




League Night 1: Night of the Living Go-Gos

Since your arrival into the City of the Damned, you have barely found enough Wyrldstone to keep your warband fed. It is said that at the site of the former Gold College, in a previously unexplored section of Mordheim, there is a huge pile of Wyrldstone.

Rumor has it that the pile is so huge that an Ogre couldn't carry it! Even if the story has grown in telling, there should still be enough to let your warband eat like kings for weeks, and still have enough to pay everybody. All you have to do is find it!

There are other stories too, like the tale of the forgotten wanderer whose cursed soul takes revenge on all those who venture near the college. Stories of glowing demons drifting in the night and of the walking dead.

But you aren't going to let a couple of stories frighten mighty warriors like you, right? Of course you aren't! Now as you lead your warband in search of the remains of the Gold College a dense fog has rolled in, making the deserted streets even more sinister. Adventuring warbands have split-up, either arguing about the correct direction to go or just getting lost in the pea-soup fog. 

terrain

The table will be set-up when you arrive. Will you be able to discover the ruins of the Gold College?

special rules

Top secret and sinister! One Hero and one Henchmen group will be chosen at random from your group to run in this scenario (the rest are lost in the streets for the moment). In addition the heavy fog limits visibility (ie

no weapons can shoot over 16"). There are no bottle checks, though you still have to make fear and fighting while outnumbered tests. If you make it off the board with Wyrldstone you can come back and try again - though it will be with another randomly generated hero and henchmen group! Note: heroes and henchmen that take wounds that would cause them to miss a game do not get another crack at this scenario!



warbands

You'll be shown where to set your warband up by the League Night hosts.

ending the game

The game ends when there are no living members left on the table-top! If you get knocked out early you can try to bring in the remaining members of your warband or help the hosts run the tables if you wish.

experience

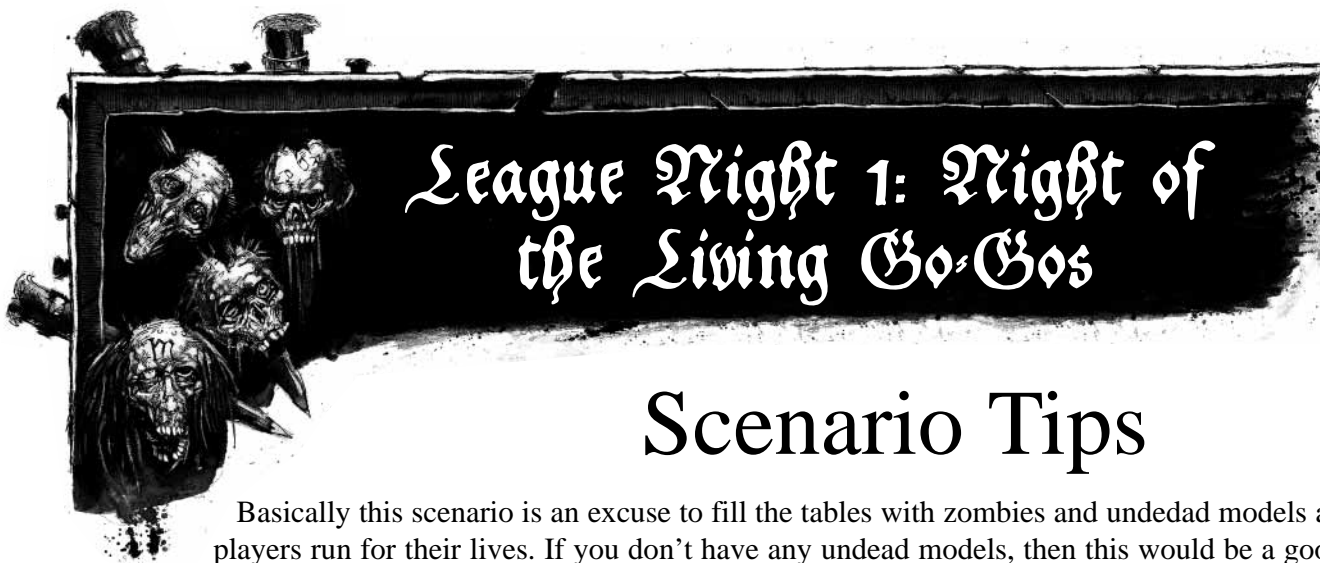
+1 Survives. If a Hero or a member of a Henchman group survives the battle they gain +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Per Wyrldstone carried off the board. Any Hero or henchmen group earns +1 Experience for each piece of Wyrldstone they get to carry off the board.

