

Hand Of Fate

Player created scenarios and rules to give you more choices for your campaigns.

Remember, submissions are always welcome for playtesting!

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The Story

Mordheim had long been the goal of Von Carstein's plan. With it, he could take hold of a larger realm and use its newfound chaos could field his army. hordes of undead have already stumbled into his grasp, enlarging his army to the extent of being able to send it in for an assault on Mordheim. The pesky feuding warbands were all that stood in the way of his plan for domination, and that would soon be remedied.

Scouting the nearby area, your warriors take the reprieve in stride, making sure to sharpen their weapons, prepare their equipment, and get ready for another skirmish. They had earned their keep, for the most part, and were turning out to be a fine group of men.

Then, just as quickly as the scout had vanished, he returned, pale and with eyes of terror. Trembling, he points to the northeast, where a cloud gathers, and shadows move. His only words are, "We are doomed..."

Peering into the distance, you spot a few undead and know that they are not immune to being dealt with, as you have recently discovered. What's a few more zombies, as your men could take them on easily. Yet, you then spy what has your scout so worried. The undead hoard is unrelenting, and more than just zombies. There are ghouls, dire wolves, and the black coach sends a tingling sensation up your spine, as you realize that this is not another small warband to contend with; this is the dreaded Von Carstein himself, come to make good his word and threats to take Mordheim for himself.

Remembering the rumors that he would kill everyone that did not bow to his power, and raise them to serve him anyways, you know that your only chance to stay alive is to kill him. Not sure how to go about this endeavor, you know that there is a way. Dangerous, but it's possible.

With a quick decision, you send out a call, for all warbands, as hopefully their intentions of staying alive are as high as yours. The answers are quick, as the familiar enemy leaders make themselves known, as this is the day of reckoning. With a tip of their hat, or a gesture of agreement, you all know what must be done. Tonight, you fight as one!

The Scenario

Setup: Each player takes it in turn to place a piece of terrain. We suggest that the terrain is set up within an area roughly 4 x 6 but a larger playing area would be better to suffice for the large Undead host.

Deployment and Turn: Players use the normal warband setup rules. Except all warbands heroes are considered to have hunch, tactician, and up to six models on each warband are allowed the skill infiltrate. Von Carstein's army will start at a table edge that is the longest from the opposite side. So, if you play on a 4x6 table, Von Carstein would set up on the 4-foot side, and all warbands would set up on the opposite 4-foot side, to allow the full 6 feet of distance to be used for tactics.

Starting the Game: Each warband leader will roll a D6. The player rolling the highest has the first turn for the warbands and order of play proceeds by the next highest D6. The Undead Army will go first and then the warbands will move according to their dice rolls.

Ending the Game: The game ends when or if Von Carstein and Isabella have been destroyed. There is no routing allowed for the warbands, as this is a game to the death. The Empire needs you! And you are fighting for your soul! Here is an excellent opportunity to have a deserving hero become a Dramatis Personae by their unselfish acts of heroism.

Special Rules

Each warband will be allowed to gain more models than their normal max. This is due to the fact that some warbands have consolidated into other warbands. If you can afford new henchmen, you can purchase them. You are still limited to your current heroes.

Dramatis Personae may be purchased at half the normal price due to the fact money is no concern at this point. If they don't survive, they will all be part of Von Carstein's Undead Army. Only one type of Dramatis Personae is allowed in this game per warband, with the exception of the new Dramatis Personae shown on round 12. Molto Purduto is also available for this game.

For gaming fluidity all skeleton regiments will be considered swarms. No combat resolution will be allowed. If you have a regiment of 20 skeletons then this regiment has twenty wounds. It is suggested that you have three (3) regiments of skeletons. Skeletons will be

equipped with two hand weapons, and light armor. Skeleton models that are killed must be taken from the rear of the regiments. You will have four swarms of bats, four Fell Bats, five Grave Guard, and a pack of Dire Wolves (4 Dire and 1 Doom), two Black Knights, one Spirit Host Swarm and Manfred and Isabella for a total of 2010 points. Manfred and Isabella will be treated as individual characters per Mordheim rules on characters. The five skeleton bodyguards will stay within 1 inch of Manfred and Isabella at all times, unless Manfred tells them otherwise. For Campaigns with warbands higher than 2000 in combined rating, add more Undead units to compensate if need be.

