Mordheim

Halloween Scenario

Halloween is upon us and the time of nasties that go bump in the night has come. And what better a game to play at this time of year than Mordheim, the City of the Damned?

While Mordheim has a plethora of monsters and dark streets to traverse, at this particular time of the year, you may want to add a bit more Halloween spirit. And this article is just one way to do just that.

I often find that holiday and seasonal games are best done with a large group of friends all playing at the same time, and provides a fantastic opportunity to introduce new people to the game in question, or the hobby as a whole.

The first thing to do is decide what seasonal elements you want the game to entail. I decided a good old fashioned vampire hunt was in order. This meant that the scenario was going to involve finding something (an aspect that Mordheim already involves) and fighting something (again, already covered by the rules).

I decided that instead of a complete gang, each player would bring a single hero, and to use the ‘Fighting Individual Battles’ rules listed on page 165 of the Mordheim rule book. Not everyone playing in our game had Mordheim models so it would be much easier to run this way. I gave each player the equivalent of 150gcs with which to buy upgrades as well as equipment and weapons (utilizing the Price Chart listed on page 146) meaning that I had a selection of characters, each with different characteristics and equipment.

Once the characters were ready I was going to need an actual scenario for the players to participate in, and I chose to use an altered version of Scenario #7: Hidden Treasure. Of course this time around, the treasure was actually a sleeping vampire! The scenario works like this; buildings are scattered throughout the playing area, and as each individual moves in to base contact with a building he (or she) may search it. To search a building, roll 2D6, and if the result is 12 the player has located the vampire! If after all other buildings have been searched, and the vampire not found, the last remaining building automatically contains the awaiting monster. Only one player may search a building at a time, and a building may only be searched once. An important note to make in this version, is that unlike normal Mordheim, all the players form a “gang”, and function at the same time during the turn, they follow none of the normal rules for being part of a gang. (bottle tests and such). However they form a “side” and the vampire and his minions form another, being controlled by me. In the normal version of the Hidden Treasure scenario when a building is searched, and a result other than 12 comes up on the dice, nothing happens. In this version, if anything other than a 12 is rolled, something other than a vampire is awake! Now you can obviously pick whatever seasonal nasty you want and I decided that 2d6 zombies or 1d6 ghouls would be appropriate. These were placed on the far side of the building and were controlled by me from the next turn onwards. This led to all sorts of interesting scenarios as some players ran off to look in as many buildings as they could find, while others wanted to hang back and re-group before moving on to the next building (also watching the debate as to who was going to stick their head in the next window was endlessly entertaining).

Next up was designing the vampire itself.
The Vampire needed to be terrifying and a challenge for an entire group of heroes level characters. A vampire was of course a greater threat than a normal monster, especially if it had been weakened by giving him the skills of a Beast. The players had to make things interesting, I gave the - vampire the ability to use a set of weapons, one of which could cause damage to the vampire's health if it was hit by one of the weapons. -

There are also many other things you can do with this scenario. If you are having a campaign where the players create new characters, you can add additional monsters to the scenario to keep players interested. Perhaps making the vampires a bit stronger, or throwing in a few more bloodlines. The idea of mixing different species of vampires is also interesting, as players might find themselves dealing with vampires who were going through their turn limits.

The buildings for the vampire are tough enough that the players can probably be expected to bring them down. However, this is not the case with the buildings for the vampires. They have to be dealt with, but there is no reason to worry about them. If you remember to keep the players involved, the vampire will be much more interesting.