

Chaos In The Fishpond

Special rules for fishing in Mordheim followed by a brand new Fishpond scenario!

By Christian Ellegaard.

In former, more glorious days, Mordheim was often considered to be a center for trading - a gate between the cold and harsh north and the rest of the world, a forum of trading. However, one thing that is often forgotten is that Mordheim had plenty of fish ponds as well, and no merchant or Bürghomeister would ever visit the city without spending a day or two at one of the fishponds that made Mordheim famous besides the trading. After the catastrophe in the Year of our Lord 2000, many of these fishponds collapsed, but a few made it through the cataclysm without getting completely destroyed, and the silly fishpond keepers, that were quite naturally driven insane after witnessing the mighty clash of the meteorite and the sudden emergence of Chaos, kept their business running even after the desertion of the city.

Believe it or not, even in the dark days it is possible to get the fishing rod and catch some fish in the darkness and terror of Mordheim, and many a warrior enjoys fishing after having fought a hard fight against a bitter enemy. It is a great way of escaping the reality and getting entertained a little too, and in addition it might cover the next meal or two.

Entering the Fishpond

A warband can enter a fishpond by paying a few Groats per warband member. Having left their weapons in the gate (it is forbidden to carry weapons within the fishing area) they get a fishing rod and are allowed to relax and catch some fish.

After each battle, a warband can go to the local fishpond and try to catch some fish. You must announce that you're going out fishing before you search for Wyrdstone and trade them for Gold Crowns. It costs 1 Gold Crown for every warband member to fish, and all warriors in the warband, including warriors that have been taken Out Of Action and are unable to fight at the moment, must pay. For example, if one warband has 9 warband members, the warband captain must pay 9 Gold Gold Crowns.

Catching the Fish

Every warband member that has payed for fishing (i.e. all warriors in the warband) rolls a D6. On a roll of 6 the warrior has caught something extraordinary! Roll on the table below to determine the catch.

Fishing Table

D6 Result

1 Just a few herrings! The warrior has caught a couple of very delicious red herrings. Although not too many, they might be worth trying to sell at the market. Add D6 Gold Crowns to the warband's Treasury.

2-3 Codfish: The warrior has caught a great codfish. Although it stinks a little it might taste very well indeed. Add D6 + 2 Gold Crowns to the warband's treasury.

4-5 What a trout! A big and fat trout has been caught on the hook. It is definitely worth selling at the market, and it will give the warband 2D6 Gold Crowns.

6 That's indeed a weird fish... The warrior has been lucky and caught a really weird fish which is really beyond his knowledge. As he cuts up the fish and prepares it to be eaten he discovers why it is so funny: It has eaten Wyrystone!! You may immediately add a whole shard of Wyrystone to the Treasury.

In addition to the gains of the fishing, spending an afternoon at the fishpond has another advantage. Seriously injured Heroes might recover during fishing - it is known to all that the effect of having a good time and doing something healthy (fishing is healthy!!) cannot be achieved with even the strongest medicine.

Roll a D6 for each seriously injured Hero that has not been Blinded in One Eye, Robbed, Captured or Sold to the Pits. On a roll of 6 the warrior has completely recovered and will not suffer from any permanent penalties and will fight again next battle.

ACTUALLY: Personally I don't fish, although my 84-year-old neighbor in my summerhouse has promised me to teach me how to do soon, so I cannot guarantee that the actual fish from the table above can live in a fishpond. I've heard that some fish prefer to live in lakes while others live in the sea ... however, we assume that all that Wyrystone has made them able to live together in fishponds!

A Fishpond scenario:

Ambush At The Fishpond

This scenario pitches two or more warbands against each other at a fishpond. One warband is peacefully fishing in the fishpond as another warband suddenly bursts out of the ruins.

This is not only lethal to the fishing warband, that has left all weapons in the gate to the fishpond, but also to the ambushing warband as weird things are always going on in the nearby of all fishponds...

If you use the Fishpond rules given above in your campaigns, then you can use this little rule to make your campaigns more unpredictable: If more 1's are rolled than 6's while fishing, then the warband has been ambushed, and the fishing warband must fight this scenario, Ambush at the Fishpond, as the next battle instead of rolling on the usual Scenario table.

Terrain

The battlefield is set up using any ruined terrain you have. Set up the battlefield as usual. In addition, in the middle of the ruins there must be a fishpond. This should be approximately 6" x 6" but can be of any shape you wish. A small plate is excellent for representing the fishpond, but if you feel exclusively challenged then why not go and build your own fishpond from scratch? It is great fun and gives the game character, and it can be used afterwards in your normal games too!

Warbands

One warband is nominated as the fishing warband while another takes the role of the attacking warband. The fishing warband sets up first with all its warriors touching the fishpond, and the attacking warband deploys within 8" of any chosen table edge.

Starting the Game

The attacking player gets the first turn.

Special Rules

Fishing Rod

Only the attacking warband has weapons! The fishing warband has left all its weapons outside the fishpond (apart from their daggers, which they can freely carry with them) and cannot get them. They do, however, have their fishing rods which are, with a little bit of cleverness, excellent weapons too!

Fishing rods have the following stats:

Range Strength Special Rule

4" As user +1 Enemy armor save, Reach

SPECIAL RULES

+1 Enemy armor save: Fishing rods and the quite tiny hooks are not really built for penetrating the enemy's armor, so all enemies gain +1 bonus to their armor saves and a 6+ armor save if they have no armor normally.

