



The Gunpowder Plot

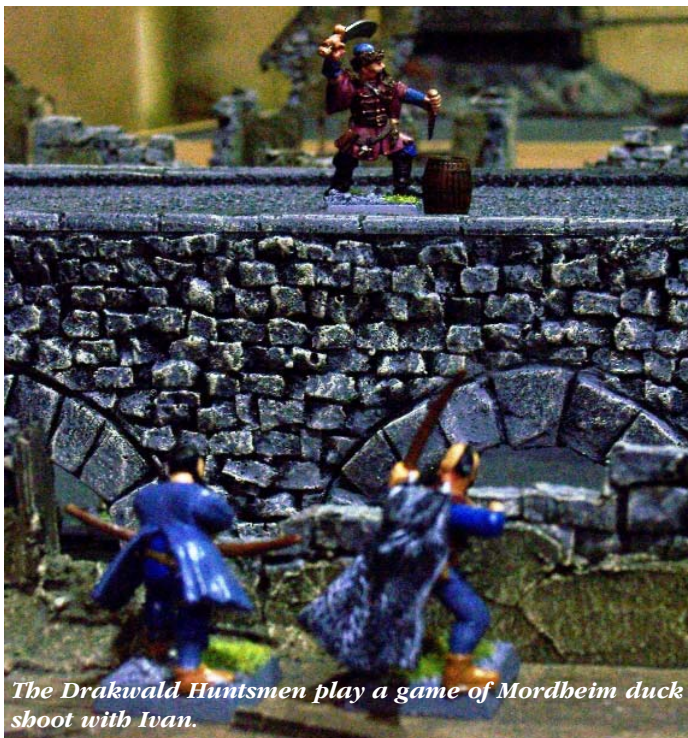
More Mordheim Goodness from the Ryn Tyrr Guild

By The Ryn Tyrr Guild

Our gaming club, The Ryn Tyrr Guild, was faced with organising two games of Mordheim for the Honour Guard - Veteran's Open Day event at Warhammer World. This is not an uncommon situation for us. In fact as an Internet based gaming club it is pretty much all we do. Having been originally asked to showcase the Mordheim alternate settings by Steve Hambrook the then editor of Town Cryer we soon formed a regular group to put on games at other open days and Games Day. At each event we attend we try to come up with a completely new and original game or scenario. Some of them are intensely serious and some are just silly. The majority of them however are based on Warhammer Skirmish or Mordheim as that is how we got together in the first place.

This time the event organiser, Brian Aderson was specifically looking for two Mordheim games to compliment the other Specialist Games at the event. To give some variety we agreed on one standard Mordheim city game and one in an Empire in Flames setting. We could have used one of the published scenarios but for us half the fun is in writing and developing a scenario specifically for the day. Often the scenario is only suitable for a one-off game but this one we thought could be used in any Mordheim campaign.

The inspiration was the date of the event - November 5th, Bonfire Night. Non-UK readers can do an Internet search for 'Guy Fawkes'. So something to do with gunpowder and lots of explosions was called for. The end result which you see on the next page is slightly toned down from the mayhem it created on the day. Players wouldn't be too keen to have every other member of their warband blown to pieces. Even so it can be quite nasty so you may want to save it for later in the campaign or tweak some of the dice rolls. Its your campaign!



The Drakwald Huntsmen play a game of Mordheim duck shoot with Ivan.

We haven't forgotten about the second game. That was all about driving Beastmen away from their herdstone in the forest and then fighting over the remaining loot. With Andy Hall's permission we will bring you that another time.

THE SCENARIO

Rumour is circulating about a strangely destructive black powder captured by witch hunters from a band of Skaven. The Witch Hunters have hidden the powder and are believed to be plotting to use it to blow up the Sisters' convent. Before they can return to move the powder other bands are appearing out of the gloom, mercenaries always on the lookout for something to sell to the highest bidder and other darker bands, perhaps there is something chaotic about the powder that is attracting them?

Terrain

The players take turns placing the terrain in an area roughly 4' x 4' (or 6' x 4' for a multi-player game). The board represents a typical ruined district of Mordheim. It will help the game if there are plenty of overhead walkways and ladders. You will see why later. Once this is done the GM places 3 powder kegs per warband on the tabletop. These may be placed anywhere on the table, but more than 10" from any edge and at least 8" from each other.

Note: Suitable powder kegs or barrels can be found at model railway shops or you can use card markers.

Warbands

The game is designed for two or more Mordheim warbands. If you are using more than two then the 'Chaos on The Streets' rules for multi-player games will apply (See Empire in Flames).

Each player rolls a die and the player rolling highest sets up their warband first as usual. Warbands are deployed along a table edge of their choosing not more than 8" from the edge as normal.

Starting The Game

All players roll a die, and the highest score goes first then turns proceed clockwise around the table.

Powder Kegs

During the game a model may pick up a powder keg by moving into base contact with it. He may continue to move once he has picked up a keg provided he has sufficient movement left and that he did not run. A model moves at normal speed and may run while carrying a barrel, but not charge (but see below). Carrying a keg is risky; see the Special Rules below for the effects. The model may put the keg down at any point during their move. He may continue to move after putting the keg down (if he has sufficient movement left) but if he does so, he is considered to have dropped the keg. If the model is charged he must put the keg down in order to defend himself. If a model is in combat and all of his opponents are knocked down or stunned then he may choose to pick up the powder keg and move away at the beginning of his next turn instead of continuing the combat.

