be placed closer than 8" to the pillar.

Setup

Each player rolls a D6, setting up using the normal set-up rules for multi-player games (see 'Setting up the Warbands' in the multi-player rules from WD242).

Special Rules

Allies: Warbands cannot ally in this scenario. There can be only one winner.

Routing: A warband cannot rout voluntarily, except by picking up a wyrdstone, as explained below.

Wyrdstones: When terrain has been set up, each player place three wyrdstone counters in his set-up area. The counters must be at least 4" apart (or as much as the set-up area allows, evenly spread). If a model picks up a counter, the warband whose set-up area it is, will have to rout voluntarily when it becomes that players turn (disregarding all other routing rules). A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken Out Of Action, place the counter back on the table where he fell.

The Pillar of Pain: In order to win the game, a warrior must touch the pillar for two consecutive rounds without anyone else touching it. In the shooting phase, the Pillar of Pain will feast upon the energy of anyone touching it, causing a S3 hit with no armor save possible. A warrior who is Knocked Down can still touch the pillar, although a Stunned warrior cannot.

Starting the Game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game

The game ends when one warband manages to touch the Pillar of Pain for two consecutive rounds, without anyone else touching the pillar. That warband is the winner.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+2 Winning Warrior: The warrior who touches the pillar for two rounds and wins the game earns +2 Experience.

The Winnings

After the battle, warbands may keep any wyrdstones they collected. The winning warband also receives a magical artifact. Roll once on the magical artifact table Mordheim Rulebook pg. 141.

Designers Notes

Though not exactly in the nature of a true Mordheim skirmish, this scenario is great fun. As part of the campaign, this scenario won a lot of gamers hearts as there are a lot of tactical considerations to be done. You can send cheap troops forward to take enemy fire, but can they survive the pillar of pain ? You can steal the other player's wyrdstones, earning gold and getting them out of the game. But no matter what you do, you are almost bound to split up your force, setting the players relying on heavy troops (such as vampires, rat-ogres, trolls) back, and favoring fast troops as Skaven. Although Skaven have a hard time surviving the pillar for some reason.

I really hadn't expected the scenario to be as big a hit as it was. Because of it's complexity I had expected it to be played less (like Monster Hunt). This in turn meant that the reward had to be revised, as chances were that players would end up with a whole lot of unique artifacts. So I started making a list of lesser artifacts for players to gain after the scenario. But this never really had as impact, as only one of the many games we played, actually had a winner. Normally troops gets really beaten up when they get near the pillar, and the fact that only one model can touch it at a time, gives everybody else a really good chance of inflicting some serious damage (or running off with your wyrdstones).

Notes on terrain – The pillar of pain can easily be made from green stuff, with arcane sigils scratched into the surface, and painted menacingly. Unfortunately mine was at a display in the local store when we did the photo-shooting, so I used the square center thing supplied in the splendid Mordheim boxed set.

Treachery

By Wrath, as appeared in WrathWeb. Transcribed & edited by The Mordheimer.

When more than two warbands encounter each other in the City of the Damned it is often difficult to figure out who is friend and who is foe. More often than not, the latter turns out to be the case. To add to the confusion, warbands often move in smaller numbers, making them less easy to target, but also spreading their strength. This is one of those times where confusion turns into treachery.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'.

Setup

All players take D6 warriors (chosen randomly), and keep them in reserve. Each player rolls a D6, setting the remaining warriors up using the normal set-up rules for multi-player games (see 'Setting up the Warbands' in the multi-player rules from WD242).

Special Rules

Hidden Alliances: The warbands each belong to a different alliance. Before game start let each player draw a card from a normal deck. Each player is now in either black or red alliance. The cards are kept well hidden. When a warrior is within Initiative distance of another warrior, he may ask to see the card of that warband. If both players have seen each others cards they may exclaim that they are in alliance (if the cards are of the same color). If the cards are of different color, the players cannot ally.

Treachery: Attacking another player (even from afar), causes both players to reveal their cards to each other. If a warrior attacks a model that it is allied to, that alliance is broken, meaning that the attacking warband cannot ally at all. The player then exclaims that he has committed treachery, and is no longer able to ally. His card is not shown to any other players.

Reinforcements: You may bring your reinforcements to the table at the start of your turn on a roll of 4+. Reinforcements may be brought on to any table edge you choose. Reinforcements cannot declare charges the turn they are brought into play. When bringing reinforcements to the table, count the number of warriors you have in reserve. Halve this number, rounding up. This is the number of warriors you may bring onto play this turn. Which warriors turn up is chosen randomly among your reserves. For example; you have five warriors in reserve, on your first turn you can bring on three, then on turn two you can bring on one, and finally the last warrior would arrive on turn three.

Starting the Game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands are allied, they must choose to share the victory and end the game.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Designers Notes

This scenario is great fun to play when you have four or more players – a real riot when you have eight! The uncertainty, combined with the slow and random infusion of reinforcements, make players take their time suspect everybody of acts of treachery. Those players that fast find their allies have great advantages over the others, as they can team-up. Although some games end in waiting competitions, those ensue a lot of fun as players end up taking pot-shots at their allies. Most games fast becomes slug-feasts, though, as players try to exploit that others have made themselves outcasts, or revealed themselves to be enemies (while locked in combat).

Yahoo! Mordheim E-Group's File Section

(http://games.groups.yahoo.com/group/mordheim/files/)

Bug Hunt!

By Paracelsis, as appeared in Yahoo! Mordheim eGroup.Transcribed & edited by The Mordheimer.

Among the ruins of Mordheim, something dark and evil stalks the night, something not of this world. Entire warbands have been found torn limb from limb and eviscerated, what remains of their faces frozen in expressions of surprise and fear. Perhaps even more disturbing and sinister, some warbands have vanished completely, only splashes of blood and the remnants of torn clothing and bloody weapons left behind to tell the tale. There seems to be neither rhyme nor reason to the attacks; bands of all types have fallen prey, and the attacks are located in an otherwise unremarkable corner of the

city. A large bounty has been promised to the warband that is able to bring in the beast behind the attacks, dead or alive.

Terrain
Each player takes it in turn to place a piece of terrain. An area of 4' x 4' is suggested.

Warbands
Players use the normal warband set-up rules.

Special Rules
The Bugs: The creatures being sought by the warbands are, of course, Genestealers. They find D3+1 of them, with the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Genestealer	6	7	0	6	4	1	7	4	10

Weapons/Armour: Genestealers have powerful claws that they use as their primary weapons. While this creatures wear no armour, they have a tough chitin hide (see Tough and Crunchy below.)

Special Rules:

Fear: Genestealers are fearsome and terrible creatures. They cause Fear.

Inhuman: Genestealers are fearless fighters with neither compassion nor mercy. They are Immune to Psychology and never test for fighting All Alone.

Tough and Crunchy: Genestealers are protected by a thick hide of chitin. They receive a 4+ save against all non-magical attacks.

Blinding Speed: Genestealers move and attack with blinding speed. They possess both the Lightning Reflexes and the Scale Sheer Surfaces skills.

Bug Tactics: The Genestealers will enter the table from a randomly chosen table side. Their turn is performed before whichever player won the dice roll to go first. The Genestealers have one goal…wreak bloody havoc among the warbands. Though they will not withdraw until dead, if vastly outnumbered they will retreat and regroup, preferring to hit and run the warband members.

Starting the Game
Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table.

Ending the Game
When a Genestealer is slain, place a Loot marker next to the warband member who delivered the killing blow. This is the Genestealer's severed head, which must be delivered to the proper authorities in order to claim the bounty. If the model carrying the head is slain, the marker is dropped there until another model spends a close combat action picking it up. The model carrying the head may not engage in close combat nor shoot. The model may not give the head to another model. The game ends when all the Genestealers are dead and their heads have been carried off the tabletop. The warband with the most heads is the winner. Note that there may be no clear winner in this scenario if the heads are evenly distributed.

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

+1 Winning Leader: The leader of the 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 putting a Genestealer Out Of Action: Any Hero that puts a Genestealer Out Of Action gets a bonus +1 Experience.

The Reward
The grateful authorities award a warband 5D6 gc for each Genestealer head. For a warband that brings back ALL the Genestealer heads, there is a 50 gc bonus.

Aftermath
After the battle, there is a special complication that must be taken into account. When rolling for Henchmen and Heroes taken Out Of Action by a Genestealer, use the following procedure. On a roll of 1 for Henchmen or 61 for Heroes, the model has been infected by the geneseed of the Genestealer. He will leave the band permanently along with all of his equipment and disappear into the shadows of Mordheim to find others like himself, for where else could the missing warbands be but in some dark corner serving as slaves for other pureblood Genestealers, for some diabolical plan….?

Life's a Beach
By Ian Davies, as appeared in Yahoo! Mordheim eGroup.Transcribed & edited by The Mordheimer.

The warband has some vital strategic information to pass on to a faction of their army based inland. Their ship will drop them off on a beach and then it is up to them to make their way inland to the army's encampment. After spending days looking for a suitable landing point, your Warband has been dropped on a beach. You soon discover that the enemy has done the same. Unfortunately for both parties, the forthcoming skirmish is also likely to attract the attention of a local Giant, keen to see off newcomers.

Terrain
The table represents the beach except for a 1" strip along the North edge which represents a cliff top. At the South side of the table is the sea.

The sea-line is most easily represented by a piece of taut string and some blue-tack. Place some stones on the table to represent rocky outcrops as well as some twigs to represent driftwood. Walls can be placed perpendicular to the cliff-face to represent groynes.

One large rocky outcrop and one ruined building should also be placed on the beach. The upper stories of this ruin and the large rock will not be submerged as the tide comes in (see later).

Warbands
Both player roll D6 and add their leader's Initiative rating. The higher total is the attacker and deploys first within 10" of either the Eastern & Western edges. The attackers must be placed within 10" of the opposite edge.

Special Rules
Tide: During the battle the tide will come in by D6" per turn until the tide reaches the cliff, at which time it will begin to recede by D6" per turn (the effects of Chaos are even influencing the speed of the tides on Albion). Any warrior 3+" out to sea must swim.

Swimming: Unarmored figures swim 3" in a direction of their choice. Light armored figures (including Ithilmar & Gromril) must roll 4+ to swim 3". A failure results in no swimming movement. Heavy armored figures can only bob (N.B. the word "bob" should be said in a comedy, Blackadder-style voice.) Every figure then bobs 3" in a random direction. While in deep water a figure can perform neither missile fire nor Hand To Hand combat nor offensive spells. They can however be the targets for missiles & spells making them sitting ducks. If the tide retreats to leave the figure on land again they are treated as Knock Down.

Mannfred the Giant: The noise of battle will attract the attention of Mannfred the Giant who is keen to see off all foreigners. Beginning on the 2nd turn he will stand atop the cliff and hurl boulders at the warriors beneath. He will throw one boulder in each of the players recovery phases at one of the 12 warriors nearest to the cliff (roll a red & a white dice: 1-3 on red = 1-6 on white, 4-6 on red = 7-12 on white). Any warrior targeted must pass an I test or take a S6 hit (armour saves apply) with a +1 to the wound roll. You may wish to place stones where the boulders land for extra cover.

Starting the Game
[MISSING INFO]

Ending the Game
The non-routing warband wins.

Experience
+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Treasure

The beach contains shards of Runestone, which may be traded exactly as if they were Wyrdstone.

