

# ***Yuleheim!***

*a festive scenario pack for Nordheim*



# Welcome to Yuleheim!

A collection of festive themed scenarios for Mordheim.

Yuleheim! First Edition was written by Alex Cope .

A big thank you to Zech Wheeler for helping with the name of this book and to all of you on the Mordheim Facebook Page and the Bournemouth Mordheimers who made the other great suggestions that inspired this supplement, and to those that helped with the proof-reading.

I do not own the rights to anything Mordheim. This was published by Games Workshop in 1999 and created by the brilliant minds of Tuomas Pirinen, Alessio Cavatore, and Rick Priestley. If any of you happen to be reading this, thank you so much for your incredible work.

Forces of Nature rules taken from: Border Town Burning 2nd Edition Supplement.

If you wish to find out more about this game and it's passionate and welcoming community, please visit the Mordheim Facebook Group and [www.broheim.net](http://www.broheim.net) for rules, supplements and additional materials, including fan-made materials such as these. Thank you to the team at Broheim for hosting this wonderful archive of everything Mordheim and for supporting the community.

The artwork was generated using various AI art generators and you are free to use it.

Should you wish to contribute to this supplement or others, please contact me on:  
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A happy and healthy festive season to you all.



# Scenarios & Optional Rules

## pre-battle sequence

Although you can simply decide with your opponent which scenario you want to play, most players prefer to generate their scenarios randomly. To do this, work your way through the following sequence before the battle.

- 1 The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player may choose which he is.
- 2 Roll for warriors with old battle wounds to see whether they can take part or not.
- 3 Set up the terrain and warbands according to the rules for the scenario you are playing. The more buildings the better, so you should place all the terrain you have.

## scenario table

D6	Result
1	The player with the lower warband rating may choose which scenario is played
2	Play Scenario 1: Never Eat Wyrdstone Snow
3	Play scenario 2: Wyrd Gifts
4	Play Scenario 3: An Abominable Season
5	Play scenario 4: Jingle Hell; Screaming Bell
6	The player with the lower warband rating may choose which scenario is played.

## optional rules

These scenarios have been created using the standard rules from the Mordheim Rulebook. Any special rules that have been created for specific scenarios are included on that scenario's page.

If you wish to further immerse yourself in the frozen festivities, you may also use the following optional rules to allow the weather to have an impact on your game. Roll a D6 and consult the weather table below.

D6	Result
1-2	Normal Weather Conditions
3	Bitter Cold
4	Hailstorm
5	Blizzard
6	Player decides

## bitter cold

*The city covered with deep snow which makes it challenging to move and fight. The freezing condition takes its toll in a number of ways.*

**Snowstorm:** If a model chooses to cast a spell or shoot at a model when nothing within 6" surrounds it (no models, no terrain features higher than 1") then roll a D6: on a score of 1 or 2 it misjudges the range and cannot shoot or cast a spell this turn. Spells affecting all models in a certain range still work.

**Ice field:** The Northern weather is so cold that rivers and canals become frozen. Therefore such terrain can be crossed as if it were difficult ground. If a model runs across frozen water it must pass an Initiative test or it slips and becomes knocked down.

Each model standing on frozen water at the beginning of its turn tests if the ice can bear the model's weight. On a score of 1 on a D6 (1 or 2 for large models like Ogres and Trolls) the ice breaks and the model falls into the icy water and is taken *out of action*. Add +1 to the roll for every model within 2" on the ice (+2 for large models).

## blizzard

**Bad sight:** Due to the torrential snowfall the warriors can barely see anything. Every model reduces its sight to 10". The maximum range of missile weapons (except for blunderbusses) is reduced to 10" and no model can charge enemies that are further than 10" away. Modifiers still apply when shooting at long range. Note that the *Eagle Eyes* skill cannot be used to increase the sight of warriors caught in a blizzard.

## hailstorm

**Freezing hail:** Any model that is not standing below any cover, suffers -1 to hit in combat and -1 BS. Spellcasters and prayer users find it so hard to concentrate that all Difficulty tests are made at -1.

**Skull-Sized hail:** Each player rolls a D6 at the beginning of their turn: if a 6 is rolled the size of the hailstones increases dangerously and last for one game turn (i.e. until it is the player turn again). Every model that is not in cover suffers a Strength 1 hit. In addition, all modifiers described in Normal Hail are at -2 instead of -1.



