Part two of a Mordheim campaign, by Nick Kyme and Andy Hall

Welcome fair traveller, to part two of our Mordheim campaign. Venture forth with the White Dwarfers and friends as they descend into the City of the Damned to do battle with each other. Here is their tale.

In part one we gave you the background to our campaign - based on the South-West quarter of Mordheim, the Death’s Head District, and the Temple of Morr. In part two we reveal the next part of the story, present the three special scenarios used in the campaign and the players’ warbands.

Steel yourselves, as we return to Mordheim.

The Story So Far

Soloman Vantor, High Priest of the Temple of Morr in Mordheim, was changed by the cataclysmic events surrounding the fall of the comet the Harbinger of Nightharvest. Believing himself, and only he, could minister to the dead and bind their souls so they might be delivered into Morr’s embrace, Soloman stayed behind after the comet struck. He went away his six closest followers to spare them and set about the task of guiding the vast numbers of the dead to their final rest. But the wyrdstone shards expelled by the comet changed him in ways he could not have predicted. Now, instead of leading the souls of the fallen to rest, he is gathering them...

From across the Empire, the six Priests each received dream-visions that they believed to be from Morr himself, bidding them to return to the city. So it was they ventured forth with warriors on toe to confront Soloman, but to what purpose only he knew.

“The Dark Truth Revealed...

Further and further did the Priests delve into the heart of the city, their allies with them, and gradually did they uncover the true, monstrous nature of Soloman’s grand design and the depths of his madness. In the dark nights did Soloman send out his acolytes — creatures... changed by exposure to wyrdstone, much like their master. Corpses they brought to him, all in varying stages of decomposition. Upon each did Soloman perform the rites of binding, his art to Morr’s service and benefaction did he accrete them. Oh yes, for as well as breaking into crypts and digging up graves to provide corpses, the acolytes scoured the city, the Hallowed Three. Thus, warfare, much like all of the cursed earth around Mordheim, was tainted by evil. At the top of the shattered temple, in the acolytes’ work, binding and forging the iron until a device of pure evil was wrought — the Soul Engine.

Of Soloman’s own design, inspired by dark tomes he discovered in the darkest reaches of the city, the Soul Engine, due to its hell-tainted origins, could trap and enslave... much like him. The six Priests who he had hunted from the city would be his candidates. Indeed, it was not Morr that had driven them out of the City of the Damned; it was Soloman. If he could bring them to the city and destroy them, his final design would be complete. Yet the Priests are unaware of it. Here telling stories of themselves as they believe each of their former colleagues to be motivated by salvation’s purpose. As they close upon Soloman, they are unaware of his dark plan, and that they are inevitably walking straight into a trap...
Rik: My inexperience took its toll early on in the campaign as I lost the opening two games, the first of which was against the Possessed. Despite having the high ground and enough crossbows to do the job, I was making post-game Injury rolls for my entire warband, including the Priest. Fortunately, my luck improved. In game three against Andy’s Reiklanders, I despatched his captain with the first shot. After a heated bow exchange, Andy routed and I claimed my first victory.

With just Christian’s Beastmen left, I’m wondering if spending 80 gold crowns on an Ogre Bodyguard is such a good idea against his Minotaur…

The Beastman Chieftain and Bestigor are the Heroes in this warband.

Christian: My first game (I had never played before) was against James’ more experienced Possessed warband. I can say now that it was quite a learning curve. I came out a bit worse... who was flattened by one of the Possessed. Post game, I replaced the Gor with a Bestigor, before tackling Owen’s Undead.

I would describe this game as cow-tastic, after whopping the hounds, the frenzied beast knocked the Vampire flat. I won – go cow! After that I had to tackle Nick’s superior Witch Hunters – I got loads of extra experience for this. My newly aquired hounds were taken out of action and I fled before he hurt the rest of my livestock.

Nick: Free wins out of five – result! This is flattering though, considering how close a lot of my games were.

The Undead were my first opponents. A tough game ensued against Owen’s dead men – I was taking Rout tests. But I clung on long enough and forced the Vampire to quit the field. But I lost two of my hapless Flagellants and was forced to pay a king’s ransom for the return of one of my captured Heroes.

