

Scenario 186 - Trick or Treat!

By The Mordheimer,
Inspired on Andy Tabor' scenario
[084 - Night Of The Dead.](#)

Rumors about wyrdstone are as common as death in the City of the Damned! But unlike any other rumor, 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 rumors 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 center 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 One 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 chunk 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 <u>True Sight Prism</u> ; 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 <u>Maxelder's Potion of Berzerk Valor</u> . 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 armour 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 armour 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 <i>Fear</i> , 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 armour save is improved by +1 (i.e. a 5+ save becomes a 4+). Note that a warrior's armour save may never improve to better than a 1+ save. If the mutant has no armour, their skin alone gives them a 6+ armour 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 <i>Stupidity</i> .
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 1 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 Wyrddstone Carried Off the Board: Any Hero or Henchmen group earns +1 Experience for each piece of Wyrddstone 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 Wyrddstone at all. Zombies, under the direction of an unknown Necromancer were gathering Wyrddstone 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.