# Scenario 1: never eat wyrdstone

## starting the game

A thick layer of snow blankets the desecrated grounds of the damned city, like a sheet over a long-dead corpse. Amidst the ruined buildings and scattered debris, chunks of wyrdstone cause patches of snow to radiate with a faint green hue. The heavy falling snow combines with the acrid smoke of burning buildings, causing the already thick air to feel thicker still. And yet, such a freezing downpour will not stop the most committed of warriors for searching amongst the ruins for the treasures they seek. However, something strange is happening as the cold sets in.

The snowfall, unseen in Mordheim since the coming of the comet, rekindles lost memories. Recollections of joyful celebrations and the laughter of children playing in the snow-filled streets begin to stir in the hearts of some city residents and even a few warriors. For a moment, the shadow of the warmth they once experienced briefly softens their bloodlust. Now, in an old market square, warbands engage in combat, but not with their usual weapons. Today, they wage battles with mother natures own frozen missiles. Snowballs.

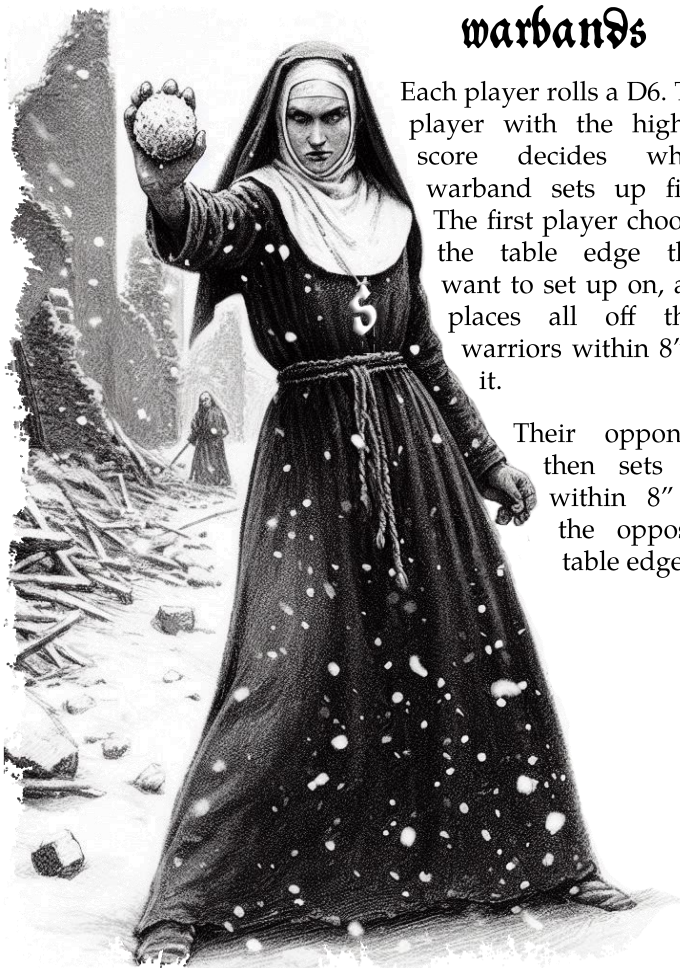
## terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, barricade or other similar market-related item. We suggest that the terrain is set up with an area of roughly 4' x 4', though this can be set up in an area roughly 3'x3' if you wish for your game to play out faster.

## warbands

Each player rolls a D6. The player with the highest score decides which warband sets up first. The first player chooses the table edge they want to set up on, and places all off their warriors within 8" of it.

Their opponent then sets up within 8" of the opposite table edge.



Both players roll a D6. The player with the higher score takes the first turn.



## special rules

**Running** through the streets of Mordheim is perilous on the best of days, but this is made far more difficult when the ground is covered in a blanket of snow. Any running or charging warriors must roll a D6 after they have performed their run. If the warrior rolls a 1 they slip and become *knocked down*. If they roll 2-5 they have deftly covered the snowy terrain and remain on their feet. If they roll a 6 they slide on a patch of black ice and move an additional D6" in the direction they ran. If the model was charging, the slide makes them *Break from Combat*.

**Snowballs** have a range of 10" and are thrown using the models ballistic skill and do not suffer from range or movement penalties. When a model throws a snowball roll on the chart below to determine what snowball the warrior has made for the attack this turn. Warriors making multiple attacks use only need to roll once for that round of attacks.

D6	Snowball	Strength
1	Loose Snow - Just fine powder	User -1
2-5	Firm Snow - Good, thick snow	User
6	Rocky Snow - Full of stones, glass and ice	User +1

Once the warrior has made their snowball, make a ranged attack as normal. Any model whose remaining wounds are reduced to zero by a snowball is automatically stunned and does not get up for the rest of the game.

If warriors get close enough to get into hand-to-hand combat, they continue to fight with only snowballs. The warrior makes their snowballs as described above and then resolves their attack using their Weapon Skill.