Both games with Rik’s Dwarfs and Christian’s Beastmen ended with voluntary routs – most unsatisfying. Taking on the Possessed was a hard fight, though. But the Watch Hunters prevailed and I go into the final game at full strength. No pressure, then.

Owen: Five games, three wins and Malacias lives! With Sprint, Malacias can now keep pace with the Dire Wolves. With two S5, WS 5 attacks there’s not much opposition, his only match so far, the horne beast that is Byron’s Minotaur.

A lowly Dreg, Blidun, nearly became a legend! Playing the Possessed, Blidun was charged by one of the gang’s namesakes. He avoided the beast’s claws and promptly took him out. Then Blidun charged the Magister and nacked him too! Was he destined for great things? Nick, however, crushed my euphoria by killing him in the next game.

The Black Hounds: Dire Wolves are very fast with a charge of 18". On the charge they get +1 Attack also, making them deadly.

Thorgrek: Rik’s Thane has a high Leadership of 9, making the warband difficult to Rout.

Christian: The Penitent: Flagellants are hardy fighters with S4 and T4.

Witch Sniffers: At WS4 and S4, Warhounds are tough in packs.

Carnach’s Bonebreakers

Christian: My first game (I had never played before) was against James’ more experienced Possessed warband. I can say now that it was quite a learning curve. I came out a bit worse for wear, losing one of my Gores, but thankfully keeping my 200 gold crown Minotaur who was flattened by one of the Possessed. Post game, I replaced the Gor with a Beastkin, before tackling Owen’s Undead.

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Minotaur: If flattened, the Minotaur has a monstrous seven Attacks.

Cranium Crackers: Zombies are fairly poor warriors but a cheap and effective meat shield that raise a warband’s Rout threshold.

The Beastman Chieftain and Bestigor are the Heroes in this warband.
The battle in the Gaol grounds is a Skirmish fought by both Barbs and芜兵 upon the area at the same time and are fighting it out for control, so they can loot it. Little do they realise the presence of the dreaded ‘Warden’. . .

terrain
Choose any one neutral table edge of a 4’x4’ area and place a large ruined building on the chosen table edge just on the table. This represents a part of the Gaol. The rest of the gaming area represents the Gaol grounds and terrain should be set up in a mutually agreeable manner.

set-up
Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie; the warband with the lowest rating decides. The first player chooses the table edge he wants to set up on, and places all of his warriors within 8” of it. His opponent then sets up within 8” of the opposite edge. Players cannot choose the table edge that has the Gaol building on or the edge opposite the Gaol.

starting the game
Both players roll a D6. The player with the highest score takes the first turn. If the result is a tie the player with the smaller warband, in terms of actual models, may choose to go first or second.

special rules
The Warden and his Lackeys: Hidden within the dark recesses of the Gaol is a thing known by local scavengers and warbands as ‘The Warden’. No one knows what it once was; some say it was a large guard dog, others that it is a hamstrung and mutated group of prison guards. Whatever its true origins, the Warden now wanders the ruins of the Gaol feeding off any foolish enough to enter its realm. The Warden is served by a group of ‘Inmates’ – swarming corpses of the catacombs or driven mad. They will attack and capture any in their wake so their master may feed.

The Inmates have the same stats as a Dreg, you can also use Dreg models to represent Inmates on the tabletop. There are three Inmates in the scenario; they will attack the player warbands when they enter the Gaol grounds. The Inmates have the same stats as a Dreg, to imprison the city’s criminals but those of the surrounding areas. Even with the daily executions that took place in the Executioner’s Square, the city was still a haven for criminals. There is no doubt that the most vicious criminals were housed in Mordheim’s Gaol – the guilty and innocent alike. Rumours persist that someone or something still inhabits the dark recesses of its inner sanctum.

Mordheim’s Gaol was not only used to imprison the city’s criminals but also the surrounding area’s. One of the oldest places in Mordheim, Executioner’s Square was suited for obvious reasons, the daily executions were a cruel and brutal affair. The executioner would select a warrior or criminal and would execute them in front of the crowd. There were often executions in the square – the guilty and innocent alike. Rumours persist that someone or something still inhabits the dark recesses of its inner sanctum.