Beware of the
Dwellers in
the mist!





League Night 1: Night of the Living Go-Gos

Scenario Tips

Basically this scenario is an excuse to fill the tables with zombies and undead models and watch players run for their lives. If you don't have any undead models, then this would be a good time to paint up a couple units of zombies. Just bust open a few Zombie regiment boxes and put them together. If you don't have the staff or man power to do this, then see if there is a customer willing to let you use their undead models.

BOARD SET-UP

We put together two 4x8 tables lengthwise to form one 4x16 table. We then took all the scenery in the house and put it on the table to create the feel of a real city with tons of back alleys and deadends. This gave plenty of nooks and crannies for players to explore and get cornered in.

SPECIAL SCENERY

To give it that really eerie feel we took a large water cooler bottle and cut the bottom off and built it up to look like a giant well. We filled it with hot water and put in some dry ice. It created a really cool look and shots of it can be seen in White Dwarf #240.

WHERE IS THE WYRDSTONE?

We never really plotted out where the wyrdstone was to be found. Instead we put it out randomly as the game went on. Sometimes a pile behind a group of zombies, sometimes on the third or fourth floor of buildings, and sometimes in between warbands so they'd have to fight for it.



League Night 2: The Treasure in the well

For weeks now, those Middenheimers have been the terror of this neighborhood. They crushed their rivals, The Black Dregs to get in good with the Elector Count and even helped bring down the crazy warlock that was hanging around the old Gold College. The One-Eyed Wolves, that's what they called themselves, they were one of the richest warbands around.

But then something happened to them. They disappeared into the city one morning and never came back. Nobody heard from them for a week, until Ned dragged himself back to the camps.

Blood and filth matted his hair, his leg was crushed from the knee down, black ichor dripped from his mouth when he talked and his once fine wolf pelt was torn to shreds. Worst of all was the look in his eyes. The same kind of terrified stare that only the madmen in Shallaya's asylums have.

He croaked that he and his boys had been ambushed by a mob of mutants and daemons near the safehouse in the city. Half the warband was slain outright and the rest were captured for sacrifice to the Unspeakable Beast in the Pit. He only escaped because he had fallen through the flooring of a building.

"But what about the wyrdstone?" cried out one of those detestable Marienburgers. Ned coughed up some bile and gasped, "I hid it in the well, the one by the hideout!"

After this Ned passed out and by morning he was dead. No sooner had the body grown cold, a dozen mobs headed into the city, eager to be the first to find the One-Eyed Wolves' stash.

The plot

The word has spread like wildfire. The One-Eyed Wolves are no more, and their wyrdstone stash lies unclaimed at the bottom of their old well. You've been around long enough to know that there has to be a mighty big stash at the bottom of that well and that you won't be the only ones interested in it. All you need now is a rope, a tough bunch of warriors, and swift feet to get you there first! The rest of them... well... they had better hope that they don't run into the likes of you!

Special rules

There it is! Down at the bottom! Any model carrying a hook and rope may descend into the well during its movement phase. Note: This counts as the model's entire movement. At the bottom are three wyrdstone counters, give one of them to the model as usual. Note: Each model may only carry one counter. Remember that if the model that is carrying the wyrdstone is stunned, or taken out of action, someone can pick up the tokens.

Horrible mutants! What Ned neglected to mention was that it seems that the One-Eyed Wolves had been keeping their stash in that well for quite some time. This has caused some horrible

changes on the local residents of the area. Beware the creatures in the dark!

