

Scenarios

Below are four scenarios to play in the Albion setting. Roll a 2D6 on the table below to discover which scenario you are playing. Alternatively you can play the scenarios in sequential order to form a narrative campaign.

D6 Roll	Scenario
2-4	Play scenario 1: Death in the Mists
5-8	Play scenario 2: Gift of the Truthsayers
9-12	Play scenario 3: The Ogham Stones

Experience

Unless noted the following experience points modifiers apply to all scenarios.

+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.

Scenario 1: Death in the Mists

Deep into the island the warband ventures warily but soon becomes enveloped in a thick fog. Banding together, movement can be seen beyond the circle of comrades and it is soon apparent that the warband has been trapped in an ambush...

Terrain

Each player takes it in turn to place a piece of terrain, either a crag, trees, hovel, wooden huts, fenland etc. The middle of the table should be left clear except for a large rock or crag. The terrain should be set up in an area roughly 4' x 4'.

Special Rules

Dense Fog: The battlefield is completely enshrouded by a massively dense fog. This reduces visibility to 2D6" which will affect charges, shooting, magic etc. At the start of each turn roll a D6 for each warrior for the warband whose turn it is. On a roll of 1 they become 'lost in the fog' and wander D6" in a random direction determined by a scatter dice instead of moving normally this turn.

Warbands

The player with the largest warband is the defender. They must deploy within 6" of the rocks in the centre of the board. The attacker places his warband anywhere on the board as

long as they are no closer than 12" to a defending model.

Starting the Game

The attacking player automatically goes first.

Ending the Game

The game ends when one warband fails its Rout test.

Scenario 2: Gift of the Truthsayers

Rumours are abound of a potent artefact, said to be wrought by one of the enigmatic Truthsayers, lost in the depths of the marshes. Naturally such rumours draw warbands eager for plunder like moths to a flame...

Terrain

In this battle the entire board is fenland terrain with only two or three modest areas of open ground. In the centre of the board there should be a jutting crag, cairn or some other significant piece of terrain. This is where the artefact lies. Other terrain such as rocks, crags, briars, trees etc. can be placed in a mutually agreeable manner but no buildings may be placed, marshes are not the best places to build a dwelling!

Special Rules

Hazards: At the start of each of their own turns each player must roll a D6. If they roll a 1 they have succumbed to some deadly marshland hazard and must roll a D6 on the table below:

D6 Roll Hazard

1 Fenbeast – see above for the rules for Fenbeasts. This hazard table replaces the usual rules for encountering these creatures.

2-3 Foetid Bog – *A stinking bog erupts from the marshy territory, its stench almost overpowering.*

A random warrior falls victim to the bog and must take an immediate Toughness test. If failed the warrior is knocked unconscious by the terrible stench and counts as *Stunned*. Undead, Daemons and creatures whom are not truly alive are unaffected by the foetid bog.

4-5 Quagmire – *The boggy marshland is dangerous and all too often a single foot wrong can cause a warrior can sink into the depths without a trace...*

Out of the Mists

Roll a D6 for all warriors on the board that are in Fenland terrain. The first warrior to roll a 1 or the last warrior if no one rolls a 1 must take a Strength test immediately as they are dragged into a deep quagmire. If they pass they pull themselves free but are knocked down. If they fail they sink into the quagmire and count as *Stunned*. They must test again in the recovery phase. If they pass they free themselves as above but if they fail they sink without a trace and are out of action.

- 6 **The Watcher in the Water** – *Many dark and unmentionable creatures lurk in the depths below the marshland of Albion, such creatures are rarely seen. Only a gurgled scream and the sight of a comrade disappearing into the mire are any indication of their existence...*

A random warrior in fenland terrain is attacked by a huge tentacle of some unknown swamp beast, and must attempt to fight the creature off. The warrior may attack the creature once. It has a WS of 2 and a T of 4. Any friendly warriors within 2" of the victim may also attack the creature. If wounded the creature lets go, otherwise the warrior is dragged to his doom beneath the marshes.

