

MORDHEIM

Thy Soul to Keep

Part two of a Mordheim campaign, by Nick Kyme and Andy Hall

Welcome fair traveller, to part two of our Mordheim campaign. Venture forth with the White Dwarfers and friends as they descend into the City of the Damned to do battle with each other. Here is their tale..

In part one we gave you the background to our campaign based on the South-West quarter of Mordheim, the Death's Head District, and the Temple of Morr. In part two we reveal the next part of the story, present the three special scenarios used in the campaign and the players' warbands.

Steel yourselves, as we return to Mordheim...

The Story So Far

Soloman Vantor, High Priest of the Temple of Morr in Mordheim, was changed by the cataclysmic events surrounding the landfall of the comet the Hammer of Sigmar. Believing he, and only he, could minister to the dead and bind their souls so they might be delivered unto Morr's embrace, Soloman stayed behind after the comet struck. He sent away his six closest followers to spare them and set about the task of guiding the vast numbers of the dead to their final rest. But the wyrdstone shards expelled by the comet changed him in ways he could not have predicted. Now, instead of laying the souls of the fallen to rest, he is gathering them...

From across the Empire, the six Priests each received dream-visions that they believed to be from Morr himself, bidding them to return to the city. So it was they ventured forth with warriors on toe to confront Soloman, but to what purpose only he knew.

The Dark Truth Revealed...

Further and further did the Priests delve into the heart of the city, their allies with them, and gradually did they uncover the true, insidious nature of Soloman's grand design and the depths of his madness.

In the dark nights did Soloman send out his acolytes; creatures... 'changed' by exposure to wyrdstone, much like their master. Corpses they brought to him, all in varying stages of decomposition. Upon each did Soloman performed the rites of binding, but not to Morr's arms and benefaction did he intern them. Oh no, for as well as breaking into crypts and digging up graves to provide corpses, the acolytes scavenged the ruins for hell-forged iron. This substance, much like all of the cursed earth around Mordheim, was tainted by evil. At the top of the shattered temple, did the acolytes work, bending and forging the iron until a device of pure evil was wrought - the Soul Engine.

Of Soloman's own design, inspired by dark tomes he discovered in the darkest reaches of the city, the Soul Engine, due to its hell-tainted origins, could trap and enslave souls - an energy so powerful that it could raise a mere mortal to the lofty heights of godhood. This was at the heart of Soloman's malevolent ambition, his desire to become as Morr himself, a deity, a soul reaper.

The light emanating from the temple, an eldritch luminescence bathing the city, came from the burgeoning Soul Engine. But in order to reach his goal and attain godhood, Soloman needed six particular souls, those that served a higher power, much like him. The six Priests whom he had banished from the city would be his candidates. Indeed, it was not Morr that bade them return to the City of the Damned, it was Soloman. If he could bring them to the city and destroy them, his dread design would be complete. Yet, the Priests are unaware of it. Even battling amongst themselves as they believe each of their former colleagues to be motivated by nefarious purposes. As they close upon Soloman, they are unaware of his dark plan, and that they are inevitably walking straight into a trap...

"At the top of the shattered temple, did the acolytes work, bending and forging the iron until a device of pure evil was wrought - the Soul Engine."



Skull Flayers



Owen Rees

Owen: Five games, three wins and Malacias lives!

With Sprint, Malacias can now keep pace with the Dire Wolves. With two S5, WS 5 attacks there's not

much opposition, his only match so far, the bovine beauty that is Byrax's Minotaur.

A lowly Dreg, Blidun, nearly became a legend. Playing the Possessed, Blidun was charged by one of the gang's namesakes. He avoided the beast's claws and promptly took him out. Then Blidun charged the Magister and nailed him too! Was he destined for great things? Nick, however, crushed my euphoria by killing him in the next game.



The Black Hounds: Dire Wolves are very fast with a charge of 18". On the charge they get +1 Attack too, making them deadly.



Thandul & Gaine: Fearless in combat, Rik's Slayers will charge any foe.

Thorgrek: Rik's Thane has a high Leadership of 9, making the warband difficult to Rout.



