The Story So Far...

Soloman Vantor, High Priest of Morr has been changed by the chunks of alteringwyrdstone buried deep in the earth of Mordheim. Crazed with power and seduced by delusions of godhood, Soloman has constructed a device of evil - a Soul Engine, capable of trapping souls and using them to fuel his power and desires of ascension.

Soloman's will does not go unchallenged however; six priests, the original acolytes of Vantor, have ventured back to the City of the Damned to prevent Soloman from claiming the souls of the six priests to assure his godhood.

The priests and their followers, warbands of brave warriors and despicable villains, have battled each other to reach the Temple of Morr and the final confrontation with Vantor.

The outcome? In the balance...

"If Soloman can claim the souls of the six priests his godhood be assured"

Screw your courage to the sticking post, brave traveller, as we journey to the City of the Damned for the last time. Our destination is the Temple of Morr and the final battle for the fate of the lost souls of Mordheim...

In this final instalment of the White Dwarf Mordheim campaign we reveal the final multi-player scenario, feature the remaining two warbands and discover who the victor of the campaign will be.

Thy Soul to Keep

Part three of a Mordheim campaign by Nick Kyme and Andy Hall

Those that flock to Mordheim...

At the time of Mordheim the Empire is fractured and as a player

Andy: My warband, Klaw's Bows are one of those who disappear without trace in Mordheim. So, where did it all go wrong? In a word: Youngbloods.

Losing my Heroes early on against the Witch Hunters (my Champions died and Klaw suffered a deep wound), meant no income.

The next few games were little better, with the encounter against Owen a clinical killing exercise by his Vampire. At least with some Youngbloods hanging around, staying out of trouble, I could've generated some income and replenished my losses. Ah well...

James: I emerged from my first two games with one win, no deaths, few injuries, a good haul of gold, an extra attack for each Possessed and an evil grin on my face!

Game three was one of those rare occurrences when every die I rolled was great and every die my opponent rolled was terrible, resulting in me wiping out every last Dwarf in Rik's warband and gaining much experience.

Against Nick's Witch Hunters though, every dice I rolled was terrible and every dice he rolled was great! I lost the game and a Beastmen... permanently.

In my final game – The Gaol – things fell apart. I split my attack to try and take out Andy's Reiklanders and the Gaoler at once, but the Gaoler ripped through my warband and I lost the battle.

www.games-workshop.co.uk/mordheim

Andy Hall

James Griffiths

Those that flock to Mordheim...

At the time of Mordheim the Empire is fractured and as a player

Andy: My warband, Klaw's Bows are one of those who disappear without trace in Mordheim. So, where did it all go wrong? In a word: Youngbloods.

Losing my Heroes early on against the Witch Hunters (my Champions died and Klaw suffered a deep wound), meant no income.

The next few games were little better, with the encounter against Owen a clinical killing exercise by his Vampire. At least with some Youngbloods hanging around, staying out of trouble, I could've generated some income and replenished my losses. Ah well...

James: I emerged from my first two games with one win, no deaths, few injuries, a good haul of gold, an extra attack for each Possessed and an evil grin on my face!

Game three was one of those rare occurrences when every dice I rolled was great and every dice my opponent rolled was terrible, resulting in me wiping out every last Dwarf in Rik's warband and gaining much experience.

Against Nick's Witch Hunters though, every dice I rolled was terrible and every dice he rolled was great! I lost the game and a Beastmen... permanently.

