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Scenario 080 - Burn The Witch!

When a Witch, or a Warlock in case of males, is brought to justice, there is rarely any other punishment administered than that of death. Lynching, crucifixion, and crushing are just some of the appalling ways of execution, but the most popular is by far the practice of burning at the stake. In this scenario, one warband makes a last ditch attempt to rescue a falsely accused comrade from a pack of fanatical inquisitors.

Terrain

Starting with the defender each player takes turns placing a piece of scenery, making sure that a suitable place for execution is set up directly in the center of the table. This can be an actual stake, a building wall, tree, or anything else you can think up.

Set-Up

Place the captured model at the execution point. He or she is considered chained to whatever piece of scenery was chosen for the execution area. This model's equipment has been stripped from him or her and is considered lost. The attacker is the player who is trying to rescue the captured member of their warband, while the executioner is the player who apprehended the Witch/Warlock. In some cases, if another player's warband includes an Ascendant Inquisitor, that player may be asked to be the executioner instead. The defender sets up first, and within 12" of the execution area. The attacker may then set up, dividing his or her forces among the four table edges however they wish.

Special Rules

Upon An Open Flame: At the beginning of the third turn of play, the kindling under the Witch/Warlock catch fire and will eventually consume the captive. At the start of each subsequent turn, the chained model takes a hit at a gradually increasing strength starting at one and increasing by +1 each turn as the flames grow in intensity. For instance, a model who has survived the first strength 1 hit will take a strength 2 hit at the start of the next turn, followed by a strength 3 hit, then a 4, and continuing on until he or she succumbs to the flames. If the Witch/Warlock is ever taken Out Of Action by the flames, the warrior is considered quite dead and is forever forgotten. Defenders may obviously not at any time attempt to attack the warrior while he or she is still bound to the stake.

Breaking The Chains: A member of the attacking warband may attempt to break the chains of their captured warrior by charging directly next to the model. Treat this as a charge made against the chains. Hits made in close combat with the chains are made automatically. Treat them as an object with 1 wound and a toughness of 4. Once a wound is scored against them, they are considered shattered and the freed Witch/Warlock may be moved as normal. Keep in mind that the captured warrior has no weapons or equipment, save those that are passed to him or her after they've been cut loose. The freed Witch/Warlock may charge, be charged, move, and fight as normal. As an alternative method of breaking the chains, a warrior may attempt to fire a shot to crack them from a distance. This is risky however, and any hit that lands successfully in this manner has a good chance of hitting the prisoner instead! Roll a d6. On a result of 5-6 the shot hits the chains, and on a roll of 1-4 the hit will

mistakenly hit the member of the warband they were trying to save. Roll for wounds and damage as normal.

Starting the Game

The attacker has the first turn.

Ending the Game

If one of the warbands fails their rout check, the game ends immediately. The only exception to this rule is if the executioners fail their check while the captured Witch/Warlock is still burning. In this case, they still must save the warrior!

If the attacker escorts the Witch/Warlock off the table via any table edge, they win the day. If the Witch/Warlock is successfully burnt at the stake by his or her executioners, the defenders are triumphant. If the Witch/Warlock is taken out of action after he or she is freed, continue the fight as normal until one-side routs. Roll for the warrior on the serious injury table as normal after the battle. **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: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 Saving the Heathen: The leader of the attacking warband that escorts the Witch/Warlock off the table gets 1+ Experience.

+1 Roasting the Heathen: The leader of the defending warband gains +1 Experience for burning the Witch/Warlock at the stake successfully.

The Inquisition Has Arrived!

There Rainart stood, catching his breath, ankle deep in the endlessly falling ash. Glowing strips of his life fell from the sky all around him, as it's macabre beauty danced before his eyes. At a distance it could have been mistaken for snow. A black snow comprised of everything in this world that meant anything to him. Thoughts crossed his mind about returning to liberate the few souls that had decided to remain in the village. Retribution still boiled in the darkest pit of his being. He wanted to kill those who caused this. He wanted to kill them all. These thoughts were quickly dashed however as he heard the familiar crackling of timbers roar forth once more, reminding him that the fires still burned hot in the city behind him. He knew they were already dead, consumed by the same blaze that took the others. These fires, stoked by pure hatred and intolerance, made it impossible for him to ever return. There was nothing left back there. With a final deep breath, Rainart kicked the greasy ash from his boot and continued down the long road away from Mordheim, never to look back at the accursed city again.

The Rules of the Hunt

This campaign variant recounts the horrific era in Mordheim where many innocents fell victim to the false accusations of Witchcraft made by both friend and foe. It works best when run in a campaign of 5 or more players. You can attempt to run a league using these rules with a group smaller than that, but trust me, the more the

merrier. Below are the rules for having your own outbreak of Witch/Warlock hysteria on your tabletop.