Axlings: The axe and hammer combination of Rik's Beardlings add +1 Attack. **Spearlings:** With spears the Beardlings will strike first, even if charged. **Antonio:** With BS4 the Tilean Marksman is a deadly shot.

Billgee and Greg: Lowly Dregs are weak in combat but valuable for Exploration after the game.



Malachias von Carstein: Owen's Captain is awesome in close combat, with 2 Attacks and a Strength of 5 using his halberd.

Cramner: The Necromancer has the Spell of Awakening allowing him to make dead enemy Heroes into zombies!

Cranium Crackers: Zombies are fairly poor warriors but a cheap and effective meat shield that raise a warband's Rout threshold.



Treasure Hunters of Karaz Scharrenruf

Rik: My inexperience took its toll early on in the campaign as I lost the opening two games, the first of which was against the Possessed. Despite having the high ground and enough crossbows to do the job, I was making post-game Injury rolls for my entire warband, including the Priest.



Rik Turner

Fortunately, my luck improved. In game three against Andy's Reiklanders, I despatched his captain with the first shot. After a heated bow exchange, Andy routed and I claimed my first victory.

With just Christian's Beastmen left, I'm wondering if spending 80 gold crowns on an Ogre Bodyguard is such a good idea against his Minotaur...



A hammer is a good weapon against tough opponents that are hard to injure. It stuns an enemy on a 2-4, instead of a 3-4.

Mordant Men



Nick Kyme

Nick: Five wins out of five – result! This is flattering though, considering how close a lot of my games were...

The Undead were my first opponents. A tough game ensued against Owen's dead men – I was taking Rout tests. But I clung on long enough and forced the Vampire to quit the field, but I lost two of my hapless Flagellants and was forced to pay a king's ransom for the return of one of my captured Heroes.

Against Kliver's Men (Andy's Reiklanders), I fought tactically and thanks to a fluky combat round, gave his Heroes a thrashing and won that game too.

Both games with Rik's Dwarfs and Christian's Beastmen ended with voluntary routs – most unsatisfying. Taking on the Possessed was a hard fight, though. But the Witch Hunters prevailed and I go into the final game at full strength. No pressure, then.



Gunther Valstaff

Raminov von Berek

Heinrich Rauter

Dietrich Haller

Faber Damansk



A great weapon adds +2 to a warrior's Strength.



Witch Sniffers: At WS4 and S4, Warhounds are tough in packs.

Carnak's Bonebreakers



Christian Byrne

Christian: My first game (I had never played before) was against James' more experienced Possessed warband. I can say now that it was quite a learning curve. I came out a bit worse for wear, losing one of my Gors, but thankfully keeping my 200 gold crown Minotaur who was flattened by one of the Possessed. Post game, I replaced the Gor with a Bestigor, before tackling Owen's Undead.

I would describe this game as cow-tastic, after whopping the hounds, the frenzied beast knocked the Vampire flat. I won – go cow! After that I had to tackle Nick's superior Witch Hunters – I got loads of extra experience for this. My newly acquired hounds were taken out of action and I fled before he hurt the rest of my livestock.



Goat Boys: Gors are tough fighters with WS4 and T4.



The Penitent: Flagellants are hardy fighters with S4 and T4.



Minotaur: If frenzied, the Minotaur has a monstrous seven Attacks.



Carnak and Voranth: The Beastman Chieftain and Bestigor are the Heroes in this warband.

Scenario: the gaol

The battle in the Gaol grounds is a Skirmish. Both Warbands have happened upon the area at the same time and are fighting it out for control, so they can loot it. Little do they realise the presence of the dreaded 'Warden'...

terrain

Choose any one neutral table edge of a 4'x4' area and place a large ruined building on the chosen table edge just on the table. This represents a part of the Gaol. The rest of the gaming area represents the Gaol grounds and terrain should be set up in a mutually agreeable manner.

set-up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating decides. The first player chooses the table edge he wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge. Players cannot choose the table edge that has the Gaol building on or the edge opposite the Gaol.

starting the game

Both players roll a D6. The player with the highest score takes the first turn. The Warden and the Inmates (see below) take a turn after both players have had their turn and are effectively a third player ie, after the last player has finished his turn, the Warden and the Inmates get their first turn. Play then continues as normal.

special rules

The Warden and his Lackeys: Hidden within the dark recesses of the Gaol is a thing known by local scavengers and warbands as 'The Warden'. No one knows what it once was; some say it was a large guard dog, others that it is a bonded and mutated group of prison guards. Whatever its true origins, the Warden now wanders the ruins of the Gaol feeding off any foolish enough to enter its realm. The Warden is served by a group of 'Inmates' – surviving convicts of the cataclysm since driven mad. They will attack and capture any in their wake so their master may feed.