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

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The Warden has the same statistics and abilities as a Possessed with two random mutations (players should decide the randomisation method for themselves). You can also use a Possessed model or any Chaos Spawn miniature to represent the Warden on the tabletop (see a Chaos Juggernaut Ed). The Warden will move towards the nearest warrior – and charge, if in range – the nearest warrior. If it wins a combat it will move towards the next nearest warrior. The Warden will move towards the nearest warrior. If it wins a combat it will move towards the next nearest warrior.

NOTE: Both the Warden and the Inmates will start the game within the Gaol and move out of this building towards the warriors that are closest to it at first and then the warrior that is closest to them, as described in the rules above.

If a Hero enters the Gaol and remains there until the end of the game he will gain +1 dice for Exploration (even if an enemy warrior is present).

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Executioner’s Square with one purpose – to fight. Such places are often the arena for so-called ‘pitched battles’, open, bloody and vicious. Little do they realise the latent spirits, yearning to vent their anger against them.

terrain
This scenario is played on a 4’x4’ playing area as normal. No buildings can be placed in a central 2’x2’ area although they may be placed in the remaining gaming area as normal. The scenario works best if this is particularly dense.

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special rules
Anger of the Damned: The restless spirits of Executioner’s Square vent their eternal anger at any who roam in or close to the square. They manifest as concentrated and violent gusts of wind, the howling of their screams of rage. At the beginning of each players turn players roll a D6. On a roll of 1 the spirits stay silent and nothing happens this turn. If the result is a 2 or more a spirit attack. If the number is even (2, 4, 6) then the spirit attack is a spirit attack. If the number is odd (3, 5, 7) then the spirit attack is a spirit attack.

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie; the warband with the lowest rating may choose. The first player chooses the table edge he wants to set up on, and places all of his warriors within 8” of it. The opponents then sets up within 8” of the opposite edge.

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

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A grim and forbidding place, the Cemetery of St. Voller had a dark reputation even before the comet struck and changed Mordheim forever. Now, the cemetery is a haunt of despair, where the dead do not rest. Haunted by the memories of the past, the cemetery is a place of fear, where the stirrings of the unquiet dead can still be heard. Though whether this is from the attentions of ambitious graverobbers or the presence of the revenants, who knows...

One warband is out searching the cemetery’s grounds for loot, in part at their Priest’s behest and to pilfer what remains on the corpses of the rich and influential. The cemetery, though, is vast and the warband spread thin. In the shadows of a vast statue, depicting the cemetery’s patron they are set upon by another warband, lying in wait...

**setup**

This battle is essentially based on the Surprise Attack scenario in the Mordheim rulebook. As such the set-up is identical to that of this scenario, found on page 135 of the Mordheim rulebook.

**starting the game**

The attacker always gets the first turn. However, if the warband has either Wyat Lagut or Borin Fatalismus as their Priest, they will automatically get the first turn instead. Note if both warbands have this Priest, then the attacker goes first.

**special rules**

See page 135 of the Mordheim rulebook for details of when the defender’s reinforcements arrive.

Open graves: Open graves are treated like being on the edge of a ledge for warriors within 1” of them. If a model falls into an open grave they suffer a Strength 2 hit and must climb 2” to get out next turn.

The Unquiet Dead: After each player has taken a turn and always rolling at the start player’s turn who went first, roll a D6. On a roll of 1 or 2, D3+1 zombies (these are the same as the Undead warband Henchmen on page 89 of the Mordheim rulebook) emerge from the graves. These models are be placed by the player with the lowest warband rating within 1” of any grave. The zombies don’t move and attack until the end of the second player’s turn. They will always move towards the nearest model, choosing a living one, if they are equidistant, and charging if possible. None, they will even attack other Undead models. Note, they will even attack other Undead models but not if they are also the Unquiet Dead.

The Statue of St. Voller: Though Mordheim is lost and a wholly depraved place, the spirit of St. Voller still exerts some guardianship over the cemetery. Any of the Unquiet Dead that rise from the graves may not move within 3” of the statue as its holy aura repels them.

**ending the game**

The game ends when one warband fails a Rout test. The routing warband loses.

**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. A Hero gains +1 Experience for each enemy (and Unquiet Dead) he puts out of action.

**NEXT MONTH:**

The final battle of the campaign!