



The West Gatehouse

New Scenario by veteran Mordeim

By Andy Tabor

There are many a vile warband that resides at Cut Throat's Den. Cut Throat's Den is known to house unscrupulous warbands who are some of the foulest scum to visit Mordheim. Warbands such as the Righteous Sisters, Witch Hunters and other dogooders would shun such a decadent area.

The main path from Cut Throat's Den to The City of the Damned is by the West Gatehouse. Normally, most would think nothing of going to Mordheim via the West Gatehouse but danger lurks at every corner of Mordheim and this area is not different. The West Gatehouse remains guarded by a dark and sinister tree beast, and to enter the city from this direction adventurer must first brave passing by this monstrosity. Skeletons hang from its branches and who knows how many skulls are entwined within its blackened roots. Warbands tend to scale the walls or have found tunnels into the city from the West side in order to avoid The Giant Oak that lurks at the West Gatehouse.



The Great Oak that once stood near the ornate gates of the garden uprooted itself and began a rampage of death and destruction. A huge one hundred foot tall monster, it smashed through the perimeter wall of the gardens and began to make its way to the West Gatehouse where crowds had gathered in a desperate attempt to flee the disaster.

With evil eyes glowing red, the instrument of the Shadowlord stomped through the crowd sending broken

bodies hurtling through the air as its huge branches lashed out at the throng. Few managed to escape the Northwester Quarter of the city during the disaster, as the monster had rooted itself at the gateway slaughtering all that dared to pass.

Many warbands have disappeared when they have ventured through the West Gatehouse. There are rumors The Giant Tree guards not only the West Gatehouse but treasure. The treasure horde has been rumored to include wyrdstone, jewels, armor, weapons, precious and rare items.

Many warbands have decided to go after the Giant Tree together to split the riches but many have died by the hands of The Great Oak or my each other as truces only last as long as a warband wants.

TERRAIN

This is another great opportunity to use your Warhammer Fortress set to use as a gatehouse and a surrounding wall section. There should be terrain but not too much to block the movement of The Great Oak. Each player takes it in turn to place a piece of terrain, a ruined building, tower, wall, or similar piece of terrain. We suggest the terrain is set up within an area of 4' x 4' or 4' x 6' if you want to use more warbands or just like more space. Leave a 6" x 6" square in the middle of the board for the Great Oak.

SCENARIO SPECIAL RULES

The Giant Oak will be placed in the middle of the board. Each warband will roll a D3 for the amount of Saplings that will be placed on the board. The Saplings will be placed on the board before players roll for sides and will be placed 8 inches within the Giant Oak. The Giant Oak and Saplings will always be the last "player" go move or take its turn.

Profile	M	WS	BS	S	T	W	I	A	Ld
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Giant Oak	6	5	3	5	5	6	5	5	9
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Thier bark gives it a 3+ Armour save (unmodified).

Profile	M	WS	BS	S	T	W	I	A	Ld
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Saplings	5	3	3	3	4	2	4	2	8
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The tough skin of a Saplings gives it a 5+ Armour save (unmodified).

SPECIAL RULES

Cause Fear. The Giant Oak and Saplings cause fear.

Immune to Psychology. The Giant Oak and Saplings are not affected by psychology and never leave combat.

Flammable. The Giant Oak and Saplings are flammable and will take a S5 hit if they are hit with a flammable weapon.

Large Target. The Giant Oak and Saplings are Large Targets.

WARBANDS

Players use normal warband set-up rules (see 'Setting up the warbands').

STARTING THE GAME

Each player rolls a D6 after the terrain has been placed. The player rolling the highest roll has the first turn, and order proceed clockwise around the table (based on where players

placed their warbands). The Giant Oak and evil arbors will be considered the last warband in order of play. I would suggest that players take turns playing the Evil arbors.

ENDING THE GAME

The game ends when all warbands but one has failed their Rout Test. If two or more warbands are left they may ally together to end the game but they must agree on how to split the hoard (if Great Oak and minions are OOA). If an agreement can not be worked out then they will fight it out until a “gentlemen's” agreement is reached.

ABOUT THE AUTHOR

Andy has been playing Mordheim for almost 6 years. Started out with Warhammer Fantasy but made a switch after a friend introduced him to Mordheim. Consequently, Andy has not played Warhammer Fantasy again but to his wife's consternation keeps buying GW Warhammer Fantasy armies and models. He could handle playing Mordheim several times a week as he finds it very enjoyable.

EXPERIENCE

+1 Survives. If a Hero or Henchmen 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 earn +1 Experience for each enemy he puts out of action.

+1 Per Hero for Each Wound Taken off The Great Oak. Any Hero can earn +1 Experience for each wound he takes off the Great Oak.

+2 Per Hero that Kills the Great Oak. Any Hero can earn +2 Experiences for taking the Great Oak Out of Action.

DESIGNER'S NOTES

As noted above, this is a great opportunity to use your Warhammer Fortress or other like structures for this scenario. The intent of the scenario is for warbands to make it to the West Gatehouse and attempt to take out The Great Oak and gain the rewards. This scenario could be altered to fit your gaming group. One lucky or unlucky warband could set up in front of the gatehouse when you roll for sides. Games Workshop makes some awesome models for this scenario: Wood Elf Dryads, Wood Elf Tree Kin, Wood Elf Treeman, and etc. You can always make your own or use other like models. Storyline and background taken from Mordheim's Living Rulebook and Town Cryer(s).