Reach: A model armed with a fishing rod may attack enemies up to 4" away in the close combat phase. The warrior may make his usual number of attacks, using the normal combat procedure, except that his opponent may not strike back. Note that if the model is already engaged in combat, he may not use the fishing rod to attack opponents others than those in base contact.

Falling Into The Pond

A warrior can attempt to push an opponent into the fishpond if being in close combat with the enemy within 2" of the water. If the warrior has either managed to Knock Down or Stun the opponent, then he may make a further attack out of sequence using his usual Weapon Skill. If the attack hits the opponent, then he has been pushed into the fishpond!

Falling into the fishpond is very unfortunate indeed, as not only are they deep but there are hungry fish in it too! Warriors will automatically get a Strength 3 hit, and in the beginning of their next turn they may attempt to get out of the fishpond again by rolling equal to or under their Initiative.

If they succeed, then they may be placed with their bases touching the water at any point of the fishpond; if they fail, then they suffer another Strength 3 hit!

Fish Magic

Of all weird places in Mordheim, fishponds are amongst the weirdest. Anglers have experienced strange things and witnessed unusual happenings while fishing in Mordheim, and it is said that the Fishpond Keepers practice Fish Magic that make them able to control the fish of the fishpond.

Before the beginning of the attacking player's turn, roll a D6. On a 6 the Fishpond Keeper has succeeded to cast his deadly Fish Magic upon the fishpond - as described below. If the Fishpond Keeper failed, then roll again next turn and the next turn again, adding +1 to the roll for every turn, until he succeeds. That means the first turn he needs to roll 6, second turn 5 or 6, third turn 4, 5 or 6 and so on.

When the spell has been cast, roll on the Fish Magic table below to see what happens.

Fish Magic Table

D6 Result

1 This is fishy... All warband members suddenly feel the panic, and for the whole turn all warriors in both warbands suffer -1 Leadership.

2-3 Where did that fish come from...? D6 randomly chosen warriors from both warbands are suddenly hit by a flying fish that suddenly emerges from the fishpond. For that turn, the warriors may do nothing, neither cast spells nor move, and if they are in close combat they may only defend themselves.

4-5 Fish everywhere! D6 + 2 Small Fish appear from the fishpond. The stats of the Small Fish are given below.

6 The Ratfish!!! With a mighty roar, D3 of the feared Ratfish suddenly pop up from the dark water of the fishpond. The Ratfish is a half rat, half fish, and it is very dangerous indeed! See the stats below.

Small Fish

Small Fish are small, biting fish with small, sharp teeth, running around on two legs and flying on small parchment-like wings in swarms. They are hardly any danger to the tough warriors of Mordheim, but if they are not payed attention to then they can be lethal indeed... Games Workshop have not released any Fish Swarms yet, as far as I know, so

you'd rather go and sculpt your own! It's pretty easy using Green Stuff, but if you don't feel comfortable with sculpting then you can use the fish from different Citadel miniatures (such as the fish from one of the Witch Hunter Zealots and the River Troll) - although I do not doubt that would end up in exorbitant sums... You can mount the fish on any suitable bases such as the normal Mordheim bases or 40 x 40 mm bases.

Profile M WS BS S T W I A Ld
Fish 4 2 0 2 2 1 3 1 10

Weapons/Armor: Small Fish never carry any weapons or armor but fight with their teeth! They do not suffer any penalties for that.

SPECIAL RULES

Movement: Small Fish appear from the fishpond and are set up with their bases touching the water. They move before the attacking player's turn, i.e. before any players have moved, and they will always move at full pace towards the nearest warrior in sight. They never panic and suffer from All Alone tests and will keep fighting until their opponent goes down or they are put Out Of Action themselves.

The Ratfish

The Ratfish is a feared individual in Mordheim. Some places, especially beneath the river Stir, there are plenty of Ratfish that breed and hunt down humans and beasts, and they are known for their killing frenzy and brute and strength. Only one warband is known to have hatched a Ratfish egg and domesticate the fish, and that is Arnold Hessel's mercenaries from Fressenheim that had a short treasure hunting career. Whether it was the Ratfish that went berserk or a Skaven attack that forced Hessel to disband the warband is still unknown.

Again, at the moment of writing Games Workshop hasn't released any Ratfish miniatures, unfortunately, although I'm sure such a model would be a great hit. However, sculpting your own is not difficult - you can slice a Skaven or a Giant Rat and sculpt the head of the fish, and - voila, there you have a great Ratfish!!

Profile M WS BS S T W I A Ld
Ratfish 5 4 0 4 3 1 4 2 10

Weapons/Armor: Ratfish never carry any weapons or armor but fight with their teeth! They do not suffer any penalties for that.

SPECIAL RULES

Movement: Ratfish appear from the fishpond and are set up with their bases touching the water. They move before the attacking player's turn, i.e. before any players have moved, and they will always move at full pace towards the nearest warrior in sight. They never panic and suffer from All Alone tests and will keep fighting until their opponent goes down or they

are put Out Of Action themselves.

Ending The Game

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

Experience & Fame

+1 Fame For The Winner. The winner of the scenario earns +1 Fame.

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

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

+1 Per Enemy Out Of Action. Any Hero earns +1 Experience for each enemy model he puts Out Of Action.

Fishing

The warband who wins the scenario may fish in the post-battle sequence as described in the Fishpond rules. However, since they are already at the fishpond they may fish entirely for free! Man, how great, 'eh?