Post Battle (campaign only)

The victors are able to light a fire, catch some fish and have a peaceful night. Add +1 to all models LD value for the next battle.

The losers spend the night looking for a safe pitch, cold, tired & hungry. Subtract -1 from all models LD value for the next battle.

Night of the Unliving Dead

By American Flagg, as appeared in Yahoo! Mordheim eGroup. Transcribed Peter Ward Edited by The Mordheimer.

This is a two-player scenario using the existing Mordheim rules as a one-shot game. A small group of unlucky travelers races through a dark forest. Unfortunately, they're not the only thing on the move this evening - a horde of undead is on the move! If the traveling party can last until dawn, the threat will pass. Can they survive until daybreak?

Terrain

This scenario takes place in a forest. The entire board is considered to be covered in trees, even if no tree/woods terrain is placed in the area. Tree/woods terrain indicates areas of thicker forest. Any model within two inches of a placed tree/woods terrain is considered to be in cover. Placed tree/woods terrain blocks line of sight.

Setup
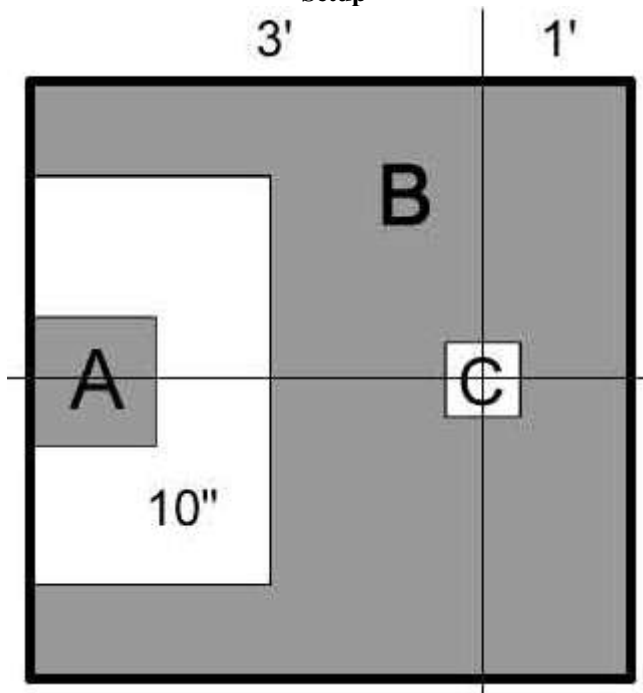
The living team is created using basic rules for creating a starting Mordheim warband with the following exceptions. The warband can only use 300 gc to create a party and the party may have no henchmen. The warband can only contain one spell caster. The spell caster gets to start with two randomly determined spells.

The undead team doesn't even need a warband sheet. All the undead team has is zombies. Lots of zombies. Scads and scads of zombies. Even more than that. All you really need to do is write down the zombie's stats on a scrap piece of paper and you're fine. The living team sets up first in area A, an eight-inch square.

The undead team starts anywhere in area B. The undead team starts with twice as many Zombies as there are living team models. Once these Zombie models are placed, the undead player rolls 1d6 and can set up that many additional Zombies. Zombies must be at least two inches from each other (that is, from base edge to base edge). No Zombie may be initially placed inside any structure or ruin. Place a small, one-level building or defendable ruin at location C.

The two players alternate placing whatever terrain they would like on the board until they have decided that that's enough. Trees, hills, and dirt roads are recommended for this scenario. Additional buildings or ruins and rivers are not.

Special Rules

Night: If that wasn't bad enough, this takes place at night. Living creatures vision is severely impaired -- living models can only see 6 + Initiative value in inches. The ranges for non-melee weapons can only shoot out to this distance. As this scenario recreates the classic zombie movies, the undead team doesn't have to worry about vision ranges.

The Restless Dead: In the recovery phase of the undead team's turn (starting with the second turn), the player adds 2+1D6 Zombies to the board anywhere outside of the living team's models line of sight. Exception -- new Zombies may not begin inside any structure or ruin. Zombies are mindless. They will move in a (relatively) straight line towards the living models. Zombies instinctively know where the living models are, so don't even bother hiding from them. If a Zombie knocks a living model Out of Action, the next turn, that Zombie does not move. Any Zombies that start within two inches of the Out Of Action model will move to base contact with the Zombie, unless in combat. None of these Zombies may attack a living model, as they are too busy eating brains. These Zombies may be attacked as if they were knocked down models.

Daybreak: Here's where the living team might get lucky. On the start of the living player's fourth turn and every turn thereafter, roll 1d6. On a 6, the sun rises. For each turn after the fourth, add one to the roll (Turn 5, the player needs a 5 or a 6; turn 6, he'll need a 4, 5, or 6...). If the sun rises, the zombies shamble away / collapse / disintegrate.

The House in the Woods: This is your classic "hole up in the house while Zombies try to break in and eat our brains" house. The doors and windows are initially open, so any ol' Zombie can try to claw his or her (its?) way inside. Unless in hand to hand combat, a living model can attempt to block one of the openings in his or her hand-to-hand combat phase. The model must be by the opening to do so. Once blocked, the entryway cannot be opened again -- make certain that everyone who is coming in is in! Zombies (and living models that find themselves locked out) can attempt to break down the barricade by rolling under their Strength (that is, rolling a one or a two for Zombies) during the hand to hand combat phase. If the opening is breached, it cannot be blocked again - the building is so small. There just isn't enough to block every entrance!

Starting the Game

The living team starts first.

Ending the Game

If the Zombies manage to take all the living models Out Of Action, they win. If the Living team manages to hold off the Zombies until daybreak or escape off the far edge of the board, they win.

Experience

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

"Now Keep Me Safe, You Hear!?"

By Kurtis Budau, as appeared in Yahoo! Mordheim eGroup. Transcribed Peter Ward Edited by The Mordheimer.

As it so happens, one foolhardy merchant has put himself in quite the predicament having let down two of the most influential statesmen controlling the area around the city of Mordheim. For him, nothing but a disastrous fate awaits him in the country, so he's immediately sent out for the most notorious of warbands to come and look after him until allies from east are able to safely escort him out of the kingdom. The statesmen, having heard of the news, proceed to form contracts with other warbands currently available in the city, though as it turns out, they have separate arrangements. One man's sick temperament compels him towards demanding that the merchant's head be delivered to him in jar containing preservatives laced with only the finest of wines. The other simply implores that merchant is safely transported back to him so that he may be suitably defiled in accordance to his crimes.

Terrain

The defending player gets to choose whichever building he/she prefers as the merchants' hideout. This building is then centered on the gaming table. The remaining buildings are then placed in turn, though all of them must be at least 4'' away from the hideout. The player sequence for placement is randomly determined if not easily agreed upon by the majority of players.

Setup

The player with the highest warband rating is automatically persuaded into protecting the merchant. The remaining players must randomly divvy themselves up into groups as evenly as possible. Both groups roll a D6 and the group with the highest number gets to pick whichever statesman they want to work for.

Members of the same group can only work together so long as their warband alignments don't conflict (good and neutral warbands can work together, however the evildoers will work amongst themselves). Terms of the alliance should be established before that alliance is made (recommended that you observe the employer's reward before doing so). Alliances can be made or broken amidst battle, so make sure that you trust the other player. However it must be noted that an alliance cannot be betrayed unless the merchant is alive and stationed in his original hideaway - this would result in an even bloodier retaliation not yet illustrated by my scenario. Since undoubtedly, one or more warbands would be chasing their betrayers throughout the whole city if the gits backstabbed them on the turn that they ran off the board with the merchant or maybe his head!

Deployment zones must be nominated with respect to the amount of attackers entering the battlefield. Members of the same alliance share a deployment zone. Try your best to keep things orderly using the "Chaos on the Streets" guidelines, which can be found in "The Best of Town Cryer". Each attacker roles a D6 (attackers in the same alliance role as a group). Starting from lowest to highest, each attacking player/group chooses their deployment zone and then sets up using the "Chaos on the Streets" guidelines.

The defender sets up within the hideaway.

Special Rules

The Merchant: The merchant is controlled by the defending player and has neither armor nor weapons. In close combat he's always treated as though he were knocked down (too damned frightened to stand up) and his characteristics are those of a mercenary young blood. An attacking unit wishing to move the merchant must carry him as he kicks and screams (don't worry, he only weighs 100 pounds)! This can be done by charging him, except instead of up busting him up, the unit must choose to make a simple tackle. Creatures incapable of earning experience may not do this. Once the tackle has been made (automatic) the unit may carry the merchant at his/her regular movement rate. If the warrior is charged, wounded, or otherwise incapacitated by a spell or item, he/she drops the merchant immediately, and the defending player once again regains control of him.

If the merchant is killed, an attacking unit may take the carcass's head under the same conditions as finishing off a stunned unit in close combat. If that unit then becomes stunned or put Out Of Action, he/she drops the merchant's head. Further units wanting do so, may come along pick it up during their movement phase without interruption unless they're running or charging.

Alliances: If an attacking warband routs, then it's also assumed that they've withdrawn from any alliances they were in. This happens regardless of the state or whereabouts of the merchant. So long as the merchant's alive, the defending warband will not have to take rout tests or be able to voluntarily rout until they've lost 50%; he's promised them too damn much!

Starting the Game

All players role a D6. Starting from highest to lowest, players may now take their turn.

Ending the Game

All of the attackers has either gone Out of Action or fled, or the merchant has been carried off of the map by an attacker or the merchant's head has been severed and taken off the map.

Experience

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

Rewards

If the merchant safely survives, he'll give the defenders 7D6 + 20 gold pieces, plus roll 2D6 on the prize chart below:

2D6	Items
2	Holy or Unholy Relic
3-5	Cathayan Silk Clothes
6-8	Ithilmar Armour
9-10	Elven Cloak
11-12	Gromril Armour

If one of the attacking players manages to retrieve the merchant's head, and provided their warband had a contract with the matching statesman, that player may approach their employer to make a trade for 4D6 + 15 gold pieces, plus roll 2D6 on the prize chart below:

2D6	Items
2	Throwing Knives
3-5	Crossbow Pistol
6-8	Hunting Arrows
9-10	Repeater Crossbow
11-12	Hunting Rifle

If any of the players manage to retrieve the merchant's head but lack the appropriate contract, that play may still make a trade for 2D6 + 10 gold pieces, plus roll 2D6 on the prize chart below:

2D6	Items
2	Black Lotus
3-5	Dark Venom
6-8	Mad Cap Mushrooms
9-10	Dark Venom
11-12	Superior Blackpowder

If one of the attacking players manages to escape with the merchant in custody, and provided their warband has a contract with the matching statesman, that player may approach their employer to make a trade for 8D6 + 25 gold pieces, plus roll 2D6 on the prize chart below:

2D6	Items
2	Healing Herbs
3-5	Halfling Cookbook
6-8	Wyrdstone Pendulum
9-10	Opulent Coach
11-12	Tome of Magic

Save The Dead

By Terry Maltman, as appeared in Yahoo! Mordheim eGroup. Transcribed Peter Ward Edited by The Mordheimer.

In the City of the Damned there are many dead but few priests to bury them. Most warbands will give their dead a decent burial, but without the proper rituals they are vulnerable to re-animation by Necromancers or worse….

