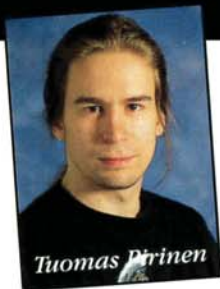


WARHAMMER

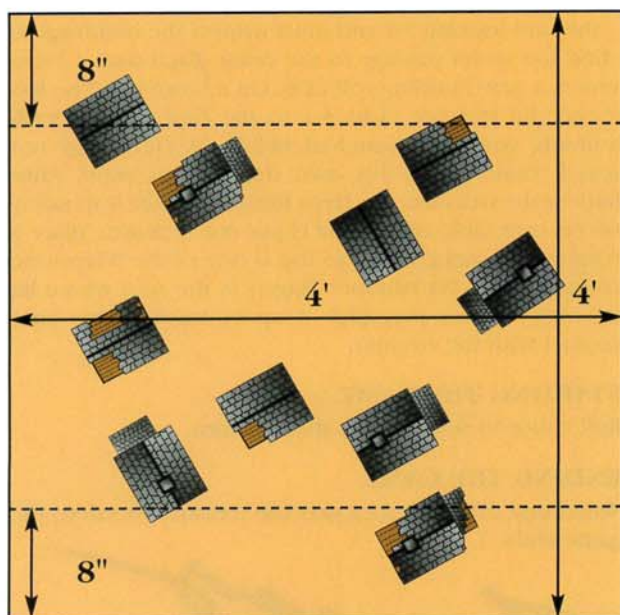
MORDHEIM CITY OF THE DAMNED



By *Tuomas Pirinen*

*W*elcome once again to the grim streets of the City of the Damned! During the last few months we have detailed rules for special weapons and equipment and told you how to build warbands. This month we present three Mordheim scenarios, namely *Skirmish*, *Street Fight* and *Hidden Treasure*...

Of all the scenarios you can fight, *Skirmish* is the simplest encounter between two rival warbands. It is a head-on clash, where both groups try to defeat their rivals directly by combat. There are of course many other encounters which can occur in the dark alleys of Mordheim! *Street Fight* and *Hidden Treasure* are just two of the many I am currently working on. I have written rules for raids, breakthroughs and many others which we'll be publishing over the coming months. If you have scenario ideas of your own, why don't you let me know? I'm always looking out for new ideas.



Deployment map for the Skirmish and Hidden Treasure scenarios. Set up whatever terrain you have however you like within this area.

Before playing these scenarios, my final piece of advice is **use a lot of terrain!** Warhammer cardboard buildings suit these scenarios fine – any ruined buildings you have will create the right terrain for the battle, and give the players interesting tactical options. Such scenery also suits the atmosphere and background of Mordheim perfectly. Happy gaming!

SCENARIO 1: SKIRMISH

In the vastness of Mordheim there is always risk of running into a rival warband. While sometimes two groups pass each other without hostilities, more often than not a vicious battle breaks out amongst the ruins. If a warband can drive its rivals away, it will have a larger area in which to search for Wyrystone.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building, a tower, or another major piece of terrain. It is suggested that the terrain is set up within an area roughly 4' x 4'.

WARBANDS

Each player rolls a D6. Whoever rolls the lowest chooses which table edge he wishes to set up on, and places all his warriors within 8" of that edge. His opponent then sets up on the opposite side.

STARTING THE GAME

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

ENDING THE GAME

When one of the warbands has lost half of its models it routs, and the game ends. The routing warband loses and the other warband wins.

SCENARIO 2: THE STREET FIGHT

You have come to a street with only one way out – and that is the other end of the street. Unfortunately there is another warband coming the other way. Your only option is to fight your way through.

TERRAIN

Set up all the buildings you've got into a single street, with no gaps along the side. Behind the buildings are impassible ruins and pits of foulness. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. The playing area should be about 4'x4'.

DEPLOYMENT

Roll a dice to see which warband deploys first. The warbands are deployed at either end of the street, within 8" of their own table edge.