In my final game – The Gaol – things fell apart. I split my attack to try and take out Andy's Reiklanders and the Gaoler at once, but the Gaoler ripped through my warband and I lost the battle.

www.games-workshop.co.uk/mordheim
the warbands have fought their way to the grounds of the Temple of Morr and find their adversaries there too. There can only be one victor now, overthrow Vantor and defeat your enemies — to battle!

terrain

This scenario is staged over a 4'x6' area. The Temple of Morr should be placed in the middle of the table with the Soul Engine in its centre (use a counter or small coin in its place if you don’t have a suitable model) and is surrounded by various small ruins, graves, mausoleums representing the temple grounds.
multiplayer game

The Temple of Morr scenario is a multiplayer game. For all the rules on how to setup and the order of play download the Chaos on the Streets rules from: www.specialist-games.com/mordheim

And look for it in the Articles section. If you are fortunate enough to own a copy of the Mordheim Annual 2002, the rules can also be found there on page 26.

set-up

See the Chaos on the Streets rules. Please do not ignore the highest rating automatically goes first and chooses which segment to set up. In this scenario Vantor is placed inside the Temple within 2' of the Soul Engine. His devout disciples accompany him, and they should be placed 10' away from the Soul Engine. There are eight disciples and two should face to war each of the table edges.

The warbands have fought long and hard to make it this far. Now, upon the blasted grounds of the Temple of Morr they will meet all of Vantor’s Priests together at last. Across the ruined structure of the great temple in its start at each other, in its highest tower an eerie light burns. Here lies the Soul Engine — they can feel as very power driving the actions of all who stand there — the culmination of the High Priest’s machinations. Vantor must be destroyed and his warband expelled with him, fail or die.

The warbands have fought their way to the grounds of the Temple of Morr and find their adversaries there too. There can only be one victor now, overthrow Vantor and defeat your enemies — to battle!

Moer’s Blessing: Though it was Solomon Vantor’s subterfuge that drew the Priests to Morrendheim, it is Morr’s will that they should stop him from the sanctuaries he is trying to exact. If any of the Priests of Morr are injured and cannot take part in the final scenario they will be available for the game but suffer a -1 to Strength and Toughness.

Soul Engine: This evil device, wrought from the tainted iron littering Morrendheim and bent into shape by dark magicks, throbs with malevolent sentience. Any warrior within 8” of the Soul Engine (barring Solomon Vantor) at the start of the turn must try to resist its evil effects by passing a Leadership test. If they fail they instantly suffer a wound with no Save for anything.

Any model that is taken out of action in this way adds +1 to Solomon Vantor’s Wounds (this can take him above his starting level). If any of the Priests are taken out of action for any reason in the game, their souls will instantly be consumed by the Soul Engine and increase Solomon’s power (see below).

The disciples move in groups of two. Each group in a model must remain within 3” of each other at all times. They will remain at 10’ away from the Soul Engine unless a model approaches within charge distance, in which case they will charge him. After the charge is over they will move back to 10’ away from the Soul Engine.

Both Solomon and the disciples are immune to psychology. All lone tests and will not fail.

ending the game

Unlike most games of Mordheim, the game ends as soon as the Soul Engine is destroyed. The warband that achieves this is deemed the winner and indeed the winner of the campaign!

If Solomon Vantor manages to survive and all the warbands are destroyed or routed then all the players have failed and Vantor will go on reaping souls until another band of heroes can stop him.

Experience

1) Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

2) Winning Leader. The leader of the winning warband gains +1 Experience.

3) Per Enemy Out of Action. A Hero gains +2 Experience for each enemy he puts out of action. This includes any of Vantor’s disciples.

4) Destroys Soul Engine. A Hero gains +2 Experience for destroying the Soul Engine.


special rules

Soul powers: Solomon has already developed powers over the dead, seeking to become a version of Morr himself; albeit a dark and crazed one. He already has the power Portent. Each time a Priest of Morr is taken out of action during the battle Solomon may increase in power. The effects of which are detailed in the table below.

Priest Powers

0) Portent: Vantor may re-roll all Step Aside and Dodge rolls. The second result stands.

1-2) Dread Aura: All hand-to-hand attacks against Vantor suffer -1 to hit. Warriors immune to psychology are unaffected.