The Inmates have the same stats as a Dreg, you can also use Dreg models to represent Inmates on the tabletop. There are three Inmates in the scenario; they will work together as a mob and must stay within 2" of each other at all times. They will move towards – and charge, if in range – the nearest warrior. If the Inmates manage to injure a warrior then ignore the out of action result on the Injury table, instead

the warrior will be treated as stunned for D3 turns. Whilst a warrior is stunned the Inmates will carry the warrior towards the Warden (unless impeded by being charged, etc) at a rate of 4" (they cannot charge or run whilst carrying the warrior). Note that two Inmates can carry the warrior without reduction in their movement, however, if reduced to one Inmate then the remaining Inmate can only move 2" a turn. If they reach the Warden in time, the stunned warrior is consumed. The warrior is taken out of action and is considered dead for the purposes of the campaign.

The Warden has the same statistics and abilities as a Possessed with two random mutations (players should decide the randomisation method for themselves). You can also use a Possessed model or any Chaos Spawn miniature to represent the Warden on the tabletop (*we used a Chaos Troll – Ed*) The Warden will move towards – and charge, if in range – the nearest warrior. If it wins a combat it will move towards the next nearest warrior.

NOTE: Both the Warden and the Inmates all start the game within the Gaol and move out of this building towards the warriors that are closest to it at first and then the warrior that is closest to them, as described in the rules above.

If a Hero enters the Gaol and remains there until the end of the game he will gain +1 dice for Exploration (even if an enemy warrior is present).

ending the game

When one of the warbands fails its Rout test, the game ends. The routing Warband loses and their opponents win.

experience

+1 Survives. If a Hero or Henchman group survives the battle.

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

+1 Per Enemy Out of Action. A Hero gains +1 Experience for each enemy he puts out of action (this includes the Inmates).

+2 Slaying the Warden. Should a Hero or Henchman group put the Warden out of action they gain +2 Experience.



Scenario: executioner's square

One of the oldest places in Mordheim. Executioner's Square was named for obvious reasons, the daily executions were a crowd puller making the area busy and surrounding businesses successful. Now the gallows and chopping block stand deserted amongst the rubble. Since Mordheim's downfall the many victims of Executioner's square – the guilty and innocent alike – have returned as restless spirits eager to scream their anger at all who pass or linger.

Both warbands have come to Executioner's Square with one purpose – to fight. Such places are often the arena for so-called 'pitched battles', open, bloody and vicious. Little do they realise of the latent spirits, yearning to vent their anger against them.

terrain

This scenario is played on a 4'x4' playing area as normal. No buildings can be placed in a central 2'x2' area although they can be placed along this boundary as this represents the square. Rubble pieces and other such flotsam can be placed in around the square as normal. In the centre of the square, place a piece of terrain to represent the gallows and/or chopping block. Place terrain in the remaining gaming area as normal. The scenario works best if this is particularly dense.

set-up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating may choose. The first player chooses the table edge he

wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The player with highest score takes the first turn. If the result is a tie the player with the smaller warband, in terms of actual models, may choose to go first or second.

special rules

Anger of the Damned: The restless spirits of Executioner's Square vent their eternal anger at any who roam in or close to the square. They manifest as concentrated and violent gusts of wind; the howling is their screams of rage. At the beginning of each players turn roll a D6. On a roll of 1 the spirits stay silent and nothing happens this turn. If the result is a 2 or more a spirit attacks. If the number is even (2,4,6) then the player whose turn it is must choose one of his warriors to be attacked. If the number is odd (3,5) then his opponent must choose one of the controlling player's warriors to be attacked. Note it is always the player whose turn it is that is attacked by spirits, the only difference is whether or not he or his opponent chooses the affected model.