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined build, tower, or other similar item. We suggest that the terrain is set-up up within an area roughly 4'x4'. In the centre of the table there must be a graveyard. This may be an old graveyard surrounding a ruined chapel or a piece of open ground adopted by warbands to bury their dead. D3+2 of the graves are fresh. Place markers on these.

Setup

The scenario is designed for an Undead warband and a human warband. You may substitute a Possessed or any 'evil' warband for the Undead. What they want the bodies for doesn't bear thinking about. Both players roll a D6 and whoever rolls highest chooses which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side. Neither warband may place any warrior closer than 10" from a fresh grave.

Special Rules

Saving the Dead: The priest of Morr is determined to save the bodies of the recently departed in the fresh graves. The human warband will help him to do this (they will be paid). In order to seal a body and save it from re-animation or possession he must move into base contact with the grave and utter the Nameless Rite. For each buried body saved the Temple of Morr will reward the warband with 15GC provided the priest does not go Out Of Action.

Recycling the Bodies: The Undead necromancer may attempt to re-animate the buried bodies. He must move into base contact with the grave and utter the Spell of Re-Animation (see Mordheim rulebook page 58). If he can stay in base contact without being in combat then he can read the spell without having to learn it and it will work automatically. The new zombie can be placed anywhere within 6" of the necromancer but not in combat. This may take the number in the warband over the maximum.

Gravedigger: Non-Undead warbands may dig up the bodies by moving a hero into base contact for 2 turns (without combat) and sell them for 15GC each. The gravedigger must be nominated before the start of the game.

Starting the Game

Both players roll a D6. The higher scoring player may choose who goes first.

Ending the Game

The game end when one player routes or all of the graves have been cleared. The surviving player has a free hand to clear the remaining graves. If neither side has routed then the winner is the warband who have cleared the most graves.

Experience

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 For Each Body Sealed: For each corpse the Priest seals during the game, he gains +1 Experience

+1 For Each Body Raised: For each body the Necromancer raises during the game or a hero digs up during the game, the individual gains +1 Experience

Priest of Morr

A Priest of Morr Hired Sword will join for free the warband who are attempting to seal the bodies. The Priest of Morr may be found at the Hired Sword section, but is reproduced here for convenience.

Priest of Morr

0 gold crowns to hire + 30 gold crowns upkeep. See below for details.

"This is the Temple of Morr, who is the God of Death. We are priests of Morr. Bodies are what we deal with."

"I chanted the words of the ritual under my breath, my mind aware of nothing but their rhythm and the power they held, my hands moved in the sacred patterns of the ceremony. I had done this many times before. The body before me was nothing but a carcass, its soul already blessed and freed and fled to the afterlife. My job now was to seal the corpse, to make sure that no other entity could move in and take possession of the empty shell."

From the papers of Dieter Brossmann, Priest of Morr.

The Priests of Morr are a new Hired Sword that can be added to human warbands. Although they are followers of Sigmar, Witch Hunters and Sisters of Sigmar respect the Priesthood of Morr and will allow one to accompany them. Dressed in the plain black robes of their faith, priests of Morr have come to Mordheim to insure the souls of those who have died safe passage and, more importantly, that the dead remain as such.

Hire Fee: None to hire, as strictly the priest is hiring the warband. A Priest of Morr will come to the aid of any human warband, unless it includes a user of Necromantic magic, in order to fight Undead and may be found in the usual manner. If the next combat is not against undead, the Priest will not participate in combat (remember that his presence in your roster do affect your Rout Test number) as he is awaiting to fight the living dead. He will remain in the warband for one more battle after fighting the Undead. He will always leave after taking his Upkeep fee.

May be Hired: Any human warband may hire a Priest of Morr unless it includes a user of Necromantic magic. If the warband is not fighting Undead or Possessed then he will leave and find another warband that is. In a campaign he may wander from one band to another or not take part at all. If there is more than one warband to join, then he will join the one fighting the highest rated Undead or Possessed.

Rating: A Priest of Morr increases the warband rating by 5 points, +1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest of Morr	4	2	2	3	3	1	4	1	8

Weapons/Armour: As Priests of Morr seldom engage in martial activities, they are only armed with a Dagger. Priests of Morr may never wear armour. He carries a book in which to record the names of the dead.

Skills: Priests of Morr use the Skill Tables for Academic and Speed.

Special Rules:

Loner: Few people care to spend any length of time in the company of a Priest of Morr - even when it is their duty to do so. As such, a Priest of Morr is used to being alone and probably prefers it that way. Priests of Morr do not suffer from the All Alone rules.

Poor: The Priest has no possessions of his own, but to defend himself he may borrow a single close combat weapon from the warband. He will return it when he leaves. If he is taken Out Of Action then it is lost.

Fearless: A Priest of Morr sees death every day, it holds no power over him. He is Immune to Fear.

Save the Dead: The Priest Hates all models that can cast Necromantic magic.

Funerary Rites: Priests of Morr are not wizards by any means, however, they do have various Funerary Rites which they may perform. As such, the Priest of Morr is practiced in the two Funerary Rites listed below, using the rules for Magic on page 56 of the Mordheim book.

Funerary Rites

Priests of Morr perform Funerary Rites to insure that the dead remain dead, that their body is sanctified and sealed when their soul has departed to pass on to Morr. The Priest has learned the following rites. He has no need or desire to learn more even as his experience grows.

The Nameless Rite

The first responsibility of a Priest of Morr is to protect the body of the deceased. When the soul has departed to Morr the Priest utters the ritual to seal the body so that it cannot be re-animated or Possessed. He must remain in base contact with a dead body, an Out Of Action undead or Possessed model for two turns without being in combat in order to complete the Rite. Any model so treated cannot be re-animated and is dead. Leave undead and Possessed models that have gone Out Of Action on the table until the end of the Priest's turn. After that their bodies turn to dust and are beyond the Priest's power. Difficulty: Special

Rite of Exorcism

The Priest abhors any magical abuse of the dead body. He may use the rite on any Undead or Possessed model within 6". If successful, Zombies, Dire Wolves and Possessed immediately go Out of Action. Furthermore, Vampires, Ghouls and Mutants will immediately flee away from the Priest of Morr. Difficulty: 8

The Day of the Dinosaur

By Jeff Hogg, as appeared in Yahoo! Mordheim eGroup. Transcribed Peter Ward Edited by The Mordheimer

Of all the odd battles fought in the Heights District of Mordheim, The Day of the Dinosaur was definitely one of the strangest. Up on the Heights a tall plinth of strange bone fragments had appeared in the night. The various spell casters awoke that morning manic and excited, feeling the strength of a powerful spell that centred on the plinth. The fortune hunters surrounding the city would have ignored it had they not seen the boats setting out from the Temple Rock of the Sisters of Sigmar. And as the sun reached it's mid morning post, the forces converged on the plinth. No one new what they were looking for, but they all felt that the presence of the others confirmed that there was something valuable worth fighting for.

Pre-Play Setup

One player should be selected as the Host. If no one wants to volunteer to be the Host the Player with the highest Warband Rating is the Host. The Host is functionally the referee and will make final decisions for the scenario if the players cannot come to an agreement over any issue. The Host will also control the movement of any Saurus that have no other objective. The Host's does not play this scenario. The Host's Warband will not receive experience after this scenario. The Host may roll for wyrdstone but does not qualify as the winner for any purpose in the post game sequence.

The Host should place the plinth at the centre of the table, and the jungle terrain in a circular area roughly 6" away from the plinth, and centred on the plinth.

If there are more players than there are deployment areas on the table, place two sewer grates in the interior of the table. They should be roughly centred between the table edges and the plinth. This will allow up to eight warbands to play, as well as the host. If there are still more players than deployment areas then one or two players could be selected to help the host. Give the right of first refusal to the lowest warband rating. Extra Bits required for play:

A large Plinth like object to represent the centre of the Saurus Co-location area and some jungle plants marking the outside of the area.

10 Saurus Discovery Markers.

A selection of Lizardman units including the following:

1 Skink Champion riding a Cold One
1 Skink Shaman
2 Skink Hoppers
2 Saurus Totem Warriors
7 Skink Braves with bows
3 Skink Braves javelins
5 Saurus Braves with Shields and Axes
4 Saurus Braves with Shields and Sickles
5 Saurus Braves with Shields and Spiked Clubs
2 Saurus Braves with Shields and Spears
2 Kroxigors
3 Lizards on 3 standard 20mm square bases
(OPTIONAL) A couple of sewer grates to be used as additional deployment areas for Skaven on a big table if there are more players than deployment zones.

Terrain

Each player takes it in turn to place a piece of terrain. A 4' by 6' table should be used. Once all the terrain is placed, the Host should place the 10 Saurus Discovery Markers. The Markers should not be placed in deployment zones. The Markers should be placed in the center of buildings, and on the upper floors if possible. Buildings should not contain more than one marker. If there are more markers than buildings, the remaining markers should be placed next to structures original to Mordheim (like statues, fountains, etc.) and not barricades.

Setup

If there are any Skaven warbands, they must use the sewer grates as their first choice of deployment areas. The Skaven using the grates must set up first, in descending order based on their Warband Rating. Once the remaining normal deployment area is equal to the number of players, the players set up as normal, in descending Warband Rating. Once all of the Players have deployed, the Host may deploy the following in circle surrounding the Bone Plinth.

1 Cold One Rider
4 Skink Braves with bows and poisoned arrows
2 Saurus with Axes and Shields
2 Saurus with Sickles and Shields
2 Saurus with Spiked Clubs and Shields
1 Kroxigor

Special Rules

Following the Close Combat Phase of each player's turn, check to see if any player has a model within 1" of any of the Saurus Discovery Markers. If this is the case, the player may take the marker and hold it till the beginning of the Host's turn. During the Recovery Phase of the Host's turn each Player MUST turn in their Discovery Markers. The Hero or Henchmen that was closest to the marker earns an experience point. Note that each Hero or Henchmen can only earn one experience point during this scenario.

After a Player turns in a Saurus Discovery Marker, the player rolls on the table below. Each entry can occur once. If a duplicate is rolled, the player then rolls a second dice. If the result is high, add to the initial roll until a result that hasn't occurred yet is indicated. If the result is low, subtract until a fresh occurrence is indicated. Note that many of the table's results are listed twice, but the occurrence can still only happen once. After the players have turned in their Markers, the Host must turn his in. The Host rolls as normal, but if the FINAL result indicates that models should be placed, the Host does not place the models and the result doesn't occur. This way the Host has an equal chance to find the Plaque without glutting the table.

EXAMPLE: The Host turns in a Marker and rolls a 4. Group Two is already on the table so the Host rolls a High/Low die to determine whether he or she should be adding or subtracting from the initial roll. The High/Low roll is a 2 so the Host subtracts from the initial roll. Group One is not in play so the result of 3 is valid, but the host doesn't place the models and the Discovery Phase is over. If a player later rolls a result that indicates that Group One enters play,

then Group One is placed as instructed in the Result section of the table. If Group One was also in play, then the Host would continue to subtract indicating a result of 1. The host would have found the Plaque.

D6	Results
2	The Warband has found the Plaque of The Comet.
3	Group One leaps out of hiding and attacks.
4	Group Two leaps out of hiding and attacks.
5	Group Three leaps out of hiding and attacks.
6	Group Four leaps out of hiding and attacks.
7	Group Five leaps out of hiding and attacks.
8	Group Four leaps out of hiding and attacks.
9	Group Three leaps out of hiding and attacks.
10	Group Two leaps out of hiding and attacks.
11	Group One leaps out of hiding and attacks.
12	The Warband has found the Plaque of The Comet.