Warriors can not be taken *Out of Action*. Once a model is *stunned* it can no longer be targeted.

**The Magic of Mondstille** is so overwhelmingly strong it overpowers any spells or prayers, reducing their affects to nil.

## ending the game

There is no need to take any Rout tests - as the game lasts a maximum of six rounds and the warband with the most standing warriors wins. If one warband voluntarily routs, the game ends and the other player has won the fight. Alternatively, if all the warriors of one warband are stunned, their opponent has won.

## experience

**+1 On yer feet.** If a Hero or Henchman group remain standing they gain +1 Experience.

**+1 Winning Leader.** The leader of the winning warband gains +1 extra Experience.

**+1 Per Enemy Stunned.** Any Hero earns +1 Experience for each enemy he stuns with a snowball.

## Scenario 2: wyrd gifts

A warm sun rises on a cold Mondstille morning. Rays of orange light permeate the thick haze that hangs heavy over the city. A layer of snow blankets the cobbles and in the distance, a lone bell tolls.

The inhabitants of the damned city awake from their uncomfortable slumber to find something strange in the streets. Twisted and sick looking trees have sprouted between the cobbles. Stranger still are the neatly wrapped packages below them.

Hoping to find mysterious artefacts, weapons or riches, warbands roam the city, seeking out these haunted pines and the mysterious packages that lie at their feet.

### terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower or other similar item. We suggest that the terrain is set up with an area of roughly 4' x 4', though this can be set up in an area roughly 3' X 3' if you wish for your game to play out faster.



### special rules

Once you have placed the terrain, place D3+1 trees on the table. If you don't have trees, feel free to use a token.

Each player takes it in turn to place a tree. Roll a D6 to see which player goes first. The trees must be placed more than 10" from the edge of the table and at least 6" away from each other. Note that trees are placed before deciding which edge the warbands will play from, so it is a good idea to distribute them evenly and closer to the middle of the table. Once a warrior has reached the tree they can open a package and see what's inside. Roll on the chart below to determine what is inside the box.

D6	Item
1	Empty
2	<b>Morningstar</b> - with a striped shaft and star-shaped business end
3	<b>A puppy</b> - Not just for Mondstille, this puppy will grow into a Wardog in D3+1 games time
4	<b>Big red cloak</b> - with a white fur trim, this cloak grants +1 save against range attacks
5	Empty
6	A wyrdstone shard

Warriors may equip this item right away. Each tree only has one box beneath it.

Warriors may exchange their gift with any another warrior on the battlefield. To do this, the gifter must enter base-to-base contact with the giftee at the end of their movement phase. Once exchanged, the giftee may use the item right away if they are able to.

### warbands

The player who set up their tree at home first will deploy first, within 8" of the table edge of their choice. Their opponent then sets up within 8" of the opposite edge. Alternatively, both players roll a D6 and the player who rolls the highest takes the first turn.

### starting the game

Both players roll a D6. The player with the higher score takes the first turn.

### ending the game

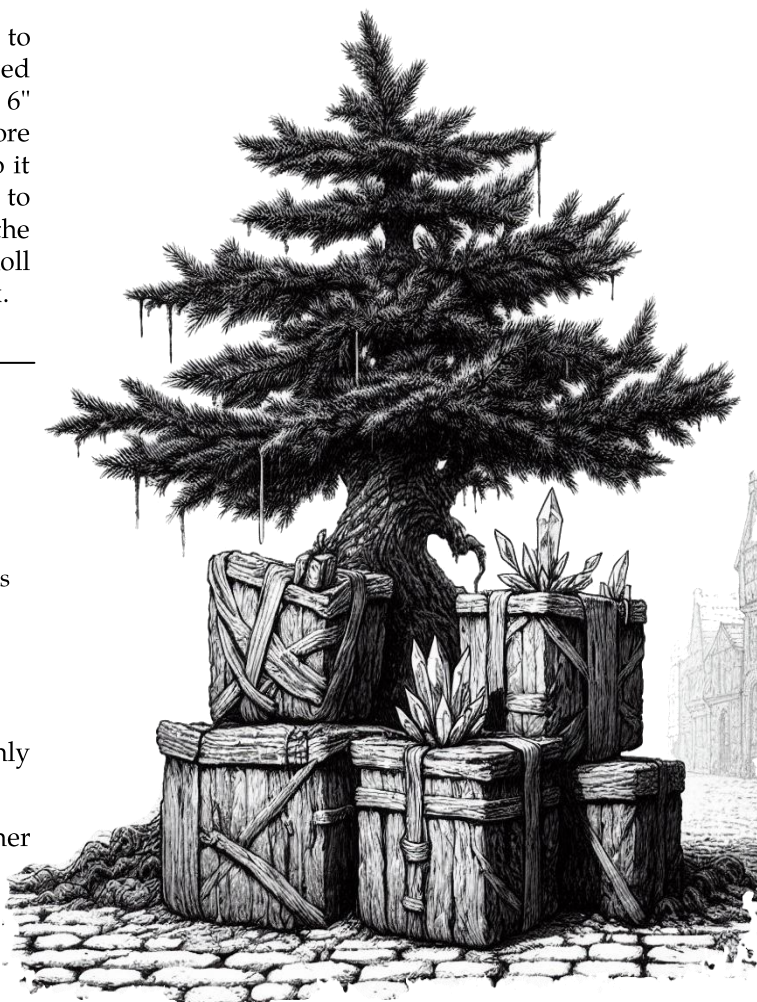
The game ends when one player fails it Rout test. The routed warband automatically loses.