Warbands

You'll be shown where to set your warband up by the League Night hosts.

Ending the game

The game ends when all of the wyrdstone has been removed from the table and all of the fighting stops. No rout tests are required in this game as the thought of all that wyrdstone has driven the warbands crazy with greed. Warbands may voluntarily rout if they wish (cowards!).

Experience

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

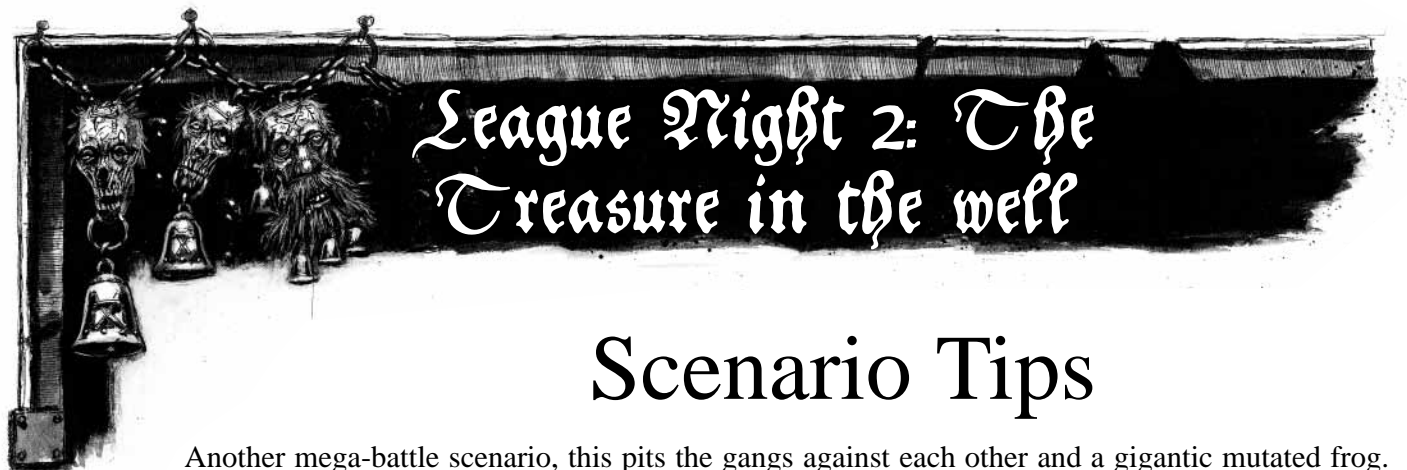
+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Per 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.

+2 Special Bonus experience. The game master will award an extra two bonus experience points to the warrior who accomplishes a predetermined secret task.

What of he who eats the food of the Gods?





Scenario Tips

Another mega-battle scenario, this pits the gangs against each other and a gigantic mutated frog. You can use whatever frog you can find (try Nature Company or KB Hobby). Alternatively you can make up whatever monster you want to come out of the well.

BOARD SET-UP

We put together two 4x8 tables lengthwise to form one 4x16 table. We then took all the scenery in the house and put it on the table to create the feel of a real city with tons of back alleys and deadends. This gave plenty of nooks and crannies for players to explore and get cornered in. Of course at the center was the well that players were trying to get to.

SPECIAL MONSTER RULES

You can make up whatever stats for the monster that you want. If the warbands in your group are relatively weak than you may want to keep the monster's powers low. On the other hand if the warbands in the league are like small armies than you might want to give the monster special attacks like a tongue attack that swallows models whole if it hits. If the monster isn't killed by the end of the game or within a certain number of turns then the models are digested.

MORDHEIMTM

League Night 3

THE NATIVES ARE RESTLESS

The plot

The Eastend is overrun and turned into a veritable battlezone. The severed heads of recently missing warbands have been posted as a warning to outlanders to steer clear. Entering the area has become taboo.