The Warband has found the Plaque of The Comet: Once this result occurs the scenario is coming to a close. The Hero or Henchman that found the Saurus Discovery Marker has found what everyone is looking for. The Plaque is solid gold and very heavy. The warrior carrying it has its M reduced by half (round up), and will drop it immediately if entering close combat. If two warriors share the load then they can do so without penalty. Once this result is rolled the Host may begin removing any remaining Saurus Discovery Markers. The Host may roll for each marker as normal and place the remaining elements of the Saurus force as indicated. Note that the Saurus forces are placed at the marker just removed and NOT the marker that caused the Plaque to be found.

Once the Discover Phase is complete the Host can take his turn as normal. The Host may pursue any strategy that he or she wants, but should keep in mind that the victory conditions for the Lizardmen center on recovering the Plaque. The Host may move to take Saurus Discovery Markers.

Group One leaps out of hiding and attacks: Group One includes 2 Saurus Braves armed with sickles and shields, 1 Kroxigor with a 2-Handed weapon, and is led by a Skink Priest. The Skink Priest has the Sacred Marking Mark of the Old Ones and has knows the spells Tinci's Rage and Chotec's Wrath. Place all these models inside the building or within 4" of the Hero or Henchman that found the Saurus Discovery Marker if it was not placed in a building. The Host should make an effort to place the models as if they have come out of hiding.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink Priest	6	3	4	3	3	1	5	1	8

The Mark of the Old Ones: This is the greatest mark a Lizardman can be born with, for these Albinos are destined for greatness in the eyes of their gods and other Lizardmen. The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

Tinci's Rage: A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follow the rules for Frenzy, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is Stunned or is taken Out Of Action. At the beginning of the his next turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wishes to attempt to recast it on another model later in the shooting phase. Difficulty 8

Chotec's Wrath: A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However, add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armour, Ithilmar armour or Gromril armour. Difficulty 8

Group Two leaps out of hiding and attacks: Group Two includes 3 Skink Braves with bows and poisoned arrows and is led by a Skink Hopper. This Skink Hopper has no Sacred Markings, but he is a good tactical thinker and an excellent archer with a BS of 4. Place all these models as a group with line of sight on the Hero or Henchman that found the Saurus Discovery Marker. They may be as far as 16" away and should all be less than an inch apart. The Host should make an effort to place the models as if they have come out of hiding.

Group Three leaps out of hiding and attacks: Group Three includes 3 Saurus Braves armed with axes and shields and 1 Saurus Totem Warrior who has the Sacred Marking Poisoned Glands leads the Group. Place all these models inside the building or within 4" of the Hero or Henchman that found the Saurus Discovery Marker if it was not placed in a building. The Host should make an effort to place the models as if they have come out of hiding. Don't forget the Totem Warrior has been gifted with poison glands that produce a deadly poison. He may choose to make any number of attacks with his teeth instead of his weapons; these attacks are treated just like a Saurus bite attack. These attacks are at +1 Save modifier and no extra saving throw penalty for Strength apply, however add +1 to the roll on the Injury table.

Group Four leaps out of hiding and attacks: Group Four includes 1 Saurus Brave armed with a club and shield as well as two Saurus Braves armed with spears and shields. A Saurus Totem Warrior who has the Sacred Marking Oversized Jaws leads the Group. Place all these models inside the building or within 4" of the Hero or Henchman that found the Saurus Discovery Marker if it was not placed in a building. The Host should make an effort to place the models as if they have come out of hiding.

Profile	M	WS	BS	S	T	W	I	A	Ld
Saurus Brave	4	3	0	4	4	1	1	1+1	8
Totem Warrior	4	4	0	4	4	1	2	2+1	8

Oversized Jaws: The Saurus has been granted the addition of powerful neck muscles and oversized jaws, even greater than those of a normal Saurus. The Hero may make his bite attack at +1 Strength. (Saurus Only)

Group Five leaps out of hiding and attacks: Group Five includes 3 Skink Braves with spears and javelins and is led by a Skink Hopper. The Skink Hopper has the Sacred Marking Call of Chotek and has summoned 3 lizards to aid in the combat. Place all these models inside the building or within 4" of the Hero or Henchman that found the Saurus Discovery Marker if it was not placed in a building. The Host should make an effort to place the models as if they have come out of hiding.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink Hopper	6	2	3	3	2	1	4	1	6
Skink Braves	6	2	3	3	2	1	4	1	6
Lizard	4	2	-	1	2	1	4	1	4

Starting the Game

Each player should roll off to determine who goes first. Play proceeds clockwise from the first player. If the special setup rules for Skaven are used, their turns follow the warbands on the table edge. The Host's Turn is always last.

Ending the Game

The scenario ends when the Host moves the Plaque to the Plinth, or one of the player Warbands moves the Plinth off the table. If all the players' Warbands rout then the Lizardmen gain the Plaque. The Lizardmen are on a Holy Mission and will not rout.

Experience

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 For Finding Discovery Markers: Any Hero or Henchmen Group that found any number of Discovery Markers earns +1 Experience. A Hero or Henchman Group can earn only ONE point in this manner.

The Plaque of the Comet

The Leader of the Warband that steals away with the Plaque is caught, unaware, in the middle of the following night. The Plaque has no magic left in it and is nothing more than a valuable sacred object. The Skink Shaman offers the services of one of the Skink Hoppers in trade for the Plaque. The Plaque is worth 75 gold based on its weight, and once rumours of the non-magical nature of the plaque are discovered, the Plaques value is based on its weight. The Player can choose to sell the Plaque or take on the Skink Hopper as a Hired Sword. Witch Hunters and Sisters of Sigmar must surrender the Plaque to their superiors, earning the gold value.

The Assassin

By Paracelsis, as appeared in Yahoo! Mordheim eGroup. Transcribed & edited by The Mordheimer.

Explosions. Gunfire. The sound of booted feet.

Levin made his way down the corridor, ignoring the steady rain of dust and debris sifting down from the concussions above. Sanitization mites scampered along the walls, nests of writhing metal tentacles, protruding from their bellies, reached and grasped for offending particles, attempting to return order to the disintegrating world around them.

As hurried and near panicked as he was, Levin took a moment to admire the single mindedness of the drones, the machine purity of purpose. And that was what the fleshlings did not, could not understand. And what they did not understand, they destroyed.

Levin was interrupted from his organic induced musings as voices erupted behind him. A group of Imperial sharpshooters emerged from a low archway, their Halfling scout bent low to the ground in front of them. Levin's optical scopes extended slightly from their orbits, zooming in and enhancing his sight. In minute detail he saw the ragged fingernail of the captain pointing at him, the tight boring of the rifles that were being raised. He saw the dust particles on the Halfling's bright hat fly into the air as his head jerked up, eyes wide and full of sudden realization. The beginnings of a warning cry turned to a shriek of horror as the defence factoids burst from the concealed panels at the squad's feet and above their heads. Further panels opened the length of the hall, tiny humanoid forms leaping and dropping into the corridor, their implanted claws and teeth unsheathing from scarred pink flesh. Levin turned and continued on his way, ignoring the screams and frantic shooting. Soon they would start swarming, and their underdeveloped Orga brains often weren't able to differentiate friend from foe in their feeding frenzy.

Entering the Vault, Levin walked over to a control panel stationed in front of a glass booth. An interface cable snaked out of the panel, blindly finding its way to the connection jack nestled in the puckered flesh of the base of his skull. While many followers of the Path of Tech were much purer than his own 78.4% Mech, only those few Converted of the highest Information quotient were modified to interface with the contents of this room. As a portion of his brain communicated thru the interface, Levin gazed up at the being within the temporal booth. Pure, perfect Mech, unencumbered by a shell of fluids and corrupting flesh. This being had never been tainted with frail Humanity, burdened with a mother of flesh and blood; this was the pure vision of the Maker himself. The metal form scant feet in front of Levin could have been the key to what all the Converted sought -- 96.6% Mech, a totally robotic body around the human brain, ironically the most advanced thinking machine known. It was the Path's Grail, as yet unattained. Given time, it could be.

Yet the forces of the Empire, under the Witch Hunter General O'Conner, did not intend to give them that time. O'Conner had made it his life's mission to stamp out what he saw as a heretical movement and now, doubtless, he stood above the smoking ruins of

the Temple, gloating. Yes, the end was near. But not the way he thought.

O'Conner, Levin mused, still deep in his calculations, had been the key all along. His was the hand that had brought ruin to the Maker; he was the backbone of the opposition that must be broken. To do so now would be pointless, the damage was done. But Levin had come up with a plan, a plan so desperately illogical that it must have formed deep within his Orga remnants, whispering down thru the steel webwork of his pentimatrix nervous system: Burn the roots, kill the tree.

The problem with the theory of temporal shifting was that due to the very nature of it, it was imprecise. Trying to send something back to a particular place and a particular time would be akin to throwing a pebble into the sea and hitting a single specific fish. Yet one ancestor of O'Conner had lived in not only the "when" but the exact "where" of a calamity that had scarred not just the land but apparently the timestream itself enough so that it stood out as a beacon, the only such temporal landmark known. This particular ancestor would doubtless be easy prey; while she had miraculously survived the total destruction of her entire city by a comet strike, she had been trapped in the ruins for more than a year afterward, a malnourished and weakened scavenger. He locked in on the event easily, the normally smooth and even readout of the timestream jagged and frantic.

As the final computations were made, the final settings input, Levin heard behind him the whisper of cloth against cloth. He closed the final circuit a split second before the first shot shattered the small bit of remaining bone on the left side of his skull. The interface cable, blown free along with his input jack and a fifth of his cranial shell, begin to flail. He noted it fly by his remaining ear as a second round tore thru his torso, throwing him forward against the panel and to the floor, his rotary digits spinning in reflex.

In the small confines of the room, the shots were deafening, easily masking the small popping sound, as of air rushing into a space suddenly emptied.

The tall man walked thru the remainder of his men, each of them unconsciously stepping away from him so as not to so much as disturb the flow of his cloak. Beneath the wide brim of his black hat, his eyes stared down at the blasphemy on the floor before him. It lay in a spreading pool of hydraulic fluids and nutrients, very little real blood visible. He gazed at what he supposed served as its eyes, hollowed out sockets lined with wiring and tiny gears, filled with rods of steel and glass. O'Conner glanced at the empty glass cage before him, pondering its significance.

A sound drew his attention back to the mechanical abomination at his feet. Amazingly, it was trying to speak. It was looking at him. ".....tttt...immm.." "Corporal!" he barked, not deigning to gaze upon the creature a moment longer. He turned to face the young and scared looking man who had rushed to his side. "You and your men finish destroying this device, it seems to be the last of them." He spun on his heel and strode back out the doorway, paying no attention to the buzzing voice that carried even over the sound of rifles being reloaded and cocked.

"...the time....of...Flesh is...over....Hail the...Machine..."

Terrain

Each player takes it in turn to place a piece of terrain. An area of 4' x 4' is suggested for 3 players, 4' x 6' or greater for 4 or more players.

Warbands

Players use the normal warband setup rules, except the player controlling the Assassin (see Special Rules).

