



The Great Library

New scenario for Mordheim

By Andy Tabor

The North-East Quarter of Mordheim was renowned for trade and learning. When Mordheim was a living city, the crowded labyrinth of streets and market plazas were called the Merchant's Quarter, more commonly known as the District of the Flying Horse. Mordheim became known as the finest market of the city in the Empire, rivaling even the busiest ports as Marienburg. There were many traders who would claim that for the right price they could locate any object for you so desired in a day.

Another notable aspect of the North-Eastern Quarter was the Great Library. During the rule of the extravagant Count Ignatius Steinhardt, the library grew extensively to become the largest building in the entire city. The Count was particularly fond of collecting mystical and religious tomes. Of course, unwittingly, The Great Library managed to collect on of the largest deposits of Daemonic and Necromantic lore in the Empire.

Now after the disaster struck Mordheim Library was engulfed by flames from the comet. Only the bravest ever consider going anywhere near the ruins but the lure of ancient tomes is enough to persuade mages from across the Empire to hire warbands to retrieve any books that they can find. For enough gold, fools can find enough bravery to risk even this dark place.

**Credit given to TC 25 Space McQuirk and Nick Jakos.*

TERRAIN

Each player will take it in turn to place a piece of terrain, either a small building, or other piece of terrain. If you have one piece of terrain or several that could "act" as the Library should be placed in the middle. Many of the tomes have been spewed across the many blocks close to the Library. The battle is fought in an area roughly 4' x 4'. You may want to make the table larger if this is to be a multiplayer game.

SPECIAL RULES & SETTING UP

Players should then place D3 +1 Tomes for each warband involved in the game on the tabletop to represent where the Tomes are. Each player takes it in turn to place a Tome counter. The counters must be placed more than 10" away 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. A warrior can carry any amount of Tomes without any penalty. Warriors can not transfer their Tomes to another warrior. If a warrior is put OOA then the Tome is placed next to where the model was taken OOA. The Tomes cause FEAR. You must take a FEAR test to pick one up, unless you are immune to FEAR. This is to represent the great unknown on whether or not the Tomes are Evil. To represent the chaotic nature of the disaster and the many magic tomes that are scattered in the area warbands will roll on the Random Happenings from 2002 Annual or online from the articles page in the Mordheim section.

Warbands will begin rolling on the Random Happenings chart when the first model touches a tome and will continue then at the beginning of each warbands turn. Yes, the first warband that

touches a Tome will roll on the Random Happenings chart even though it will already be in the middle of their turn. Please exempt rolls of 11, 45, 54, and 65 from the D66, just roll again.

WARBANDS

Players use the normal warband set-up rules.

STARTING THE GAME

Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table.

ENDING THE GAME

The game ends when all the warbands but one have failed their Rout Test. Warbands that Rout, automatically lose. If two or more warbands have allied they may choose 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 Henchmen group survives the battle they gain +1 Experience.

+1 Winning Leader(s). 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 Per each Tome Picked Up. If a Hero or Henchmen is carrying a Tome counter at the end of the game he receives +1 Experience.

+1 For the Warband with the Most Tomes. The leader of the warband with the most tomes at the end of the game gains +1 Experience.

ILL GOTTEN GAINS...

You can sell the Tomes for 25 + 1D6 or choose to keep the scroll. If you keep a scroll then roll on the chart below (1D6). Rolling on the chart below will represent that the Hero has decided to open the scroll and is trying to decipher its abilities. Please nominate which Hero will be opening the scroll.

D6 Events

1. The Hero who keeps the scroll will set out the next game. You may come up with some creative on why he can not play the next game from opening the scroll.
2. The Hero who keeps the scroll will gain +1 Initiative. This can take you above our racial Maximum.
- 3-5. The Hero who keeps the scroll will gain an Academic Skill. Those who normally can not gain a Academic Skill can gain one (1) Academic Skill. Please note that this is for only one time and does not grant the user to gain Academic Skills through normal experience.
6. The Hero who opens the scroll will gain D3 experience.

ABOUT THE AUTHOR

Andy Tabor has been gaming for over 5 years. He has collected over 6 warbands and is currently finishing out a Tilean warband and working on an Araby Warband.