At least until the Merchants Guild put a bounty on the bandits that are now making Mordheim their home. With an offer of 10 gold crowns for every head you can return with. How can a mercenary band resist money? When in doubt go....

HEAD HUNTING

Special rules

Bring up to 2 Heroes (you pick) and up to 2 groups of Henchmen (you pick) and get ready to RUMBLE!

Warbands

You'll be shown where to set your warband up by the League Night hosts.

Ending the game

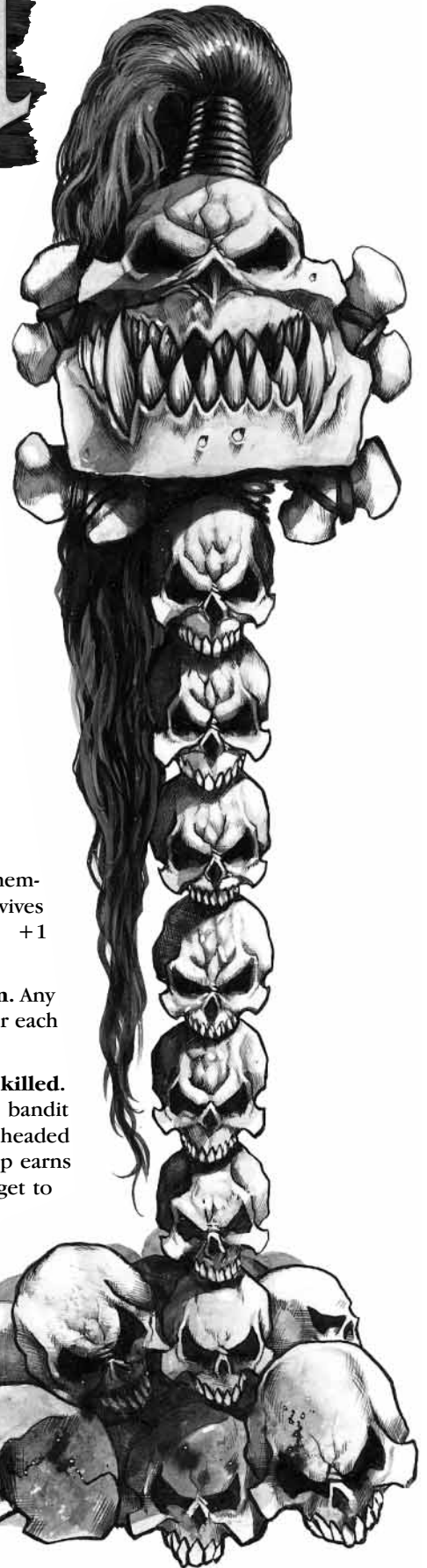
The game ends when there are no players left on the board.