### 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 extra Experience.

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



# Scenario 3: an abominable season

In the frigid midst of Mondstille, the warriors of Mordheim find that they are no longer alone on the streets. Mysterious statues of ice and snow have appeared throughout the city, standing sentinel with dark glowing eyes. No one is sure where they came from, or who made them, but they recognise these glowing eyes for what they really are - Wyrdstone.

Now, warbands search the city for the frozen golems in hope for an early Mondstille gift from their unknown creators. However, the corrupting power of wyrdstone has already started to seep into the snow and not all of these statues remain as inanimate as they appear.

## terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, barricade or other similar item. We suggest that the terrain is set up with an area of roughly 4' x 4', though this can be set up in an area roughly 3' X 3' if you wish for your game to play out faster.

## special rules



After setting up the game board, and before the players set up their warbands, randomly place D3+2 Snowmen tokens across the table. Players take turns placing counters, with the first player determined by a D6 roll. Each counter must be positioned more than 10" from the table edge and at least 6" away from other counters.

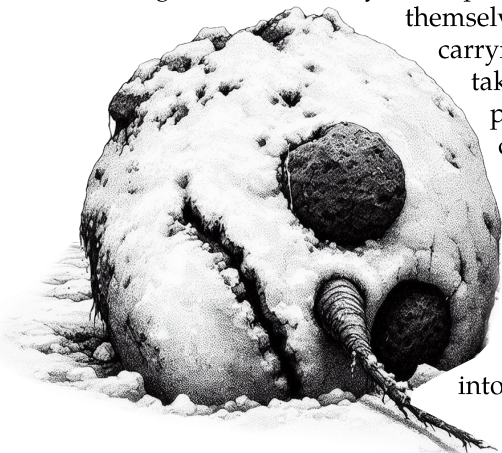
To attempt to collect the wyrdstone eyes from a Snowman, a warrior needs to move into contact and roll a D6. On a result of 1-5, they safely retrieve the wyrdstone eyes. On a roll of 6, the Snowman comes to life, attacking the warrior. See over for the Abominable Snowman's rules. If a warrior kills the attacking Snowman, they may take the Wyrdstone eyes as a trophy of their victory.

In subsequent searches, the player deducts 1 from the roll needed to awaken the Snowmen. For instance, the second Snowman requires a roll of 5+ and so on. Players search modifiers are only affected by their own previous searches.

A warrior carries the wyrdstone eyes for the whole game and may collect as many as they like. Mark these warriors with the relevant amount of tokens for easy tracking. Warriors may not pass tokens between themselves. If a warrior

carrying a counter is taken out of action, place all of the counters they were carrying on the table where they fell.

Another model may pick up these tokens by coming into contact with them.



## Abominable Snowman

The Abominable Snowman has no need for weapons thanks to its frozen rock-like fists and therefore never fights with them. When a player fights an Abominable Snowman, his opponent determines its actions and performs its dice rolls. The Snowman will only move or fight once it has been awoken.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	4	3	2	3	2	7

## SPECIAL RULES

**Search the snow:** At the start of its turn, The Snowman will charge a random model within 6" of it. If no models are within 6" of the Snowman at the start of its turn, it will run in a random direction, searching for warm-blooded prey.

**Frozen fury:** Models in hand-to-hand combat must perform a leadership test at the start of each of their turns to see if they can fight off the cold emanating from this frozen monstrosity. If the test is passed the warrior fights as normal. If they fail they suffer a -1 penalty to hit until the start of their next turn.

**Abominable blow:** The Abominable Snowman is full of nothing but cold and rage. When fighting multiple enemies in hand-to-hand combat, it will randomly select who it will attack this turn before swinging its icy fists.