Special Rules

Sara O'Conner: Place a miniature in the centre of the table to represent the girl, young Sara O'Conner. At the beginning of each turn, she will move D3" in a random direction until a warband member (non animal) comes into base to base contact with her. At this time, she will follow that warband member until he leads her off

the table or he is Stunned or taken Out Of Action. At this time she will run D6" away from combat at the beginning of each turn until another model moves into base to base contact with her. She will not run off a table edge without being led.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sara O'Conner	4	2	2	3	3	1	3	0	7

Weapons/Armour: None.

AHNLD: One player controls the robotic assassin sent back in time by the Path of Tech. This assassin, designated AHNLD (Automaton: Human Nonclemature, Lethal Designation), has one purpose -- the assassination of Sara O'Conner and of anyone who gets in the way, by whatever means necessary. AHNLD starts the game set up on a random table side, within 8" of the table edge but not within 14" of any other characters.

Profile	M	WS	BS	S	T	W	I	A	Ld
AHNLD	4	4	4	5	5	3	4	3	-

Weapons/Armour: Slug Gun and Fighting Hand.
Special Rules:

I'll Be Back...: AHNLD is a machine and feels no pain. Treat all Stunned results as Knocked Down.

Killing Machine: AHNLD was designed as an assassin robot. It possess the Strike to Injure and Trick Shot skills.

Not of the Flesh: AHNLD is a totally mechanical device and as such has no presence within the Magical Weave. Therefore it has a 4+ save against all magical attacks.

It's a Freakin' Machine!: As a machine, AHNLD has a natural armor save of 5+ and is Immune to Psychology tests.

Slug Gun

Range:	12"
Strength:	4
Special Rule:	Save -2, Hand to Hand

Special Rules:

Save: Victim suffers -2 to their Save roll.

Hand to Hand: This rule works exactly as listed under Pistols in the Mordheim rulebook, pg. 31, reproduced here for sake of convenience. "Pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength."

Fighting Hand

AHNLD's free hand is incredibly strong and is equipped with fingers the match for any claws. Treat this hand as a single Skaven fighting claw.

Range:	Close Combat
Strength:	5
Special Rule:	Parry

Special Rules:

Parry: AHNLD may parry blows may parry blows as a model armed with a sword.

Starting the Game

Each player rolls a D6. The player rolling highest moves first, and order of play proceeds clockwise around the table.

Ending the Game

The game ends when Sara is either led off the table edge by a warband member or is killed by AHNLD. Sara may only be taken off the table after AHNLD has been taken Out Of Action. The winner is the warband whose member leads her off the table.

Experience

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

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

+D6 Taking AHNLD Out Of Action: The warband that manages to take down AHNLD gains D6 experience points distributed freely amongst the Heroes of the warband.

+1 Leading Sara: The Hero leading Sara off the table gains +1 Experience.

+1 Per enemy Out Of Action: Any Hero earns +1 Experience for putting an enemy Out Of Action.

Designers Notes

So it's total cheese from start to finish, I know...but it's fun cheese. I very much enjoy coming up with scenarios that make people go, "Hey, what the.....<groan>!" So here it is. It's definitely made for at least 3 players, 2 opposing warbands plus the AHNLD player. For AHNLD a Legion of Steel Nightmare works perfectly, though a 40K Necron could be used as well.

Of course, like its original inspiring media, this scenario will have a sequel of sorts, eventually. I am pondering which to work on first, Assassin II or the plans I have for using some old 40K Servitor minis in Necromunda... Resistance is futile.

Any comments, suggestions, or battle reports would be greatly appreciated. Just remember, I know it's cheese, let me know how it tastes!!

The Shadow of the Plague

By Michael Murphy, as appeared in Yahoo! Mordheim eGroup. Transcribed Peter Ward Edited by The Mordheimer.

As if Mordheim didn't have enough of its own problems, rumours of a horrible new plague stored in the bowels of the city have been confirmed. Skaven activity has been on the increase in the city, and for the last few weeks members of Clan Pestilens have been sighted walking the streets of the City of the Damned. Unfortunately, the real danger is not the stench of decay or the foul swarms of flies the clan brings to the city, but of a terrible new plague engineered by the Pestilens.

The exact nature of the plague is unknown. Some contend the plague, if released, would decay the flesh of any that come in contact with it turning them into a shambling zombie in a matter of days. Others argue that victims of the contagion would become ill within a few hours of exposure having their insides soon liquefy, leaving only a putrid mass of goo.

As fate would have it a warband of Reiklanders stumbled across the existence of a number of mysterious tunnel openings at the edge of town. The brave warband entered the tunnels and began to explore the underground maze. One by one their number was reduced by attacking Skaven. "These were no ordinary Skaven," told a lone survivor, "they were preceded by a stench wretched enough to gag a maggot and some were surrounded by swarms of tiny insects."

The lone survivor escaped the maze of tunnels and managed to reach Lady Abigail's Inn nearly in shock. After a few calming tankards of ale he told his terrifying story. His vivid recollection of events brought a quiet calm upon the listening patrons of the inn. One warrior stood up from his stool and said only one word: "Pestilens."

News, especially bad news, spreads like fire in Mordheim. The following day a reward was posted by Lord Bachman, special advisor to the king. Through a network of informants, Bachman learned that a shadowy Plague Priest known only as Tripps led the Pestilens. Tripps possessed the plague and kept it underground contained in a large glass beaker. He was unable to determine when the contagion would be released on the city but was assured that it would be soon. The reward was posted for the safe delivery of the plague.

By noon the dreaded plague was known throughout the city as "Captain Tripps" named after its creator and protector. Fear gripped the city, as if the plague had already been released. It was

time for all warbands, be it for fame, gold, or self-preservation, to make their stand.

Terrain

Before setting up the terrain, place a building or outline at the centre of the gaming surface. The building should be about 8" x 8". This structure actually represents a sub-basement taken over by Clan Pestilens and acts as the storage facility for the plague. Place a small marker in the building to represent the plague container. Remember, this is a sub-basement and cannot be reached from the surface. The surface above this structure is assumed to be impassable rubble.

Terrain is now placed normally. Once all the terrain is finished, you'll need to place the tunnel openings. Entrances must be at least 8" away from the table edge. Place d6+X (where X = the number of participating warbands) entrances rolling to see who places the first entrance. It is important that all entrance markers be numbered consecutively (the first one placed being 1, then 2, etc.). Once all entrances have been placed put the next consecutive marker inside the sub-basement in the middle of the table. This final marker represents the portal to the sub-basement.

Setup

Each warband places their units on one edge of the table. Models must be at least 8" from another table edge and within 1" of their respective edge. High roll picks their starting edge first with the choice moving clockwise.

Special Rules

Clan Pestilens Turn: The first turn of each round is actually taken by the Skaven of Clan Pestilens. The entire area surrounding the plague is constantly patrolled by groups of frenzied Plague Monks. During each Clan Pestilens turn d3 Plague Monks appear out of a random tunnel opening. The Plague Monks begin their turn immediately after they emerge. The patrols stick together, attacking the nearest enemies. If they appear out of the sub-basement portal they simply take up defensive positions and wait.

Profile	M	WS	BS	S	T	W	I	A	Ld
Plague Monk	5	3	3	3	4	1	4	1	5

Weapons/Armour: Flail, Sling and Helmet.
Special Rules:

Inspired by Tripps: These Plague Monks benefit from Frenzy as described in the standard rules.

Tunnel Navigation: Unfortunately no map is known to exist of the Pestilens underground tunnel system. The tunnel openings lead into a maze of passages underneath the city. Once entered there is no guarantee where one will exit. Any number of models can enter a tunnel opening as soon as they move onto the entrance marker. Once a model, or group of models, enters a tunnel their movement phase is ended for that turn.

Any models traversing the tunnel system must spend one complete turn's movement phase navigating the underground. At the start of the first full turn in the tunnels, players make a d6 roll to determine what tunnel they exit. The roll represents the outcome for the entire group, provided they entered together, through the same tunnel opening, the turn before. Models' entering different entrances or on different turns must make separate rolls. Models must make a roll each time they enter an opening, even one entered previously.

Models are placed on the tunnel marker representing where they will exit. They do not exit until the start of their next movement phase.
Tunnel Roll:

D6	Results
1	Hopelessly lost, roll again next turn
2-5	Randomly determined exit
6	Sub-basement tunnel entrance

Roll dice to randomly determine a groups exit. Groups of Skaven or Dwarf models are allowed to add or subtract one from the random determination roll (the roll that decides which opening they emerge from). This ability reflects their keen sense of direction underground.

Hatred: Clan Pestilens are definitely the Horned Rat's "Disciples of Decay" and wish nothing more than to bring disease and contamination to all things living. There are two things the Pestilens hate even worse than a town of healthy healers, and those are Dwarves and other Skaven Clans poking their nose into their business. It is because of this that all Pestilens posses hatred for Dwarf and non-affiliated Skaven models.

Securing the Plague: The plague is stored in a large glass container with a wax sealed lid. The glass is cloudy and the contents can't be seen. Once any hero model comes into base contact with the plague marker they can attempt to pick up the container. Touching something as foul as the container of the plague requires great courage and the hero must make a successful leadership roll to overcome this fear.

If the hero model is put out of action before they are able to exit the playing area the plague container is left on their body. Any hero model attempting to pick up the container must make a similar leadership roll. Henchmen cannot pickup or transport the container.

The plague container was chosen for it's resilience and will not break under normal conditions. The container would break under considerable force, like the strike of a hammer. The lid is tightly secured and sealed in wax. Any model attempting to open the container (foolhardy) must pass another leadership test and spend d3 turns opening the container. If the container is open the plague is immediately released. The effect of the plague on the city is up to the game monitor.

Battle Stations!: As soon as a model carrying the plague container enters the tunnel opening in the sub-basement a general alarm is sounded. Clan Pestilens goes into full defensive positioning. When the general alarm is sounded d3 Plague Monks appear out of EVERY tunnel opening. Due to the severity of the situation Tripps joins one of the security details. Determine which group Tripps appears in randomly.

Their intent is to locate and return the plague container and they will pursue the model that possesses the container. Any member of the security force can detect the plague container if it is within 18". If they are unable to locate the container the forces will attack the nearest models. If any member of the Skaven security force recovers the plague container they will immediately begin to return it to the sub-basement lab.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tripps, Plague Priest	5	3	3	3	4	1	4	1	5

Weapons/Armour: Plague Censer (see below), Light Armour and Helmet
Special Rules:

Cloud of Flies: The Tainted One is surrounded by a cloud of flies, which buzz around him and his combat opponent. They do not affect the Tainted One but distract foes by buzzing into eyes, nostrils and mouths. The Tainted One's close combat opponent suffers a -1 to hit modifier on all attacks.

Resilient: The warrior is covered in battle scars. Deduct -1 Strength from all hits against him in close combat. This does not affect armor save modifiers. (RB 123)

Plague Censer: this weapon closely resembles a flail and is wielded as one in battle. At the end of the weapons chain is a spiked metal ball. The ball is hollow and contains a shard of burning warpstone, which emits a foul bubonic vapor as the censer is swung. Any unprotected flesh exposed to the vapors quickly erupts into bleeding sores and fluid-filled blisters. The vapors also cause the lungs to hemorrhage as the gas is inhaled. This weapon is so dangerous it has been known to kill its wielder as well as its enemies.

