

Artifact Hunt

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History

This campaign works well with any number on warbands from 3 to 20+. It's possible to be played with two warbands but it'd get a little boring after a while. The warbands that can be used is any from the book, and just about any warband the group decides that's fair. This scenario relies heavily on the expert sight and direction of heroes. Just keep that in mind when you create your warband.

The History of this campaign is different for each warband, the one thing they all have in common with all their stories is that there once was a powerful artifact, and it was broken, and scattered throughout mordheim. The artifact could be a magic cooking pot, like Halflings think, a great hammer of sigmar, like the members of the Witch Hunters think, or a lost tome of nagash the great like the Vampire's think. Whatever the case may be all the warbands in Mordheim are looking for this artifact.

Rules

This campaign doesn't change the actually game play much, you still use the lowest warband rating to calculate who's the underdog and still roll to see what scenario you play. When you first start the campaign decide if you want to have a long campaign or a short one, or in the middle. If your looking for a short two week campaign, then choose to have just one piece of the artifact to be, and the first to get the artifact wins, or you can have it last for a year, with 6 pieces of the artifact to be found. For the example we'll roll a $d3+1$. Now this part can be as complex as you like or really simple the question is up to you. The simple way is to choose a combination of 5 dice to represent all the artifacts to be found (if more than one), or the complex way is to roll a combination for each artifact to be found, the choice is completely up to you, you can also have a neutral player act as the referee, and not show anyone the combinations (for special abilities that allows rerolls) for a little added fun.

Artifact

If a piece of artifact is found then the leader of the warband will keep it, 'cause the other members don't have the skills to keep it safe.' You don't have to represent this, on the model, but a little bead, counter, or anything would be good, to represent the artifact. The artifact after it's finding isn't guaranteed to the warband that found it. If the model with the piece of the artifact is stunned then the player may make an attempt to search the model he has to roll to hit, as normal then a '6' is required to capture the artifact.

If the model is out of action then two straight '6's are required, due to the fact the body may be mutilated a bit. If the artifact isn't recovered from the body, at the end of the scenario then the artifact is lost in the flow of time and has to be found again.

Artifact's Effect

The artifact isn't just a trinket in this form it has a limited amount of power, the artifact adds 15 to a warband rating, and +2 to all rare trade rolls and the effects are cumulative with other pieces, when the artifact is found roll below:(all the stats that are increased may go above the racial max.)

D66 Result

11-16 : The artifact grants the model D3 extra attacks once per game.

21 : The model gains one spell from the Lesser Magic spell list OR if already a mage lowers all the spells of the bearer by 1.

22-31 : The model gains +1 initiative.

32-44: The model gains +1 WS.

45-51: The model gains +1 BS.

52-53: The model gains +1 strength.

54-56: The model gains +1 toughness.

61-62: The model gains +1 movement.

63-65: The model's leadership range is increased by 6".

66: Supercharged the artifact has the ability of two, roll twice on this chart, reroll all doubles and supercharged results.

This is just an example of what can be used if you have a better list please use it, and send it to me, so I can offer alternate tables.

Ending the Campaign

The way the scenario ends is (a) all the artifact pieces have been found by the same warband, and they win. Or if all the warband pieces have been found, by different warbands they participate in a special scenario to end the campaign. All warbands that have at least a piece of the artifact may participate in the 'Sudden Death' scenario, below.

Sudden Death This scenario has one rule, no turn limits, no rout test, the warbands are filled with greed, pride, lust, or whatever drives the warband to search for the artifact. It only ends when one model has all the parts of the artifact.