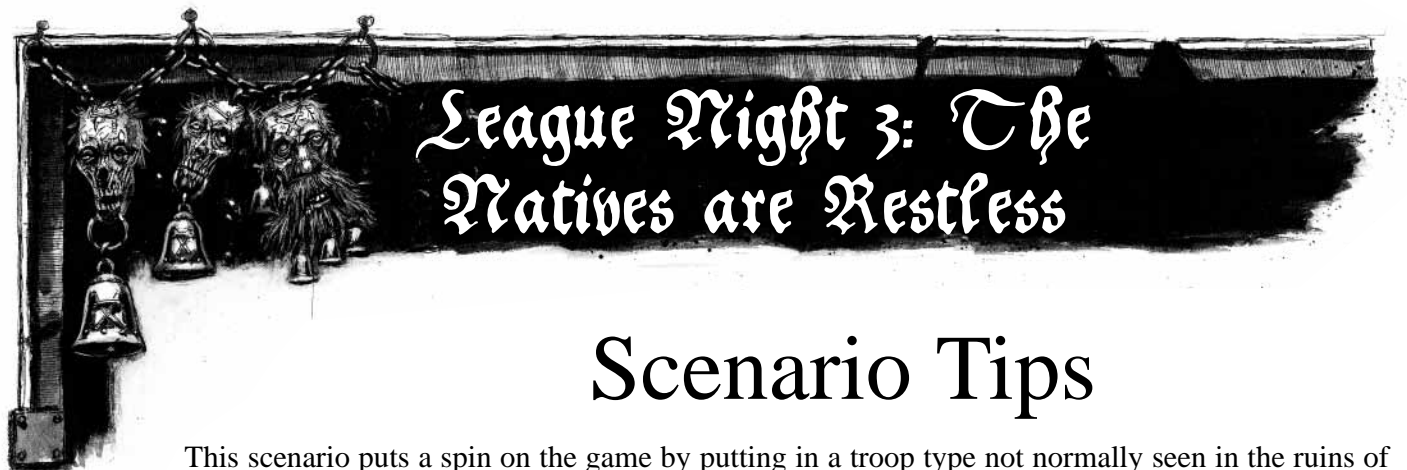
Experience

+1 Survives. If a Hero or a member of a 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*.

+10 GC per bandit that is killed. It is assumed that for each bandit killed they are summarily beheaded. Any Hero or henchmen group earns +10 GC for each head they get to carry off the board. Each model can carry off no more than 5 heads.





This scenario puts a spin on the game by putting in a troop type not normally seen in the ruins of Mordheim - Savage Orcs.

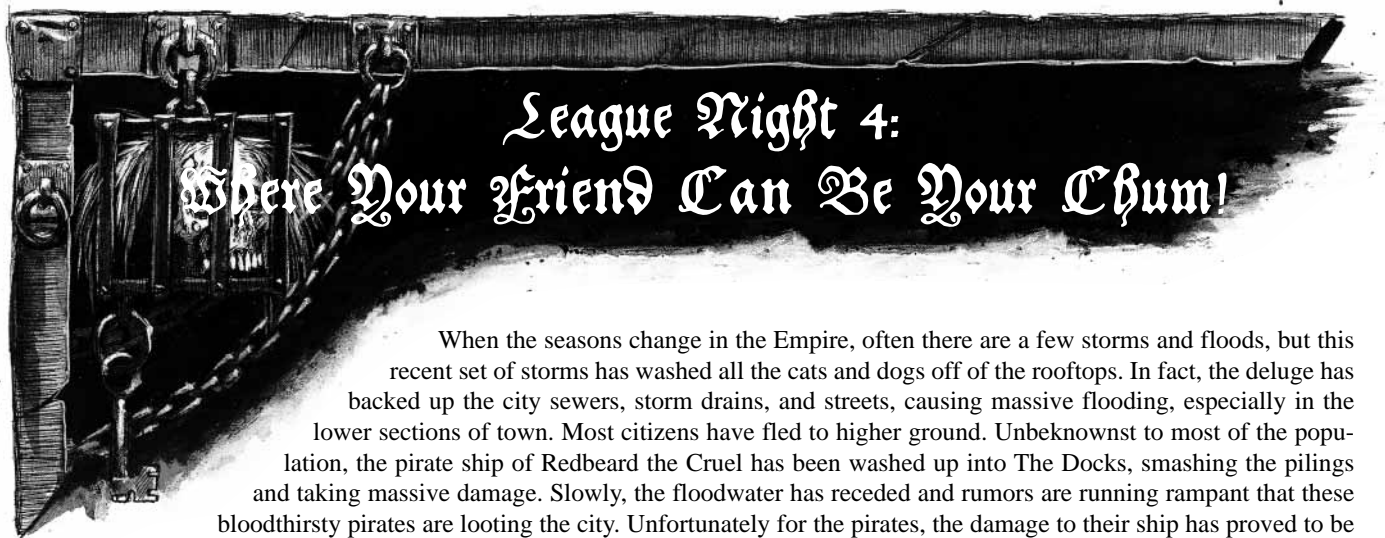
BOARD SET-UP

We put together two 4x8 tables lengthwise to form one 4x16 table. We then took all the scenery in the house and put it on the table to create the feel of a real city with tons of back alleys and deadends. This gave plenty of nooks and crannies for players to explore and get cornered in.