Range:	Close Combat
Strength:	As User +2
Special Rule:	Two-handed, Fog of Death

Special Rules:

Fog of Death: the billowing clouds of vapors released by the swinging Censer makes the wielder very difficult to target with any shooting weapon. Shooting attacks suffer a –1 to hit because of this. In addition a model hit by a Plague Censer must roll equal to their Toughness or become overcome by the bubonic vapors and suffer one wound, no critical hits. A roll of 6 always causes a wound on a model, regardless of its Toughness, no armor save is allowed as the vapors are able to penetrate even the best defenses. This wound is taken in addition to any delivered by the weapon itself

Starting the Game
Each player rolls a dice, adding his or her leader's initiative, to determine who takes the first turn. The player who had the last choice in warband placement gets an additional +1 to their roll. Turns begin with the high roller and continue clockwise.

Ending the Game
Each player rolls a dice, adding his or her leader's initiative, to determine who takes the first turn. The player who had the last choice in warband placement gets an additional +1 to their roll. Turns begin with the high roller and continue clockwise.

Experience
+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+2 Vanquishing Tripps: The hero who puts Tripps Out Of Action receives an additional +2 Experience.

+3 Recovering Plague Carrier: The hero who recovers the plague container receives +3 Experience.

Final Note
Even in the face of extreme danger and most likely a very hasty retreat warbands are always on the lookout for financial gain. All warbands roll for exploration as normal. If any warband was able to recover the plague container they also get to roll on the rewards chart. Lord Bachman was very pleased, almost too pleased.

D6	Items
1	D3+X Wyrdstone Shards (X = # of warbands in game)
2	Player may choose any one Armour or Weapon available on the item chart in the rulebook.
3	D6 gems worth D6 x10 gold crowns each.
4	Player may choose any miscellaneous item available on the item chart in the rulebook.
5	D6x5 gold crown reward for each surviving member of your warband.
6	Lord Bachman is so overjoyed you may reroll twice on this table disregarding another 6 (strange, eh?)

The Twisted Tome
By André J. Oord, as appeared in Yahoo! Mordheim eGroup. Transcribed Peter Ward Edited by The Mordheimer.

"I have encountered many strange happenings since I long ago entered this damned city. I have seen strong and healthy men changing to dark devils or hollow empty shells, as a blasphemy to their former selves. Sometimes I wonder why the evil of this city has not yet claimed me in its cold and maddening clench. The city's evil is like a blood lusty beast, waiting in the dark, to strike us down when we are less cautious. However, enough of these troubles. There is a reason why I am writing you this letter, if you will ever get it. You may have heard of the twisted nature of this city, where streets seem to shift, water occasionally flows upward through pumps and pipes, and trees cry lonely songs in the night. But these events where nothing compared to the place I encountered yesterday..."

"The library had been rather small on the outside, but the more I advanced through its twisting halls, the bigger everything around us seemed to be. Or was it me, shrinking. What mystical race had roamed these halls of knowledge? "

"...and a enormous feather, at least 20' long, was next to it. I was able to read the text by climbing a jar of ink that was besides the book. Slipping on the smooth glass, I could barely regain my balance with the help of the pen that stood in it, I would certainly have drowned in the black fluid. Strange words in an even stranger language filled its pages. Although I could not understand what the words where saying, I know that it contains great knowledge. It whispered its words to me, slowly like the thick smoke of burning bodies, but clearly understandable."

"Therefore I must advice you to go there by yourself, My Master. Before our enemies will find out."
Lhaerenn, the Scribe.

Terrain
The terrain for this scenario is easy to find, just look up your bookshelf. Take out books, feather pens, pots of ink, an old handout from your role-playing days, whatever. Place an open book (preferably your Mordheim rulebook) in the middle of the table and put an inkbottle next to it. After that each player takes d3 books (or something suitable) in turn to place it. Try to create a chaotic maze, with piles, walkways, ramps etc. It is suggested that the terrain is set up on a table, which is approved by both players, and could be of any size.

Setup
Each player rolls a D6. The lowest scoring player chooses which table edge he wishes to set up on and places all of his warband fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

Special Rules
Movement: A pile of books may be ideal for warriors who need a higher position. Books of 1" thick or less count as difficult terrain. Books of more than 1" thick have to be climbed. Because the pages are ideal handhold, as fingers can be slipped in between, the warriors receive a +1 bonus on climbing rolls, and warriors may climb at double speed.

Jar of Doom: A model standing on the inkbottle may be charged, but only if the charger made a successful climbing roll. The two warriors fight for one round, those Knocked Down or Stunned roll for initiative to find out if it falls down. If both warriors still stand, both roll for initiative. All warriors who fall roll an additional D6. On a roll of 1-3 the hero falls on the table, however, if he rolls a 4+ the warrior falls into the opening of the bottle. The model counts as out of action, and has to roll on the serious injury chart three times at the end of the battle. If the model is wearing heavy armor it drowns and is dead.

Starting the Game
Both players roll D6. The lowest scoring player takes the first turn,

Ending the Game
The objective of the Twisted Tome scenario is to draw knowledge from the mysterious tome. To do this a hero model must stand on the top of the bottle for at least six (of his own) turns! In order to remain concentrated, the hero may do nothing at all. Whenever it is hit, it looses concentration. The game ends if a warband succeeds in the objective, or if a warband routs. If a warband rout the other player may concentrate on the book with a model of her choice. No warband may voluntarily rout, as they are yearn to unravel the mystery of the mystical tome.

Experience
+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+2 Reading the Tome: The model reading the Tome receives an extra +2 Experience.

The Tome of Knowledge

Once a hero of one warband manages to concentrate for the full six turns the book will open its knowledge to him. Roll 2D6 on the table below. After that, the tome begins to fly like a bird, and sets into the darkness of the library.

2D6	Items
2	A fountain of magical energy blasts out of the book, beaming right into the model's brain, almost frying it. Flooded by this wave of knowledge the warrior receives D6+3 experience, the warrior looses on point of Initiative permanently.
3	Soothing words of love for the warrior sing a harmonious song. A feeling of self-consciousness fills the warrior. He knows he had this in him, that he can be the best if he wants too! The hero must add +1 to characteristic (movement not allowed) of the players choice, but must subtract –1 from another skill.
4	The book speaks of way to connect oneself with the power of the wyrdstone. The secret ways of searching for this precious stone are printed in the warrior's mind, but not for long. The next exploration phase the player may re-roll D6 exploration dice once, second result stands.
5	Everything is whole; to know oneself is to know the other. Next battle the player may choose the scenario.
6	A wall of words fills the ears and eyes of the Hero, telling him more than he is able to understand. Some days later he discovers that somehow he may have learned from it though. The hero receives D2 XP.
7	Speaking in soft and silent words, the book tells the warrior of ways to unravel mysteries of live. After the battle the warrior will not look for wyrdstone and thus no exploration die is rolled for this warrior. Instead he will make his own deck of tarot cards! The hero must use his deck every time before battle.
8	Booming and Crying voices shout instructions to the warrior on how to rearrange his life. Visions of heaven and hell underline the statements. The warrior feels bad about himself and decides to do what the voices told him. Receive d3 XP, but loose d3 games because of a depression.
9	The symbols on the pages depict the anatomy of the warrior's race. The whole picture begins to glow, tearing itself of the pages. Floating in midair for a second, it suddenly leaps into the warrior's mind. The surprise brings the hero out of balance. The next time the hero has to roll on the serious injury table he becomes fully recovered automatically. Roll for Initiative immediately. If the model fails, he falls into the ink jar.
10	(Un)Holy symbols come to being in front of the hero. Slowly they fly towards him, surrounding him in 9 circles. The symbol-rings tell him more then words could ever describe. Nothing harsh here, nothing to loose. Just the peaceful knowledge about the world he is in. Easily he gets the message, as easily he falls to sleep. The hero immediately receives as much experience to reach the next experience level. This is done before experience for this battle is calculated. Because of the deep peaceful coma-like sleep he is in he cannot search for wyrdstone after the battle.
11	The loving voice of the warrior's long dead grand father explains where it al went wrong with him. Nothing to fear, grandpa is here! He shows the hero how to get right on track again. The warrior must choose one skill from his skill tables, and discard one of his current skills. This may not be

the skill just chosen! In addition the warrior goes visiting grandpa's grave and looses d3 games.

| 12 | 1-2. The pages of the book turn over by itself, sounds of trumpets and heavy drums fill the soul of the warrior. He recognizes the true spirit of live and energy in everything. Stunned by the insight the model slips on the glass, hits the edge of the bottle with the back of his head and falls into the bottle. Gladly he passed out before he drowned in the thick black sludge.

3-6. The pages of the book turn over by itself sounds of trumpets and heavy drums fills the soul of the warrior. He recognizes the true spirit of live and energy in everything. The hero receives the Sorcery skill, even if this is normally not available to him. Those souls devoted to Sigmar (Sisters and Witch hunters) learn to cast Sigmarite magic instead, and roll for the spell immediately. |

Tug of War

This scenario is designed for those times when one of a warband's warriors has been captured by rolling 61 on the Serious Injuries Chart. The captured warrior's warband has a chance of rescuing their colleague although the captors will increase their ill-gotten gains if the rescue at-tempt fails.

A warband has managed to capture one of their opponent's warriors. The captive's colleagues decide to mount a rescue operation. They would also like to retrieve a chest containing the captive's equipment but must decide how much of their resources to allocate on this secondary task.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. The rescuers may set up anywhere on the board but not within charge range of the enemy.

Special Rules

The Prisoner: The captive is handcuffed to the captors' leader. At the beginning of each turn, roll to see who has control of the pair. Each member of the pair must make a strength test, the captive at +1 and the leader at -1 (to reflect that the captive has been starved & beaten). If one model makes the test but the other doesn't, then the player that makes the test moves the pair for that turn. His model is referred to as the leader. Although this means that a model may move in the other players turn he can only charge in his own. The other model is placed adjacent to the successful model but behind the direction of movement (i.e. hanging back). If both pass or both fail their S tests then the pair remain stationary. The pair cannot climb, hide or run (but the leader may charge as normal). The leader only has one free hand while he is using the handcuffs. The captive may not attack until he frees himself.

Attacking the Captive: The captors' band may not attack the captive while he is handcuffed (they're thinking of his resale value) although if the captive should free himself he then becomes fair game. The leader may be attacked with missiles while handcuffed although if the captive should partially obscure him then this counts as cover (i.e. -1 to hit). In this case, if the attacker rolls a 1 then the captive has been hit instead.

Treasure Chest: The chest should be treated like the treasure chest in the scenario "Hidden Treasure"; carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it. Whoever has possession of the chest at the end of the game keeps it - except in the case of a failed rout test when the non-routing side will gain it.

Starting the Game

The rescuers go first. As the rescuers have surprised the captors, each captor model must make an Initiative test or fail to act during their own first turn.

Ending the Game

The captive player must take the opposing leader Out Of Action. As soon as this happens the captive may free himself. If he can get to the edge of the board alive that player has won. If the captor manages to get the pair off the board while still handcuffed then he has won.

Experience

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero or Henchmen earns +1 experience for each enemy he puts Out Of Action. For Henchman groups take the number of warriors taken Out Of Action by the members of that particular group and divide them by the number of members in that group & round to the nearest whole number. Example: a group of 4 Swordsmen take 3 models Out Of Action, then the group earns 1 Experience point (3 divided by 4 equals 0.75, rounded to 1.)