## warbands

Each player rolls a D6. The player with the highest score up first within 8" of their chosen table edge of their choice. Their opponent then sets up within 8" of the opposite table edge.

## starting the game



Both players roll a D6. The highest scoring player takes the first turn.

## ending the game

The game ends when one warband fails its Rout test. The routers automatically lose.

## experience

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

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

**+1 per Wyrdstone Eyes Token.** If a Hero or Henchman is carrying a set of Wyrdstone eyes at the end of the battle he receives +1 Experience per token.

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

## wyrdstone

Your warriors earn one shard of wyrdstone for each counter still in their possession at the end of the battle.

# Scenario 4: jingle bell; screaming bell

'Twas the night before Mondstille, in the ruins of a house, not a creature was stirring, not even a mouse; Yet in the cobbled streets, all were rigid with fright, when a cracked bell tolled, screaming loud into the night.

The warriors arose, and took up their swords, whilst the cowards slunk back and shut fast their doors; a coming together of those that were foes, to fight in the darkness, though what, few men know.

The rat-men are coming, with their claws and their teeth. With poison tipped weapons, and a pestilent wrath; so stand one and all as we march into hell, for we must silence that screaming bell.

## terrain



Each player takes it in turn to place a piece of terrain, either a ruined building, barricade or other similar item, leaving a space in the centre of the table. We suggest that the terrain is set up with an area of roughly 4' x 4', though this can be set up in an area roughly 3' X 3' if you wish for your game to play out faster.

## special rules

After setting up the game board, place a large token in the middle of the table to represent the Screaming Bell.

**Screaming Bell:** A Screaming Bell is an unholy battle-altar dedicated to the Horned Rat. The tolling of the bell resounds above the clamour of the fighting, a message of death to foes but a declaration of supremacy to all Skaven.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sc. Bell	0	3	0	0	4	10*	0	0	0

\*Add an additional 5 wounds per additional player in games with more than two warbands.

**The Bell Tolls:** At the start of each player's turn, before the Recovery phase, they player must roll a D6. On the result of a 4+, the bell tolls and the player must perform a Leadership test. If they fail, all of their warrior's movements are reduced by half, they cannot run, and if they wish to charge during this turn, they must make a *Perilous Charge*.

If the player rolls a 6, in addition to the above, *The Ground Shakes*.



Place a marker next to the bell each time it tolls. Once the bell has tolled six times, the game ends immediately. See: *ending the game*.

**Perilous Charge:** The resounding toll reverberates through the air, intensifying the already treacherous terrain of Mordheim's fractured cobblestones. Players declare all of their charges and then determine the distance for each. To execute a successful charge, the player rolls 2D6 for each charging model. The result must equal or exceed the required distance. If the model fails it's charge it remains stationary and cannot shoot or cast spells this turn.

**The Ground Shakes:** The ring of the bell is so loud, it shakes the ground beneath your feet. Roll a D6 and consult the chart below.

## D6 Result

- 1-2 **The Earth Trembles** - The ground shakes as triggers are pulled and arrows loosed. All ranged attacks suffer a +1 penalty to hit this turn
- 3-4 **Stumble and Fall** - Any model within 6" of the bell and still on their feet must pass a Leadership test or be *Knocked down* by the cacophony of the bell.
- 5-6 **The City Crumbles** - The resonance of the bell is so strong it shakes the already crumbling foundations of the city. Select a building at random. That building is destroyed and any model on or inside it is taken *Out of action*

## warbands

If one player has a Skaven warband, they may take the first turn though they are in just as much danger as their opponents. Alternatively, both players roll a D6 and the player who rolls the highest takes the first turn.

## starting the game

Both players roll a D6. The highest scoring player takes the first turn.

## ending the game



There is no need to take any Rout tests as both warbands understand the danger of trying to run before the job is done.

The players must destroy the Screaming Bell before it tolls 6 times. If they do not, a swarm of Skaven flood the battlefield and the warband with the lowest number of standing warriors will be swept along with the verminous current. Roll a D6 for each model in the warband. On a result of 5+ the warrior must check for *Serious injuries* in the post-battle sequence. The other warband manage to evade the chattering tide but do not get the rewards of a winning warband.

If the bell is destroyed before this can happen, the fight is over and Mondstille is saved. Both warbands can enjoy a shared victory, each claiming the full rewards for winning the game. However, they have the option to stay where they are and fight for a solo victory. If one or both players decide to stay and fight, the game continues until one warband fails its Rout test.

## experience

**+1 Survives.** If a Hero or a 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*.