We also made up some piles of skulls and ramshackle huts as befitting the residences of Savage Orcs. To make this scenario work, it takes a lot of savage orcs. We'd suggest at least fifteen models per warband participating. That way players will have plenty of Savage Orcs to go after, but if they get greedy and stick around too long they can get overwhelmed and killed!

SPECIAL RULES

We suggest using the stats given right in the Orc & Goblin book. You can alter this to your tastes, creating Savage Orc heroes, Shamans and other personalities as you see fit. Have fun with it!



League Night 4: Where Your Friend Can Be Your Chum!

When the seasons change in the Empire, often there are a few storms and floods, but this recent set of storms has washed all the cats and dogs off of the rooftops. In fact, the deluge has backed up the city sewers, storm drains, and streets, causing massive flooding, especially in the lower sections of town. Most citizens have fled to higher ground. Unbeknownst to most of the population, the pirate ship of Redbeard the Cruel has been washed up into The Docks, smashing the pilings and taking massive damage. Slowly, the floodwater has receded and rumors are running rampant that these bloodthirsty pirates are looting the city. Unfortunately for the pirates, the damage to their ship has proved to be too much and they won't be able to set sail until they can make repairs. Fortunately for you, this means that there is a pirate ship full of booty just sitting there, waiting to be captured. Indeed, some warbands have already sent their men to stake their claims and take the ship!

Terrain

The table will be set-up when you arrive. Can you capture the pirate ship and stake your claim or will the pirates or other warbands run off with all the loot?

Special rules

Landlubbers: Your warband members can not swim (they don't even like to take baths!). They should avoid falling into the Muddiens River or the local sewers as if it was the Red Plague. If they do manage to take a dip, they will come out smelling like a freshly filled chamber pot! To represent this, those who fall in need to roll a die. On a 5+, they manage to drag themselves out of the stew and are ready for action. On a 4 or less, being overcome by the smell and plain disgust, they count as out of action but do not need to roll on the injury chart.

Rafts: Use the rafts to cross the river safely and avoid a rotten bath. Each raft can hold up to 4 models and can be rowed by whatever means available for a possible D6+2 inches each turn.

Booty: Grab as much as you can carry. Some booty counters are pirate gold, while others are sure to contain exotic treasures. We won't tell you which until you can get safely off the board with it. Each model may only carry one counter. Models which go out of action leave the booty counter on the table.

Warbands

Bring your entire warband. The league night officials will randomly determine which hero and henchmen group you will be able to use for the event.

Ending the Game

The game ends when all of the Booty counters are removed from the table and all of the fighting stops or we run out of time. No rout tests are required in this game as the thought of all the booty to be grabbed has overcome any sense of self-preservation. Warbands may voluntarily rout if they wish.

