

Madness rules preview

Mordheim may be the City of the Damned; the Mouth of Madness for all those who have passed through the city gates and surrendered their sanity, but the Sealed City is home to terrors unrivaled, even by Mordheim's warped standards. The city's twisting nature leaves neither body nor mind unchanged.

A warrior can hardly sleep at night as he hears all kinds of inhuman screams and growls echoing in the distance. Everyday the warrior has to live with the idea that this day there is a good chance that he will get killed, tortured, or at best maimed. And not just by other humans but by Daemon-possessed madmen, Skaven and all sorts of other terrible monsters. Almost any fighter will go mad if he endures this kind of life long enough.

Going Insane

These Insanity rules have been created to see how a fighter is able to deal with the terror and strangeness of his stay in the Sealed City, and failure can mean bouts of uncontrollable fear, the development of phobias, or even complete madness.

To simulate a warrior's gradual descent into madness a system of Insanity Points is used, which are gained in a similar way to experience points and are effective at the same levels.

For each hero the normal experience track is used but in reverse to keep track of that fighter's Insanity Points (IP). This signifies that a fighter starts as normal, and it takes a long time for the madness to set in - but once it does, it's a rollercoaster ride from there on in.

When a fighter fills up the track, he must retire because he is too insane to continue. Heroes start at the reverse end of the experience track. It is advised that people use two different colored pencils to keep track of the different points on the same chart.

Each time an IP is earned you will need to mark it off in the same way as experience. These points are noted as soon as they are received during the game, not after the battle. When a new level is reached that fighter must immediately make a Ld test. If successful, this means that the fighter is able to think through the horror and keep control of himself. If the fighter fails the test he must roll on the Insanity Table (see below) to determine the type and duration of insanity the fighter gets. Failing the Ld test can mean several things. The fighter can freeze up and stare or fall to the floor and roll into

the fetal position. Yet another is to be cursed with a permanent or temporary phobia.

Gaining Insanity Points

- **+1 Insanity Point** - Failing a *fear* test
- **+1 Insanity Point** - Getting a critical wound
- **+1 Insanity Point** - Getting wounded by a poisoned weapon
- **+1 Insanity Point** - Taking drugs
- **+D3 Insanity Points** - Getting the 'Madness' result on the Serious Injury table (instead of the normal result)
- **+1 Insanity Point** - Getting the 'Nervous Condition' result on the Serious injury table (instead of the normal result)



Too Insane to Care...

Many societies and races are incapable of being twisted any more than they already are because they are either completely insane or their racial mindset finds the terrors somehow more acceptable. The following conditions render the Insanity rules invalid:

- Henchmen
- Hired swords
- Dramatis personae
- Warriors *immune to Psychology*

The following warriors will gain IPs but the amount of points gained is halved (e.g. for every two IP that model gets, its player only marks one box on the experience chart):

- Warriors from Skaven or Troll warbands
- Warriors immune to *fear*
- Warriors suffering from *stupidity*

Insanity Table

Each time a new level is reached you will need to roll first one the Temporary Insanity table (below) and then on the Insanity table (over) to determine the type and duration of insanity that warrior gets.

Temporary Insanity Table

1D6	Duration of Insanity
1	D6 turns (treat as 2-3, if the madness occurs during the Exploration phase).
2-3	The next battle.
4-5	Next two battles.
6	Indefinite.

'Run, damn it!' Deron von Juntz stood shouting at his companions, the writhing darkness before him. His hand held his rusty sword tightly, white knuckles on black leather.

A tentacle thrust from the mass and coiled tightly about his ankle. His helmet clattered to the floor as he was pulled to the middy street. Deron's sanity had been assailed before, and he was already bordering on a nervous breakdown.

Deron's eyes gleamed bright with tears. His howling was the last thing his companions heard as they fled screaming back through the street they came from. The twisting moistness was around his hand now, his neck, his face. In the pit of his mind he knew that he should struggle, to break loose from the deadly embrace. But he could do nothing but scream.

It was under his clothes now, pulsing and cold. His muscles were reacting violently, spasming.