SPECIAL RULES

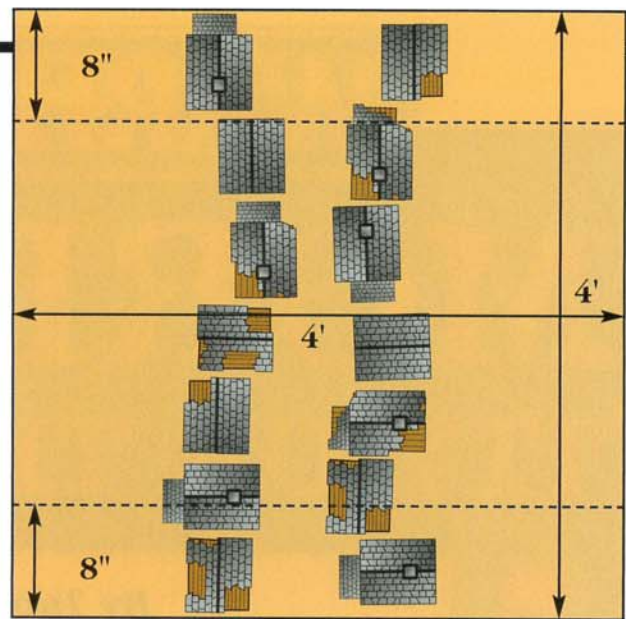
Neither warband can backtrack down the street to leave via their own edge because their way out lies in the other direction.

STARTING THE GAME

Roll a dice to see who has the first turn.

ENDING THE GAME

When one of the warbands manages to exit all its models (which have not fallen casualty) from the street via the opposing edge, the game ends and that player is victorious.



Deployment map for the Street Fight scenario.

SCENARIO 3: HIDDEN TREASURE

There is a rumor that one of the ruined buildings has a cellar filled with treasure underneath it. Two rival warbands have heard about the cellar and are now searching the area. Who knows what forgotten treasures may lay waiting to be found?

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building, a tower, or another major piece of terrain. It is suggested that the terrain is set up within an area roughly 4' x 4'.

DEPLOYMENT

Roll a dice to see which warband deploys first. The warbands are deployed within 8" of their own table edge.

SPECIAL RULES

All the Heroes in both warbands know roughly what they are looking for and must inspect the buildings to find the secret passage to the cellar. Each time a Hero enters a new building roll 2D6. On a score of 12 he has found the treasure. Add +1 to the dice roll for each building you have searched before. A Hero may not search buildings in his own deployment zone. After finding the treasure, the Hero must then take it to safety via his own table edge. If he is put out of action, place a counter (a good counter to use is one of the Warpstone counters from Warhammer Magic) in the spot where he fell. Any warrior may pick it up by moving into base contact with the counter.

STARTING THE GAME

Roll a dice to see who has the first turn.

ENDING THE GAME

When one of the Heroes gets the treasure to safety, the game ends.

Thomas

BEYOND THIS POINT LIE WEALTH AND POWER UNIMAGINABLE.

THE ONLY AUTHORITY IS THAT OF THE SWORD.

TERROR LURKS IN THE DARKNESS.

ONLY DEATH AWAITS YOU.

WELCOME TO MORDHEIM CITY OF THE DAMNED

SCRIPT: DAN ABNETT
ART: SIMON COLEBY
LETTERS: MARC GASCOINE

HOW MUCH FURTHER DOWN DO WE HAVE TO GO ?

STOP YOUR WHINING, RJURIK ! THINK OF THE RICHES THAT AWAIT DOWN IN THE DEPTHS !

I DON'T LIKE THIS ! THE PIT IS THE MOST DANGEROUS PLACE OF ALL !

HUSH, LAD, AND GET READY TO LOWER US ! I CAN ALMOST SMELL THE GOLD AND THE WYRDSTONE !

OKAY ! EASY ! TAKE IT SLOW, THUNGRIL.

SEE ANY GOLD ?

NOT YET -

WHAT ABOUT NOW ? SEE ANY BETTER ?

HELLO ? THUNGRIL ? EGNIR ?

TWOONG!!

OH RUTZ ! BITTEN OFF ! TIME TO GET OUT OF HERE !!

GOTTA GET OUT ! GOTTA GET OUT !

BY GRIMNIR ! NO !!

AAAARRRR!!

THE END.