Treasure

If the captors win they gain D6*5 gc and D6+1 shards of wyrdstone. Also they may deal with the captive as Strangler (reproduced below). The losers gain D6 shards of wyrdstone.

Strangler: Skaven warbands can sell the straggler to agents of Clan Eshin (who will use the man for food or slavery) and gain 2D6 gc. Possessed warbands can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain +1 Experience. Undead warbands can kill the man and gain a Zombie for no cost. Any other warband can interrogate the man and gain insight into the city. Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three). Reference - Main Rulebook, page 95.

If the rescuers win they gain D6+1 shards of wyrdstone + they have their warrior back. The losers gain D6 shards of wyrdstone.

Whoever has possession of the chest at the end of the game keeps it unless the game ends with a rout test in which case the non-routing side keep it.

Yahoo! Mordheim E-Group's Messages Section

(http://games.groups.yahoo.com/group/mordheim/messages)

Capture the Flag

By Kilgs, as appeared in Yahoo! Mordheim eGroup. Search for MESSAGE #52161 Transcribed Peter Ward Edited by The Mordheimer.

My group and I like to do spur of the moment games from time to time. So in a Halo-induced fit of inspiration, I created the "Capture the Flag" game. Remember that this is just for fun and should have no bearing on XP and campaigns - it's unbalancing if that is the case. In addition, it has only been play-tested twice; both times with 2 teams of 2 warbands each.

Terrain

The terrain will be set up by the GM.

Setup

Two opposing teams composed of two players each. The lowest scoring player chooses which table edge he wishes to set up on and places all of his warband fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

Warband Rules

Each player has a warband created with 500GC
Tournament advances to be used

Each Hero may purchase (for standard cost) 1 Special Item without having to roll. This is the only special item allowed for that Hero.
Hired Swords are 2x listed price (advances are not available)
Animals are unavailable
Sprint Skill is unavailable

Special Rules

Goal: To capture the enemy's flag and bring it safely back to your base.

Bases: Each team's base will be situated at opposite ends of the table. This base can not be moved. The team's flag will be at this base. Indicated by poker chips.

Flags: Flags will be present in each base. The flag cannot be moved except by enemy forces. Picking up a flag does require an action. An enemy carrying the flag moves at normal speed. However, they suffer a –1 to WS when defending with the flag and are only able to use one-handed weapons. A model carrying the flag may drop it without penalty during their turn. Note the flag can not be dropped during the Hand to Hand phase of the enemy. Flags that are not in the enemy's possession for one full round return to the base. Note that any enemy model attempting to pick up a dropped flag (not in the base) approaches it as charging. The model does not get charging movement but is susceptible to Interception by a guarding model. A model may climb, jump and run without penalty while carrying the flag. A model that is stunned is considered to have dropped the flag.

Scoring: To score, a model must carry the enemy's flag back to its own base. The scoring model's flag must be present at its base for the model to score. If the scoring team's flag is not there, then the model must wait until it has been recovered.

Re-spawn: A model that is rendered Out Of Action has the ability to re-spawn. Each warband receives 50GC as a "Spawn Pool". This amount is provided at the beginning of the warband's Recovery Phase. This amount may be used to re-spawn Out Of Action models. Note a model may not re-spawn in the same round that they were taken Out Of Action. (Team A takes out Hero from Team B in their turn, next turn is Team B's-Hero may not re-spawn). Any unused "Spawn Pool" GC's are stored in the warband's treasury and are carried over. Spawn Points are not provided until AFTER the first round. After being rendered Out Of Action, the model is removed from the table. In the Recovery phase of the next round, the model is placed in their base. All re-spawned models are revived with all original weapons and armor except Special Items. A Hero's Special Items are lost whether used or not. The value of the Item is removed from the re-spawn cost of the model. A model may not purchase additional equipment while Out Of Action. A model re-spawns in the Recovery stage of the round and may act normally for that round. If an enemy model is within 4" of the base, no models may re-spawn there. This enemy model must not be Knocked Down, Stunned or engaged in HtH with another model.

Starting the Game

Both players roll D6. The lowest scoring player takes the first turn.

Ending the Game

The game ends when a model manages to capture the enemy's flag and bring it safely back to their base.

Experience

Not Applicable

Ye Mordheim Legends Gazette

(http://members.fortunecity.com/warhammerskirmish/)

Assassination

By Bill Strip, as appeared in Ye Mordheim Legends Gazette. Transcribed by April "Undead Lady" Finnegan, Edited by The Mordheimer.

Throughout history assassination has been a key political policy. While there are little politics cluttering the streets of Mordheim, assassination is still a tool that is employed to demoralize a band or confront a band that is much larger and powerful.

Scenario Selection: Assassination can be selected when warband with the lower rating gets to choose which scenario to play. You cannot perform an assassination on a normal die roll.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Setup

The warband with the lower rating selects up to three warriors to attempt the assassination. They may include leaders, heroes or henchmen. The defenders set up first with all of their models. The defenders set up 12" from any table edge, and can occupy buildings or utilize any other cover available.

Before the defender sets up his figures, the assassins need to designate a target. This can be any hero or henchman, however, more experience and wyrdstone is given for heroes than henchmen. This designation should be written down and placed some where neutral.

The assassin player needs to have 12 chits, of these one must be marked for each assassin that the attacker brings. The mark should be on the underside of the chit so that they all look identical from the top. Then the assassin player places all of the chits anywhere within 2" of a table edge. This represents noises and shadows that guards might notice and need to investigate

Special Rules

The Prisoner: The captive is handcuffed to the captors' leader. At the beginning of each turn, roll to see who has control of the pair. Each member of the pair must make a strength test, the captive at +1 and the leader at -1 (to reflect that the captive has been starved & beaten). If one model makes the test but the other doesn't, then the player that makes the test moves the pair for that turn. His model is referred to as the leader. Although this means that a model may move in the other players turn he can only charge in his own. The other model is placed adjacent to the successful model but behind the direction of movement (i.e. hanging back). If both pass or both fail their S tests then the pair remain stationary. The pair cannot climb, hide or run (but the leader may charge as normal). The leader only has one free hand while he is using the handcuffs. The captive may not attack until he frees himself.

Attacking the Captive: The captors' band may not attack the captive while he is handcuffed (they're thinking of his resale value) although if the captive should free himself he then becomes fair game. The leader may be attacked with missiles while handcuffed although if the captive should partially obscure him then this counts as cover (i.e. -1 to hit). In this case, if the attacker rolls a 1 then the captive has been hit instead.

Treasure Chest: The chest should be treated like the treasure chest in the scenario "Hidden Treasure"; carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it. Whoever has possession of the chest at the end of the game keeps it - except in the case of a failed rout test when the non-routing side will gain it.

Starting the Game

The assassins always move first. Chips can be moved up to a maximum distance as the fastest warrior that is being used. The exception is the chips that actually represent heroes should only move up to their maximum movement. For example, the assassin brings 2 henchmen and a hero with sprint. The henchmen can only move their normal movement, while the hero and all of the remaining chits can move up to the heroes sprint movement if the player so decides.

Ending the Game

The game ends when either the target is dead, or the assassins have fled or are killed.

Experience

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+1 Per Assassin Out Of Action: Any Hero or Henchmen earns +1 Experience for each assassin they put Out Of Action.

+1 For Terminating a Hero Target: Any Assassin Hero or Henchmen who puts the Hero target Out Of Action earns +1 Experience.

+2 For Terminating a Leader Target: Any Assassin Hero or Henchmen who puts the Leader target Out Of Action earns +2 Experience.

+1 For Assassin Escapes: Each assassin who successfully manages to escape earns an additional +1 Experience.

+1 For Surviving the Assassination: The target of the assassination, or the warband's leader in case that the target was a Henchmen, earns +1 Experience for surviving the attempt to his/her life.

Special Exploration Phase

Both sides roll for their Exploration Phase as normal, with the exception that the attacking side counts their heroes that did not participate in the battle.

Ye Olde Curiosity Shoppe

Living Treasure

Your warband has been foraging throughout the city for weeks, managing to scrape up enough treasure to carry them on. But lately, the treasure has not been so good, and times are drawing near when food is scarce and the members of your warband are hungry and longing for some wealth. Just when patience seems to be on the verge of breaking, you get a hint of a rumour. A lone traveller seemingly scared beyond belief, stumbles into the Crooked Tooth Tavern, frantic about his whereabouts. Once settled, he only mutters incoherently. Most ignore this man, thinking that the streets and the wyrdstone have taken their affect on him, turning him into another of the mindless souls of this dreaded city.

Then he says something that gets the attention of all. "So much treasure… but I couldn't carry it… jewels… weapons… gold… Wyrdstone!"

Gathering around, the patrons ask for more info, of its whereabouts, what treasure there was left, but he doesn't seem to notice you all, just sitting there, nervous, frantic, and shuddering. "That damn street is a deathtrap…Gorgon's Way…they hide there…everyone is doomed!" He glances at the doorway; eyes wide open, screams at the top of his lungs, and falls to the ground dead… fallen to the frightening of this dreaded city of Mordheim.

Terrain

As per normal rules of deployment for terrain. Additionally, there are 3 counters per warband. Counters may be in the shape of treasure chests, as this would help more. They are to be placed at least six inches away from each other, and at least 12" from the table edge.

Setup

Once all terrain and counters have been placed, each player roll one D6, with the highest rolling player choosing his side first, continuing to the next highest until all warbands are deployed.

Special Rules

The main objective of this game is to get to the counters, check if there is any treasure left, and then get the treasure off the board. Each counter represents a Treasure Chest, with available riches inside. Unfortunately, they are locked and no keys are present. To search the chest, you must spend one round prying it open. You cannot move to a chest and try to pry it open in the same round. You must spend your whole round prying it open. Strength checks to see if you manage to pry it open. Any model may try and pry the chest open, including Hired Swords, Henchmen and Heroes. If you pass a Strength check, then roll another D6. On a roll of 5-6, you have managed to find a treasure chest with contents. You must now get it off the board to claim its contents. On a roll of 3-4, the treasure chest has already been plundered, and there is nothing of value inside. On a roll of 1-2, things are not as you have perceived. While trying to pry open the treasure chest, you can feel some power within. It is the familiar power of Wyrdstone! Unluckily for you though, the Wyrdstone has managed to fuse itself with the treasure chest, causing it to come alive. Hideous fangs and claws appear, as the chest comes to life! Treat the Living Treasure as an enemy with the same stats as a Warhound but it now has 2 attacks! The Living Treasure attacks the nearest model. This means it will attack unrelentingly, having no idea of friend and foe. If a Living Treasure is killed, then the Wyrdstone is freed, and must be taken off the board to be claimed. Living Treasure will move to the nearest model, if it cannot charge or attack anyone. It is very territorial and will move towards the nearest model.

Starting the Game
A D6 is rolled by each player and the highest rolling player goes first, with the turn then proceeding clockwise.

Ending the Game
The game ends when all the counters have been checked and any treasure has been taken off the board, OR there is only one warband left standing, at which time they may elect to stay and search the remaining treasure chests (if any), with a −1 to all D6 rolls for searching the chests. Remember that the game can end with more than one warband still standing, if all the treasure has been removed from the board.