The others headed back to their camp, cursing and swearing. The realisation of their companion's inevitable fate chilled them to the bone.

They left him, abandoned him to die screaming in the darkness! A spark ignited fury as Deron gripped his sword tighter, howling and hacking and slashing with hollow eyes. The mass parted and screamed with him, as he severed tentacles thrusting, bashing and biting the horrible creature until his screams were the only sound left echoing in the street.

They had fled. They didn't care about his fate. They wanted him to die!

Soon they would sleep, feeling safe. Feeling lucky that someone else had died.

'All must pay. All must die! I'll show them. I'll show them...' Deron vanished muttering and giggling into the night on his way home.

Insanity Table

roll 2D6

All results are unique and if you roll a result twice then roll again on this table until you roll a new type of insanity. Unless otherwise noted, all effects last as long as was rolled on the Temporary Insanity table.

2 CATATONIA

The fighter falls to the floor and rolls into the fetal position. Treat as *Stupidity* where the fighter has automatically failed his Leadership test.

3 AMNESIA

The warrior forgets/loses D3 random skills or spells,

4 PANZAISM/QUIXOTISM

Roll 1D6

1-3 *Panzaism* - The warrior is immune to *Fear* and 'The Terror' as he sees all things (even supernatural things) as ordinary.

4-6 *Quixotism* - The fighter sees everything and everyone as supernatural threats. He must pass a Leadership test at the beginning of the Movement phase or becomes *frenzied* while in hand-to-hand combat or charges the closest model or piece of terrain bigger than him (e.g. no rocks or barrels). The warrior has to attack his 'foe' until he takes him out of action or passes the Leadership test, which allows him to break free from combat automatically (see LRB Optional Rules).

5 PARANOIA

The fighter is always on edge and thinks someone is out to get him. He may not run but may charge into combat as normal. He will always '*strikes first*' in combat unless he is carrying a double handed weapon.

6 PHOBIA

The fighter is cursed with a permanent or temporary phobia. Note that *causing fear* does not prevent a model from taking phobia-induced *fear* test itself.

Roll 1D6

1 *Claustrophobia* -The Fighter must pass a Ld test to enter a building or each turn to move if he is inside a tunnel or similar.

2 *Acrophobia* - The fighter must take a Ld test each turn he is on a higher floor or area.

3 *Nyctophobia* - As long the sight conditions are worse than bright, the fighter has to pass a Ld test at the beginning of each turn to move.

4 *Agoraphobia* - If the wants to move more than 2" away from a building or wall, he must pass a Ld test first.

5 *Anthrophobia* - His kin scares the fighter. Enemy models from the same race as the fighter inspire *fear* in him, while friendly models don't prevent him from being all alone.

6 *Aichmophobia* - Fighters armed with a sword, spear, and other weapons with a sharp or pointy end inspire *fear* in the fighter.

7 MURDEROUS DELIRIUM

Something snaps inside the fighter's mind and he gives in to the rage. He doesn't recognize any model as friendly and becomes *frenzied*. If he is out of charge range, he moves as fast as possible (i.e. runs) instead towards the nearest visible model.

8 MEGALOMANIA

The fighter may not hide or end his movement phase behind an obstacle. The fighter is immune to *All Alone* tests. In addition, if the fighter is the leader of the warband he cannot make a voluntary rout for as long as this result lasts.

9 CORRUPTED IN MIND AND BODY

The warrior's body reacts to the unnatural changes his mind undergoes. Roll on the Stygian Mutation Chart and immediately apply the result permanently.

10 CRIMINAL PSYCHOSIS

The fighter *hates* everyone!

11 ABYSSAL NIGHTMARES

The fighter has seen too much and is plagued by horrible nightmares. The model misses the next game and must make a Leadership test. If the test is passed, the warrior has defeated the nightmares and loses D3 insanity points, otherwise his fragile mind suffers even more and he gains D6 insanity points. These effects are always permanent, no matter what you rolled on the duration chart.

12 COMPLETELY BONKERS

The fighter may not take part in any battles as long as the insanity endures as his fragile mind can no longer bear the Sealed City's horrors. If the madness is permanent, instead remove the fighter from your roster.