An attacked warrior is automatically hit by a Strength 2 attack (no armour modifiers) and is blown directly backwards D6". If an attacked warrior is in an elevated position such as a gantry or an upper floor of a building then there is a good chance he

may be blown off and if this is the case treat the model as falling. If a model is blown into a piece of terrain (such as a mound of rubble or the wall of a building) or blown into another warrior, friend or foe, then the warrior (or both warriors if it hits another model) is knocked down but may get up at the start of his next turn should he survive.

ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

experience

+1 Survives. If a Hero or Henchman group survives the battle.

+1 Wining Leader. The Leader of the winning Warband gains +1 Experience.

+1 Per Enemy Out of Action. A Hero gains +1 Experience for each enemy he puts out of action.

+1 Trophy from the Square. If a Hero manages to stay on the gallows (or the piece of terrain representing the gallows) at the centre of the square for one complete turn then he gains +1 Experience.



Mordheim's Gaol was not only used to imprison the city's criminals but those of the surrounding areas. Even with the daily executions that took place in Executioner's Square the crumbling building was literally full of society's detritus from the humble debtor to callous murderers. When the comet crashed into the city, a great crack fractured the Gaol in half allowing the few surviving prisoners to escape. However, even two years later rumours persist that someone or something still inhabits the dark recesses of its inner sanctum.



Scenario: the cemetery of st.voller

A grim and foreboding place, the Cemetery of St Voller had a dire reputation even before the comet struck and changed Mordheim forever. Now, the cemetery is a haunted place, where the dead do not rest easy. Indeed, many of the graves are open and the numerous tombs and mausoleums of the city's more opulent patrons, cracked like rotting wounds. Though whether this is from the attentions of ambitious grave robbers or the stirrings of the unquiet dead, who knows...

One warband is out searching the cemetery's grounds for loot, in part at their Priest's behest and to pilfer what remains on the corpses of the rich and influential. The cemetery, though, is vast and the warband spread thin. In the shadows of a vast statue, depicting the cemetery's patron they are set upon by another warband, lying in wait...

terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain. As the warbands are battling in a cemetery, there should be a large number of graves, mausoleums, tombs etc. Some of these can be erected on mounds and some should be open. In the centre of the battlefield should be a large statue – the image representing St. Voller. We suggest that the terrain is set up in an area roughly 4'x4'.

set-up

This battle is essentially based on the Surprise Attack scenario in the Mordheim rulebook. As such the set-up is identical to that of this scenario, found on page 133 of the Mordheim rulebook.

starting the game

The attacker always gets the first turn. However, if the warband has either Wyat Lagus or Borin Fatalismus as their Priest, they will automatically get the first turn instead. Note if both warbands have this Priest, then the attacker goes first.

special rules

See page 133 of the Mordheim rulebook for details of when the defender's reinforcements arrive.

Open graves: Open graves are treated like being on the edge of a ledge for warriors within 1" of them. If a model falls into an open grave they suffer a Strength 2 hit and must climb 2" to get out next turn.

The Unquiet Dead: After each player has taken a turn and always rolling at the start player's turn who went first, roll a D6. On a roll of 1 or 2, D3+1 zombies (these are the same as the Undead warband Henchmen on page 89 of the Mordheim rulebook) emerge from the graves. These

models are placed by the player with the lowest warband rating within 1" of any grave. The zombies don't move and attack until the end of the second player's turn. They will always move towards the nearest model, choosing a living one, if they are equidistant, and charging if possible. Note, they will even attack other Undead models but not if they are also the Unquiet Dead.

The Statue of St. Voller: Though Mordheim is lost and a wholly depraved place, the spirit of St. Voller still exerts some guardianship over the cemetery. Any of the Unquiet Dead that rise from the graves may not move within 3" of the statue as its holy aura repels them.

ending the game

The game ends when one warband fails a Rout test. The routing warband 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 Experience.

+1 Per Enemy Out of Action. A Hero gains +1 Experience for each enemy (and Unquiet Dead) he puts out of action.

NEXT MONTH: The final battle of the campaign!