Experience
+1 Winning Leader: The leader of the last warband standing gains +1 Experience. If all treasure has been removed and more than one warband is left standing, then no experience is awarded.

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

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action. Includes Living Treasure Enemies.

+1 Per Treasure Recovered: Any Hero or Henchman Group that removes a piece of treasure from the board earns +1 Experience. Treasure Chest or Wyrdstone – Cannot gain this Experience if you searched the treasure AFTER all other warbands have routed!

Ye Miscellaneous Scenarios
River Pirates
By Anonymous. Transcribed & edited by The Mordheimer.
Through a combination of good fortune and spying, several warbands have overheard of the impending arrival of a river pirate's/smuggler's ship to the now deserted, crumbling quays of Mordheim. Even the toughest river pirates are loath to use the docks of the Cursed City and so they must be carrying some very rare contraband indeed. Obviously, any warband worth their salt is interested in taking the cargo for themselves. The timing of the shipment has been learnt, and as the warbands close they can see the exact location as the ship docks and weighs anchor.

Terrain
Each player takes it in turn to place a piece of terrain, either a forest, hill, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. On one long table edge, place a long strip of blue cloth or something similar to represent the river Stir and the quayside. In the centre of the strip of river, place a suitable model to represent the river boat (a piece of card 3" x 8" will suffice). The riverboat should be touching the landward edge of the river to show that it is docked.

Setup
Two-Player: During a two-player game both players start in the far corners and must make their way to the smuggler's ship to steal the cargo. No warband may make use of catacombs or other skills as the information provided only gave the vague area as being the docks. It was not until they got so close they actually saw the ship slowly move up to the wharf it is now docked at.

Multi-Player: In a multi-player game, the warband with the highest rating starts on the dock, waiting for their contacts to arrive (the ship has just docked). This warband is deployed up to 12" from the ship and cannot be forced to rout. In addition to its normal warband, they get reinforcements as outlined below, who never leave the ship. These models are the ship's crew and will not leave the vessel, but will fight all comers (apart from their contacts). The other warbands start at the edges of the board furthest from the ship.

Special Rules
Boats: The rules for boats in Mordheim can be found in Empire in Flames in issue 24 of Town Cryer.

Voluntary Rout of the Ship: In the multi-player and two-player games, the vessel may not start to leave the dock until the forces guarding it have suffered 25% casualties. If this should occur then the ship takes four rounds to get under way, leaving from the nearest water table edge and moving at 6" per turn.

Cargo: The goods being smuggled are in crates, half of them, already unloaded onto the docks are the other half waiting on the top deck to be unloaded. Each crate can be carried by a single model at normal move rate (no running allowed). Two models may carry a crate, in which case they may run. While carrying a crate, the model may not fire any missile weapons or use any spells. If attacked, the crate will be dropped, ready to be carried by anyone coming into contact with it. Once a model escapes off the board with a crate, it may not return. Each crate in the possession of a warband at the end of the game earns them a roll on the cargo table overleaf. Should a warband rout while any of its members have crates, the goods are lost if the model is within charge range of any non-engaged opponents. The boat has ten crates for multiplayer games and seven for two-player games.

Ship's Crew: The ship has a crew made up of a Captain and six Smugglers. In a multi-player game the crew are controlled by the Defending warband although they may never stray more than 6" from their ship. In a two-player game the crew have their own turn which takes place after the players. They will fire upon and or charge any warriors that come into range (of either side) but otherwise will not move.

Pirate Captain
Only the roughest toughest sea dog can rise to become captain of his own ship. A good Captain has to be bold and decisive in combat, and a forceful personality to hold together his unruly followers. Though often elected by the Crew, he must command their respect and fear, and more importantly ensure their continued loyalty with plenty of gold!

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate Captain	4	4	4	3	3	1	4	1	8

Weapons/Armour: A Pirate Captain is armed with a sword, a brace of pistols and wears light armour.

Special Rules:

Leader: Any pirate within 6" of the Captain may use his Leadership characteristic when taking any Leadership tests.

Skills: Expert Swordsman, Pistolier and Acrobat.

6 Smugglers

The backbone to the ship, the crew are drawn together by the lure of the sea as well as the lure of plunder! As sailors, crewmen are experts in seamanship and ship operations. As pirates, they also quickly become proficient in swordplay and in using a variety of weapons especially pistols. It is said a good pirate crewman needed to know how to read the skies, weather, and winds, but most importantly the moods of his Captain!

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

Weapons/Armour: The smugglers are armed with swords, pistols and wear light armour.

The Pirate crew increases the defending warband rating by 45, but they will surrender when they fail a Rout test (taken separately from the Defending warband).

Swivel Guns: Additionally the ship has two swivel guns (reproduced below for convenience.) One of these is located at the front of the poop deck, the other on the prow of the ship. Swivel guns follow most of the rules for Blackpowder weapons: Move or Fire, Prepare Shot, but have some exceptions as noted below.

Swivel Gun; 75 gc; Availability: Rare 8

Pirate Gunners sometimes construct and carry into battle a smaller and lighter version of the real swivel cannons normally attached to pivoting mounts on the ship's railing or sides. Though smaller than regular cannons, swivel guns are larger than normal hand guns, so big that they must be held up with the support of wooden support. They are cumbersome, and prone to failure due to imperfect castings or Blackpowder quality, but most gunners agree that they make up for it in sheer power.

Special Rules:

Swivel Guns follow most of the rules for Blackpowder weapons (Move or Fire, Prepare Shot) but have some exceptions as noted below. A Pirate Warband may have only one Swivel Gun at a time, due to the time it takes the ship's Master Gunner to construct one.

Blackpowder Weapon: Move or Fire & Prepare Shot (as per normal backpowder weapons) are in effect.

Cumbersome: The user is at −1 Initiative and −1 Movement throughout the battle. Also, Swivel Guns may never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have.

Blackpowder Rules: The normally optional rules for Blackpowder weapons on page 164 are always in effect for Swivel Guns, due to unpredictable nature of the local materials used in their construction.

Special Ammunition: Swivel Guns use non-standard ammunition types, which must be bought for each game. Each type only lasts one game, so if it is used in a game it cannot be used again until another supply is bought. Before firing, the Gunner must declare which type is being used, if he has more than one type available in the game. Swivel Gun Ammunition:

Ball Shot; 5 gc; Availability: Common (one game only)

A Swivel Gun firing these heavy lead balls can stop even a charging Ogre dead in his tracks!

Range:	36"
Strength:	5
Special Rule:	Concussion, Save Modifier

Special Rules

Concussion: The impact of the heavy lead projectile is enough to rattle even the hardiest warrior. Treat any resulting Injury Rolls of 2-4 as a Stunned result.

Save Modifier: Swivel Gun's Ball Shot are even better at penetrating armour than their Strength 5 suggests. A warrior wounded with Ball Shot must make his armour save with a -2 modifier.

Chain Shot; 2 gc; Availability: Common (one game only)

These lengths of chain and linked metal don't cause as much damage, but can entangle an enemy model and bring him to his knees.

Range:	24"
Strength:	4
Special Rule:	All Wrapped Up! Save Modifier

Special Rules

All Wrapped Up! Enemy hit by Chain Shot which are not wounded are Knocked Down on a roll of 4+, even if they normally can never be Knocked Down.

Save Modifier: Swivel Gun's Chain Shot are even better at penetrating armour than their Strength 4 suggests. A warrior wounded with Chain Shot must make his armour save with a -1 modifier.

Grape Shot; 2 gc; Availability: Common (one game only)

Very small pellets, rocks, metal scrap, even rock salt are jammed into the barrel, producing a cloud of shrapnel when fired.

Range:	24"
Strength:	3
Special Rule:	It's Everywhere!

Special Rules

It's Everywhere! If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically also take a single hit. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in Hiding will also count towards being close to the target, and can be hit as well. There is no Armour Save modifier from Grape Shot hits. Pirates know to duck out of the way when they hear a Swivel Gun going off, and thus are never hit by friendly Grape Shot.

Starting the Game

Ending the Game

The game ends when all of the warbands have routed except for one, when all of the crates have been removed from the table or if the ship leaves the table.

If the defending force routs voluntarily then the ship's crew will attempt to put under way, but the game continues if two or more attackers remain (they can still make off with crates). At the end of the game, the warband with the most crates is the winner (if two warbands have the same number then the last to rout wins). If a warband remains, it is assumed to pick up all the remaining crates (up to the number of models it has left in play) and make off with them. Those crates dropped by fleeing foes, or by casualties are not collected as they are too far away and in dangerous territory.

Experience

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

+1 Winning Leader: The leader of the 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 Per Crate Stolen. If a Hero or Henchman from an attacking warband takes a crate from the battlefield he earns +1 Experience.

Wizards Quarter

By Anonymous. Transcribed & edited by The Mordheimer.

One particular area of interest for the discerning warband captain, that is reputed to be overflowing with wealth, is the area under the shadow of the eastern gatehouse once populated by wizards and warlocks. The rumours go that this area is rich especially with

magical artefacts although warriors are warned to be wary of the statues...

Terrain

Each player takes it in turn to place a piece of terrain a ruined building, tower, or other similar item. The battle is fought in an area roughly 4' x 4'. Players should then place D3+1 statues (we suggest models of wizards painted to look like stone or bronze). These should be placed no closer than 8" of each other or the board edge. For multi-player games we suggest that players add an additional D3 statues per player.

Setup

Players' should roll a D6 and whoever rolls highest chooses which warband goes first. This warband is deployed within 8" of any table edge the player chooses. The opponent (or opponents in the case of multi-player games) then set up within 8" on the opposite side.

Special Rules

Swag: Once you have placed the terrain, put some Swag counters on the tabletop to represent where the wizards' riches are. There will be D3+1 counters in total. For multi-player games we suggest that players add an additional D3 counters per player. Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. The counters must be placed within 8" of a statue, no further than 10" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of Swag without any penalty. Warriors cannot transfer their Swag to another warrior. If the warrior who is carrying a counter is taken out of action, place the counter on the table where he fell.

Statues: Unbeknownst to the warriors, the apparently harmless statues of the wizards are actually still alive, although in eternal torment. Any warrior who attempts to pick up a Swag counter must roll a D6. On the score of a 4+, the wizard has noticed them and unleashed a spell against them – roll another D6: on a 1-2 he casts a Necromantic spell, on a on a 3-4 he casts a Chaos spell, on a 5-6 he casts a Lesser magic spell. Determine the spell to be cast by rolling (yet another!) D6 on the appropriate spell list. If the spell is out of range or is simply inappropriate in the circumstances (i.e., Wings of Darkness, Luck of Shemtek etc,) then consider it as miscast. The opponent may roll for the wizard to see if his casting roll was successful, adding +1 to the attempt (it's always more fun this way!). The statue will only ever attempt to cast a spell at a warrior once.

Starting the Game

Roll a D6 to see who has the first turn.

Ending the Game

The game ends when all the warband have routed, bar one.

Experience

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

+1 Winning Leader: The leader of the 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 Per Swag Counter. If a Hero or Henchman is carrying a swag counter at the end of the battle he receives +1 Experience.

Ill Gotten Gains...

Players may roll once on the following table for each Swag Counter that they still have in their possession at the end of the game:

D6	Items
1	Lucky Charm
2	Tears of Shallya
3	Crimson Shade
4	Dark Venom
5	Cathayan Silks
6	Tome of Magic