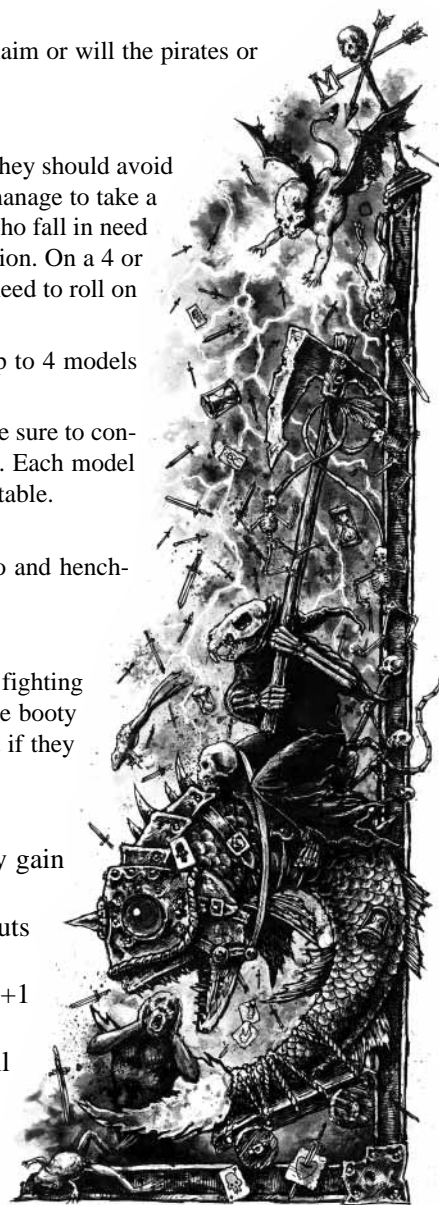
Experience

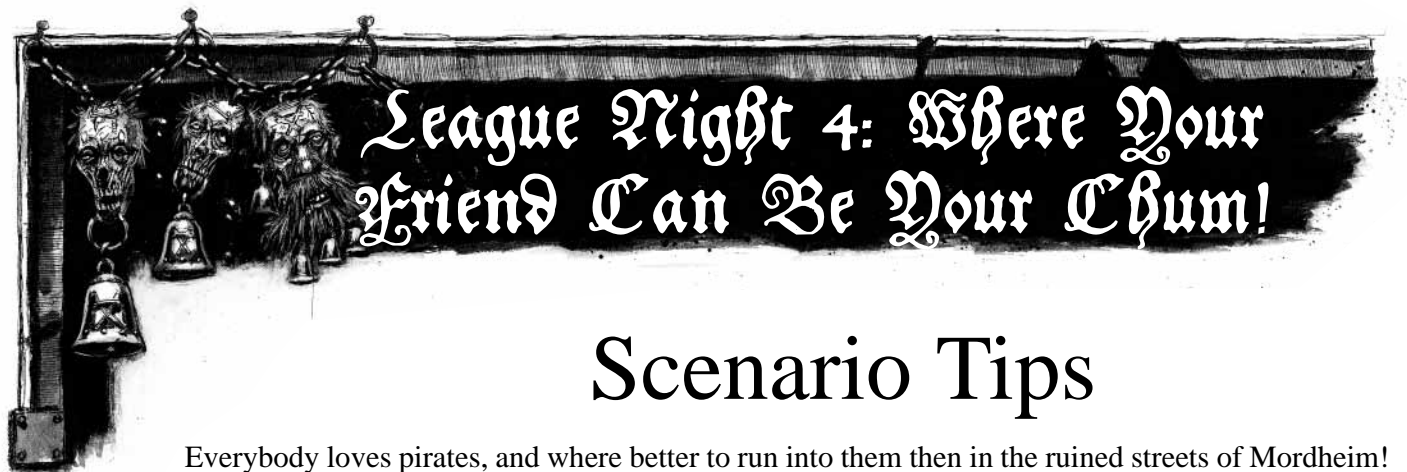
+1 Survives. If a Hero or a member of a Henchmen group survives the battle they gain +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

+1 Per Booty Counter carried off the board. Any Hero or Henchmen group earns +1 Experience for each booty counter they carry off the board.

+1 Mystery Points? What's this? Mysterious mystery points! The referees will award these when a secret task or tasks are accomplished.





Everybody loves pirates, and where better to run into them than in the ruined streets of Mordheim!

BOARD SET-UP

For this scenario we made a special board that was modeled after Venice, Rome. Canals and bridges crisscrossed the board, and there was a large river with a half-sunken pirate ship on it. This was a lot of work. If you don't have the time or skill to do this, then modify the scenario to fit your capabilities.

We made tons of treasure chest counters using the plastic sprues found in the Mordheim box and planted them all over and around the ship. We also made a bunch of pirate models using the Mordheim sprues.

SPECIAL RULES

Mystery points? If you really want to make it fun, give each warband a specific goal to accomplish in addition to grabbing as much booty as possible. This can be to take out a rival warband captain, or taking something specific from the ship. Use your imagination!