The Artefact: The artefact lies in the crags in the centre of the board and the first warrior to reach it may take it. If that warrior is 'stunned' or taken 'out of action' then the attacking player may take the artefact and as such several players may carry the artefact by the end of the game.



Warbands

Warbands set up as per the rules for Skirmish in the Mordheim rulebook.

Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game

The game ends when one warband fails its Rout test. The routers automatically lose.

Experience

+2 **Artefact**. If a hero is carrying the artefact at the end of the game he earns +2 experience points.

Rewards

The warband in possession of the artefact at the end of the game may examine it to discover its worth. Roll a 2D6 on the table below:

D6 Roll Artefact

- | D6 Roll | Artefact |
|---------|--|
| 1-4 | The artefact is valuable and worth 5D6 gold coins. |
| 5-6 | The artefact is an enchanted <i>Totem of Light</i> , which renders its bearer immune to psychology and all alone tests. If given to the warband's leader it improves his leadership by +1. |
| 7-8 | The artefact is a <i>Silver Sickle</i> , which acts like a normal sword but increases Weapon Skill by +1 and adds +1 to the user's Strength vs Daemons, Possessed and Undead. |
| 9 | The artefact is a <i>Talisman of Light</i> bearing the mystical Triskele symbol. It wards hostile magic and will nullify any harmful spell cast at the wearer on a roll of 4+. |
| 10-11 | The artefact is a <i>Tome of the Truthsayers</i> , a book of magic. It enables the user to cast a single randomly determined spell of the Lore of Light once per battle without the need to roll for difficulty. |
| 12 | The artefact is a <i>Vambrace of Silver</i> , which has the power to deflect missiles. Any ranged weapon that hits the wearer will be deflected away harmlessly on a roll of 5+. |

Scenario 3: The Ogham Stones

Circles of Ogham stones pervade the landscape as often as the rolling fens in Albion. They hold a potent magic which when properly tapped can be devastating. Two warbands must battle for such a stone circle aided by the rivals the Truthsayers and Dark Emissaries whose purposes are as enigmatic as their appearance...

Terrain

Players take it in turns to place a piece of terrain. A circle of eight Ogham Stones must be arranged in the centre of the table, approximately 12" in diameter with equal gaps between each stone. Place no terrain inside the circle or within 3" of any stone. Terrain should be set up in an area roughly 4' x 4'.



Special Rules

Enigmatic Allies: In this battle each warband will be aided by a Dark Emissary or Truthsayer, depending upon their allegiance (see the rules for these characters above) that set up with the warband.

If both warbands are 'evilly' or 'good' aligned then roll off to see who chooses which character is part of their warband.

Ogham Magic: The circle of Ogham Stones generates a powerful magical flux and wizards within its confines rolls 3D6 for casting spells choosing the two highest. In addition the wizard is able to cast D3 spells each turn. Such are the tumultuous forces contained within the Ogham Stones that if a wizard rolls a double '1' for any of his spells (before removing any dice) he loses control of the magics and is 'knocked down' and may cast no further spells this turn. Any wizard outside of the circle while another wizard is within it only rolls 1 dice for casting spells as their power is drained.

Warbands

Warbands set up as per the rules for Skirmish in the Mordheim rulebook.

Starting the Game

Both players roll a D6. The highest score takes the first turn.

Ending the Game

The game lasts for eight turns. The player who has the most models standing within the Ogham Stone circle wins. Rules for routing do not apply.

Experience

+2 Slayer. Any hero who slays a Truthsayer or Dark Emissary gains +2 Experience points.

Rewards

The winning warband is rewarded by the Truthsayer or Dark Emissary they served. They gain 5D6 gold coins worth of gems and jewels.

Editor's note: Purists amongst you may well realise that the Dark Emissaries only came about in the recent Warhammer timeline and were, no doubt, the cause of the mists of Albion dissipating and revealing the isle. As Mordheim is set approximately five hundred years earlier there would not have been any

Dark Emissaries about but we've included them so that you may have more fun in your games. You could either run a separate campaign set in the Warhammer present day or just ignore this technicality. Of course, you could always not use Dark Emissaries in your games and maintain the background stringently, the choice is yours.

