



The Middle Bridge

House rules for a new Scenario.

By Andy Tabor

The Middle Bridge is the main crossing point for the City of the Damned. Whoever holds the bridge controls all aspects of movement in Mordheim. The bridge is rumoured to have piles of Wyrdstone or Treasure around it but are said to be guarded by massive Trolls, who have a strange affinity for bridges.

TERRAIN

The gaming table can be as big as 4' x 4' or small as 2' x 2'. You can easily make a bridge and river out of coloured paper or plastic.

SPECIAL RULES

Place D3 +1 Trolls for each warband in the water and within 6" inches of the bridge. Place 1 Troll for each warband in the middle of the bridge and the remainder Trolls should be placed in the water. I would suggest that this scenario be limited to one to two warbands. You can have one warband go at a time to secure the bridge or have two warbands attempt capture and control the bridge, while fighting off the Trolls. In addition to the normal rules for Trolls, please use the special rules below if you like.

Fog. The area will be affected by fog. Movement and shooting distance will be halved. You may charge as normal.

Dumb Creatures of Habit. The Trolls under the bridge have become so practiced and cunning at taking out travellers what when a Troll is within 6" inches of the bridge it is allowed to take Stupidity tests at double their normal leadership (all the way up to 8). The Trolls will stay within 6" inches of the bridge at all times.



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.

Massive Troll. The Wyrdstone collected by the Trolls have made them stronger. Their wounds and attacks are now 4 versus 3.

All Alone. Trolls are used to being all alone and will ignore this rule.

Route Tests. Trolls will ignore all route tests.

River Trolls. Enemies attempting HTH with the Troll suffer a -1 to hit. A roll of a 6 will always hit.

WARBANDS

All players roll a D6 to see who deploys first, with the player rolling the highest choosing the table edge.

STARTING THE GAME

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table from there. The Troll will always go last.

ENDING THE GAME

The game ends when all but one warband has failed their route test. The routers will automatically lose.

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 per Troll out of Action. Any Hero earns +2 Experiences for each Troll he puts out of action.

WINNING WARBAND REWARDS

The winning warband may gain a one time 5D6 gold. This will represent collecting tolls from other warbands and merchants who peddle their wares and will be able to choose the next scenario they play by hearing rumours from travellers passing through.

OPTIONAL RULES

If you are playing a structured map based campaign this is an excellent scenario to gain control over parts of Mordheim. There are many more additions you can make to this scenario. You can tie it into the Encampment Rules. Another option could be a continued revenue generator throughout the campaign, thus allowing the warband who controls the bridge some revenue generated weekly or monthly. All this can easily be decided by your gaming group. Your gaming group can also change the type of monsters that live at the bridge. If someone chooses to stand off and shoot at the Trolls from a distance and keeping the Trolls within 6" inches of the bridge shall be punished with a Chaos Spawn coming onto the playing table from their deployment and moving as fast as possible towards that warband to engage in HTH with that warband. You can be creative in this endeavour and punish those warbands who have no backbone.