How to Spot a Heretic

The hand of Sigmar is quick to judge a soul in the ashes of Mordheim, and it's even quicker to bring His Hammer of Righteousness down upon them. After a game, as the last part of the post battle sequence, you may attempt to accuse one hero, Dramatis Personae or Hired Sword of the practice of Witchcraft. This includes your own models as well, if you are brazen enough to do such a thing. Roll 2D6 and refer to the table below to determine the outcome of such an accusation. Also, each warband must start a tally of points based on false accusations. This rating begins at zero and is modified from there. Remember that those who protest too loudly often end up consumed by the purifying flames themselves!

2D6	Results
2 or less	Witch/Warlock! : The accused warrior is found to be a heretic and is subject to a citywide manhunt. Mark this down on the warrior's record sheet and continue to play as normal. Rules for the apprehension of a Witch/Warlock are detailed further below. The accusing party may remove up to 2 points from it's false accusation rating, and receives 35 crowns from the church as a reward for their piety.
3-11	No Threat : The character is deemed not to be a threat to the order of Sigmar...yet. The accusation is false, and the accusing party must add +1 to it's false accusation rating.
12 or more	Ascendant : Not only is the accused warrior found to be innocent, he is also recruited by the Inquisition as an Ascendant due to his excessively clean background. Remove up to 2 points of false accusation from the accused member's warband, and give the accusing warband +2 to their rating. Note that this might ascend such creatures as diabolic vampires and perhaps even the unclean Skaven, even if they would never normally swear fealty to a weak god such as Sigmar. Keep in mind that there are many different inquisitions practicing their holy duties in Mordheim, not just the Sigmarites.
	Modifiers -1 to the dice roll for each point of false accusation the warband has. -1 if the character's warband has fought between 10 to 19 battles -2 if the warrior's warband has been in 20 or more skirmishes. -1 if the accused warrior is Dramatis Personae. -1 if the accusing warband has an Ascendant Inquisitor in it. -1 if the character is in possession of a Tome of Magic, Tarot Cards, or any Magical Artifact. -2 if the accused target is a Magic User. +1 if the accused target is a Sigmarite Priest. +1 if the warrior is in possession of a Holy Tome. +3 if the accused target is a Ascendant Inquisitor

To Apprehend a Heathen

Once a character is known to be a Witch/Warlock, his life in the city of the damned will never be the same. Each dark alley or broken building he passes may hold his

slow, and rather unpleasant, death. Templars always stalk the shadows of Mordheim, patiently waiting to pounce upon their unholy prey. If a Witch/Warlock is ever taken Out Of Action in battle, he is considered to be captured and will be dealt with properly. In all cases the warband taking the Witch/Warlock Out Of Action will receive 10 gold crowns as a bounty for their services.

There are two ways to handle a captured Witches and Warlocks, depending on the size of the campaign, number of players, and personal preferences. The first is to simply roll 2D6 for the warrior on the separate table below after the game instead of rolling on the usual one. This will accurately describe what becomes of the poor soul after he has been arrested. The other way of running things is to let the warband actually try to rescue their captured kindred in the upcoming scenario that will be provided for this very rule set. Some local players have combined both options and used the scenario on a roll of "2-3" on the table. This works wonderfully in all cases. Feel free to tailor the system to whatever you see fit.

D6	Results
2-3	Burnt at the Stake! : The warrior is bound to a stake and set ablaze by the servants of Sigmar. Her corpse is torched to ashes and then scattered into the four winds. Her denounced name shall never cross the lips of man nor beast ever again. In a small campaign you may wish to use the included scenario in place of this entry.
4-5	Stoned : The Witch/Warlock is beaten and stoned, perhaps to death, by an angry mob of townspeople. Roll d3 times on the appropriate serious injury table, re-rolling all results of captured, bitter enmity, or sold to the pits.
6	Crushed : The victim is buried beneath a pile of rocks, one by one, until his body caves in under the immense weight. Add the strength and toughness of the afflicted warrior together, and roll 2D6. If the dice result is equal or under the added number, the Witch/Warlock somehow survives against the odds and slips away unharmed. If the warrior fails the test, he is crushed beneath the weight of the stones and dies.
7	Flayed : A severe form of torture, bloody strips of the Witch/Warlock's skin is torn and lashed from his body. He barely survives, but walks away with -1 to his toughness and -1 to his initiative.
8	Gouged : The Templars of the Inquisition tear out the "evil eye" of the heathen. The Witch/Warlock loses an eye, and her ballistic skill is permanently reduced by -1. If the remaining eye is ever lost in any way, the blinded character must retire from the warband and go into hiding.
9-10	Branded : With a flaming iron brand, the Mark of the Witch/Warlock is applied to the forehead of the heathen. All Witch/Warlock Hunters with the "Burn the Witch/Warlock!" skill now "hate" the branded model, as do Ascendant Inquisitors. In addition, the character gets a +2 penalty when searching for rare items, as people rarely trust those who have been marked.
11	Escaped : The Witch/Warlock barely escapes from the iron grasp of the Inquisition, and rejoins the warband unharmed. However, the warrior will certainly spend the next few weeks looking over his

	shoulder in fear.
12	Divine Intervention: The gods become angered at this fallacious claim of heresy and free the poor soul that has been falsely accused (perhaps...). The warrior is freed from the shackles of the Inquisitors, and is no longer considered a Witch/Warlock.