3) Resurrection: At the end of his turn, Vantor can re-roll D5 of his disciples taken out of action of a roll of 5+. The Disciples of Vantor: These foul wretches, who serve Vantor, count as Dregs armed with clubs.

Moving and Fighting with Vantor and his disciples: Vantor and his disciples are effectively treated as an extra player each turn. They will move and fight after the last player takes his turn.

Vantor will always remain within 5” of the Soul Engine, but if a warrior is on the same level as him and within charge distance; he will charge him. If he takes the model out of action he will then move back to within 5” of the Soul Engine. He will never move off the level with the Soul Engine on for any reason.

The disciples move in groups of two. Each group in a model must remain within 3” of each other at all times. They will remain at 10’ away from the Soul Engine unless a model approaches within charge distance, in which case they will charge him. After the charge is over they will move back to 10’ away from the Soul Engine.

Both Solomon and the disciples are immune to psychology. All lone tests and will not fail.

Wounds

6 5 4 4 3 2 9

Waistcoat/Armour: Vantor is armed with a staff and wears light armour.

Skills and Mutations: Fuelled by prolonged wrtyeeproduction and the power from the souls he has already gathered, Vantor has become more than just a mere mortal. He has the Power of the Priest, Mighty Blow, Resilient, Lightning Reflexes and Dodge. Vantor also bears the following mutations: Daemon Soul and Hideous (this is more a result of the dread energy surrounding him from the Soul Engine rather than any horrific physical abnormality).

Soul Vantor — High Priest of Morr

Name: Solomon Vantor

Origin: Benevolent benefactor of Morrendheim

Deceased: Solomon’s quest began nobly enough but now he is a raving madman. Imbued by the wyrdsaturating the damned city, Solomon has become a deadly creature.

Solomon has the following profile:

M W B S S T W I A L d 4 3 2 4 4 3 6 2 9

Wargots/Armour: Vantor is armed with a staff and wears light armour.

Skills and Mutations: Fuelled by prolonged wrtyeeproduction and the power from the souls he has already gathered, Vantor has become more than just a mere mortal. He has the Power of the Priest, Mighty Blow, Resilient, Lightning Reflexes and Dodge. Vantor also bears the following mutations: Daemon Soul and Hideous (this is more a result of the dread energy surrounding him from the Soul Engine rather than any horrific physical abnormality).

Wounds

6 5 4 4 3 2 9

Waistcoat/Armour: Vantor is armed with a staff and wears light armour.

Skills and Mutations: Fuelled by prolonged wrtyeeproduction and the power from the souls he has already gathered, Vantor has become more than just a mere mortal. He has the Power of the Priest, Mighty Blow, Resilient, Lightning Reflexes and Dodge. Vantor also bears the following mutations: Daemon Soul and Hideous (this is more a result of the dread energy surrounding him from the Soul Engine rather than any horrific physical abnormality).

Wounds

6 5 4 4 3 2 9

Waistcoat/Armour: Vantor is armed with a staff and wears light armour.

Skills and Mutations: Fuelled by prolonged wrtyeeproduction and the power from the souls he has already gathered, Vantor has become more than just a mere mortal. He has the Power of the Priest, Mighty Blow, Resilient, Lightning Reflexes and Dodge. Vantor also bears the following mutations: Daemon Soul and Hideous (this is more a result of the dread energy surrounding him from the Soul Engine rather than any horrific physical abnormality).

Vantor is armed with a staff and wears light armour.

Skills and Mutations: Fuelled by prolonged wrtyeeproduction and the power from the souls he has already gathered, Vantor has become more than just a mere mortal. He has the Power of the Priest, Mighty Blow, Resilient, Lightning Reflexes and Dodge. Vantor also bears the following mutations: Daemon Soul and Hideous (this is more a result of the dread energy surrounding him from the Soul Engine rather than any horrific physical abnormality).
Hired Swords

Hirelings bought for the final game – even Lady Magritta of Marienburg doesn't have this much muscle!