

Scenarios Dramatis

This report brought to you by Marcus De Havener & Friends

These scenarios are for those players who want more opportunities to use Dramatis Personae in their games. Beware though, for these rascallions are not to be trifled with...

The slightly built girl slipped through the night, a bright beacon in the dark streets. She moved quickly - too quickly for a normal girl, though she frequently stopped for several seconds as she moved around corners, apparently checking if she were being pursued. An observant watcher might have noticed that even though the girl had obviously been running for a while now, she never seemed out of breath... but of course there were no witnesses to her movements. Not in this part of the city, not at this time of night. Finally, the girl noticed the lights of an outlying settlement less than five hundred yards from the crumbling city walls of the city. As she entered its makeshift streets between rows of shacks and tents she passed other night time inhabitants, all going about their own suspicious business equally as furtively, if not quite as quickly. She ignored them, and headed for the relative safety of the Stalking Fish - the local flophouse.

As she entered the establishment, shrugging off the normal lecherous stares that came with her apparently youthful form, Marianna Chevaux felt something that she vaguely remembered as if a distant dream... fear. She had not felt the sensation in so long she could not be sure, but it brought back a surge of nostalgia for the days when she actually felt normal human emotions - back when she was still mortal. Now she was an unliving Vampire and an assassin, a vicious killer who normally caused fear in others rather than felt it herself. But this was different. One of the more powerful Vampires that she hunted had hired a rival assassin to do away with Marianna. The name of this assassin was spoken only in whispers, much as her own was. The Knife. Johann the Knife. Though merely human, he was reportedly as skilled as they come, and as cold and calculating as Marianna herself.

"Something I can get fer ye missy?" Came a gruff voice from the bar, "We don't run a boarding' house here, nor brothel, so order or move along." The bartender was old and scarred, and Marianna had almost decided that she could choke back his old blood for that brothel comment, but then a thought struck her, and she smiled for the first time in days.

'A pint of your finest ale good sir," she called as she strutted toward the bar, eyes moving across the faces in the room, "and the attention of anyone here who can give me the name of a stalwart band of treasure hunters..."

Blood Hunt

Each warband assumes they have been fortunate enough to hire the services of one of Mordheim's most notorious hired swords. What they aren't aware of is that each of these new 'hirelings' is involved in a deadly game of cat and mouse, and the warbands are merely pawns in this struggle...

Terrain

Each player takes it in turn to place a piece of terrain, either small building, set of hedges or walls, set of trees, small clump of bushes, or similar item of terrain appropriate for Mordheim.

Special Rules

Each warband gets the services of one Dramatis Personae for free for the duration of this scenario. The scenario is set up to be played with two assassins fighting it out against each other — Johann the Knife and Marianna Chevaux. However, if there are more than two players (or if the players really don't like Johann or Marianna for some reason?), other Dramatis Personae can certainly be thrown into the mix. After all, the better-known inhabitants of Mordheim would certainly have butted heads with others of similar ability before, and these types of prima donnas often carry long grudges...

Note that players must still follow the normal rules for Dramatis Personae, including which warbands they will work for. If two or more players wish to use the same Dramatis Personae, the warband with the lowest warband rating gets to choose his Dramatic Personae first. Any Dramatis Personae that are normally hired as a 'set' (example: Ulli and Marquand) may be counted as the warband's free Dramatis Personae for this scenario. Also note that if a Dramatis Personae has a special rule that could cause him to 'switch sides' (example, Ulli and Marquand again), that special rule is ignored for this scenario (Ulli and Marquand figure out that any attempt at bribery is really just a trap!).

If a warband's Dramatis Personae is taken Out of Action, that warband automatically Routs at the start of that player's next turn (either the warriors have been hired to protect her and failed, or they have decided that they are not about to take on a warband that just took out the best fighter in their warband!).

Set-up

All players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two players, then the next player sets up on the opposite board edge. If there are more than two players, the remaining players choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A player must set up his warband within 8" of his table edge, but not within 4" of a side edge, and not within 10" of another player's warband. Keep in mind that more than four players should be accommodated with a larger battlefield than normal (see the 'Chaos in the Streets' article on multiplayer games in the Mordheim 2002 Annual, page 26).

Starting the Game

Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game

The game ends when all warbands but one have failed their Rout test. Warbands that Rout, automatically lose. If two or more warbands have allied when the other warbands

have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious (ie, break the alliance and fight it out!).

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(s) gains +1 Experience.

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

+2 Enemy Assassin taken Out of Action. Any Hero who takes an enemy Dramatic Personae Out of Action gets an additional +2 Experience (in addition to the normal +1 for taking out an enemy warrior!).

The Item Lost

The wizard Nicodemus has hired a warband to help him find a magic wand that has been reported lost in the city. Following up on the latest reports has led him and the warband to this section of the city. Unfortunately, others have also heard of the wand, and wish to keep it for themselves.

Terrain

Each player takes it in turn to place a piece of terrain, either a small building, set of hedges or walls, or similar item of terrain appropriate for Mordheim. We suggest the terrain be set up in an area roughly 4'x4' for two-player games, or 4'x6' for multiplayer games.

Special Rules

One warband gets the services of Nicodemus for free for the duration of this scenario. The other warbands have to make do with their normal rosters.

Place a marker in the center of the table. This is the current resting place of the wand. Any non-animal warband member can pick up the wand by stopping when they contact the marker (it's a small piece of wood and not easily seen if you don't stop to look!). If the current holder of the wand is taken Out of Action, place a marker where that warrior fell... the wand may then be picked up by another warrior stooping in contact with the marker.

If the warband that Nicodemus has hired successfully retrieves the wand, Nicodemus thanks them for their services (they are considered to have found an additional two Wyrdstone shards to represent their 'payment'). If another warband retrieves the wand, they may of course keep it, though only a Hero can use it.

The Wand of Phyrros

This wand is a slender stick of dark wood, roughly 10" long. It seems rather ordinary, but it allows the wielder to use the spell Fires of U'Zhul once per game. The spell is automatically successful, and the wielder of the wand does not have to be a spell caster to use it (though he does have to be a Hero). The wand may be sold for 100 gc.

Set-up

All players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two players, then the next player sets up on the opposite board edge. If there are more than two players, the remaining players choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A player must set up his warband within 8" of his table edge, but not within 4" of a side edge, and not within 10" of another player's warband. Keep in mind that more than 4 players should be accommodated with a larger battlefield than normal (see the "Chaos in the Streets" article on multiplayer games in the Mordheim 2002 Annual, page 26).

Starting The Game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending The Game

The game immediately ends if one warband succeeds in getting the wand off the table. Failing this, the game ends when all warbands but one have failed their Rout test. Warbands that Rout, automatically lose. If two or more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious (ie, break the alliance and fight it out!).

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(s) gains +1 Experience.

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

+1 Retrieves the Wand. The Hero or Henchman group who takes the wand off the edge of the board gains +1 Experience.

"I know I left that thing around here somewhere," the old man muttered to himself as he moved swiftly through the ruined home, overturning broken stools and peering under floor-cobbles. "When will you ever learn you old fool, don't just lay important things down when you're done with them..." He continued in this fashion for the rest of the day, moving from house to house down the deserted street. As he turned the corner he could be heard to say, after a string of incoherent expletives, that he really needed to hire someone to keep track of such things for him..."