Animals may not pick up a powder keg. Models may not climb up or down whilst carrying a powder keg it is much too bulky. Ladders are considered difficult ground when carrying a keg and may be traversed at half speed.

Crazy Albrecht relieves a Kislevite henchman of his keg.



Special Rules

Unstable: The gunpowder has been specially enhanced by the Skaven warlock engineers. It possesses more power than normal black powder but is also highly unstable. If a powder keg is dropped it will explode on a D6 roll of 5+, (Note: A malicious campaign organiser may want to increase that to 4+ or even worse). The model that was carrying the keg takes a S6 hit causing D3 wounds (with criticals if applicable) and any other model within 3" take a single S4 hit. Furthermore any powder kegs within 3" of an exploding keg are considered to have been dropped...

Careful with that Powder Keg: Carrying a powder keg is a risky business. At the end of their move, roll a D6 for each model carrying the keg. If they moved normal distance, on a 1 they have dropped it. If they ran then they will drop it on a 1 or 2. Oops...

Do or Die: A model carrying a barrel may choose to deliberately charge an enemy or his stash. To do so, he must first pass a Leadership test unless he is immune to psychology. When the model reaches his target, he throws the keg down adding +1 to see if it explodes. If the barrel explodes, he may take an Initiative test to avoid the full force of the blast. Even if the test is successful he still suffers damage as if within 3" of the blast. Any survivors may continue the combat as normal.

Bombs away: If a powder keg is dropped from a height the chance of it exploding will increase by +1 per 2" of fall. E.g. if it is dropped from a 4" high platform then it will explode on a 3+. A 1 always fails.

Argb: If a warrior carrying a powder keg is shot and knocked down or stunned he must make an initiative test or he drops the keg. If he is taken Out of Action he drops it automatically. If he was shot with a black powder weapon add +1 to the roll to see if the barrel explodes.

Stash: A warband may choose to secrete their powder kegs in one place rather than carry them around. Powder kegs in a stash must be within 1" of each other. To claim ownership at least one

model must be in base contact with a barrel, or he must be the only model within 1" other than friends. Animals may also guard a stash even though they cannot carry a keg. Of course is somebody drops a keg close by then...

Put that light out: If a model spends his combat phase in base contact with a powder keg without fighting he may put a match to it. The keg will explode immediately on a D6 roll of 6. Roll again at the end of each player's turn reducing the score needed by one each time. If he is still in base contact when it blows the poor fool who set the fuse may make an initiative test to move out of base contact and avoid the worst of the blast but still suffers damage as if within 3" of the blast.

Ending the Game

The warband possessing the most powder kegs at the end of twelve turns is the winner. To count as possessing a keg, a model must be carrying a keg or be within 1" of it and there be no enemy within 1" of it. Rout tests are taken as normal. Any warband which routs will take all of their powder kegs with them but no more than 1 per model in base contact.

Experience

+1 Survives: heroes and henchmen who live through the battle gain +1 experience.

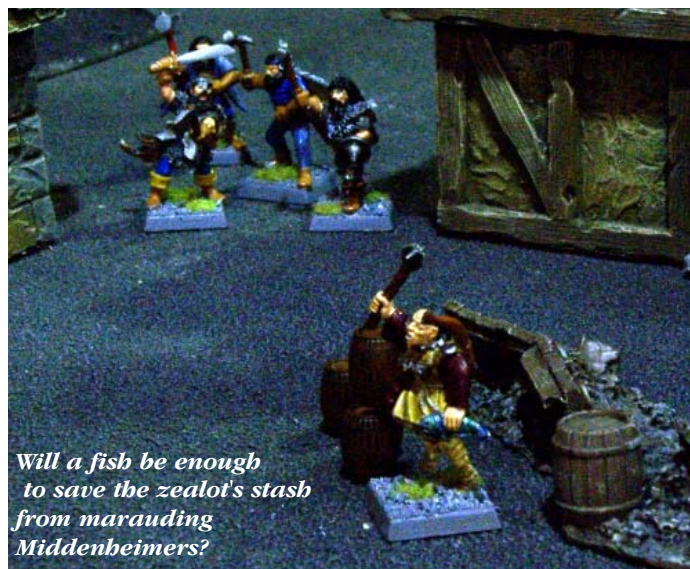
+1 Winning Leader: the leader of the winning warband gains +1 experience.

+1 Enemy Taken Out of Action: a hero who takes an enemy model out of action gains +1 experience.

+1 Hero with a Powder Keg: A hero who has possession of one or more powder kegs at the end of the game gains +1 experience.

Winnings

Each warband takes away all of the powder kegs in their possession (subject to routing as above). However being unstable not all of it survives the journey home. Roll a d6 for each barrel on a 4+ it doesn't make it back to base. The warbands find that the Skaven modified black powder is much too risky to actually use but with careful sieving you can extract warpstone powder equivalent to one shard per keg.



Will a fish be enough to save the zealot's stash from marauding Middenheimers?

ABOUT THE AUTHOR

The Ryn Tyrr Guild is: Terry Maltman, John Severn and Robert Walker with assistance in development and on the day from John Maltman and Sarah Severn.