Undead Special Rules

Cause Fear

Immune to Psychology

No Pain: All Undead warriors will be taken out of action on a 5 or 6, otherwise they keep moving forward.

May not run: No Undead warrior may run but may charge as normal.

Immune to poison: No Undead warrior is affected by poison.

Swarm: Regiment of Skeleton, and Bat Swarm are treated as such.

Doom Wolf: Slaving Charge Strength 4 when charging.

Spirit Hosts: Ethereal and Swarm

Manfred will be allowed four dice for two rolls on his magic phase.

If warband members are in close combat and feel overwhelmed they make break from combat but will suffer one automatic hit at strength 3. Running from combat to regroup is probably a smart thing to do but will not earn you any hero points.

On turn 12 of the game, Witch Hunters, Johann Van Hal and Wilhelm Hasburg will join the fight if any warband is still alive. Both Witch Hunters have heard that Von Carstein's forces were on the move to Mordheim and rushed as fast as they could to help stop this unholy invasion. Johann is perhaps the most famous of all the Witch hunters of the age; he is credited with slaying many a vampire. Wilhelm is a priest of Sigmar; his church was burned down by Chaos worshippers. It has been noted that Wilhelm is probably insane. They are independent characters and will not join any heroes or henchmen groups.

This game is going to be played according to Mordheim rules. The use of optional rules from Warhammer Skirmish and General's Compendium are possible.

Vlad's and Isabella's Stats

Vlad Von Carstein was the first and greatest of the Vampire Counts of Sylvania. It was he who tainted the once human aristocracy of Sylvania with the curse of undeath and in so doing created an Undead kingdom at the very heart of the Empire. For years he gathered his strength until he felt confident enough to attempt the conquest of the whole Empire. Then Vlad fought a brilliant campaign against the warring Elector Counts and almost managed to claim total victory. He was halted at the very gates of Altdorf, the capital of the Empire.

Profile	M	WS	BS	S	T	W	I	A	LD
Vlad	6	9	6	5	5	4	8	5	10
Isabella	6	6	4	5	5	2	6	3	8

Special Skills for Vlad and Isabella: Scale Sheer Surfaces, Acrobat, and Lighting Reflexes.

Points: 975 (800 for Vlad and 175 for Isabella)

Weapons: Vlad is armed with the Wailing Blade and Isabella carries a sword. They fight on foot.

Armour: None

Spells: Vlad is a level 3 wizard and can use Necromantic spells (page 58 of Vampire Counts WHFB) or any of the spells from the Mordheim book.

Invocation of Nehek: 2D6 Skeletons or 2 wounds on a difficulty of 7+

Hellish Vigour: One undead unit within 18 inches will attack first even if they were charged if successfully cast on a difficulty of 7+.

Special Rules

Bloodlines: Vlad has all the powers of the Carstein family. Vlad's Walking Death is a +1 to injury rolls. Summon Bats and Summon Wolves (D3 of each once per game).

Isabella's Powers: Summon Wolves (D3 dire wolves from any table edge, page 76 Warhammer) and the Transfix Lahmia power (one model in base contact must take a leadership test. If failed - cannot fight)

Undying Love: If either Isabella or Vlad are killed, the other will be overcome by grief and go into a berserk fury. For the rest of the battle, they will be subject to both Hatred and Frenzy.

-- For Chart Below

Skeleton - Treat as Swarm

Bat Swarm - Cause Fear, Swarm, Alive!

Fell Bats - Flying Unit page Warhammer rulebook.

Knight - Hand Weapon, Lance, Heavy Armour, Shield.

Dire Wolf - Slaving Charge (strength 4 when charging)

Crypt Keeper - Hand Weapon, Heavy Armour, Shield, Helmet

Spirit Hosts - Swarm, Ethereal

Magic Items

Vlad

The Carstein Ring: (see Vampire Counts army book, page 50) 4+ Ward Save and Regeneration per page 113 of the Warhammer rulebook (same as a Troll for Mordheim).

Wailing Blade: The blade of this evil sword is never satisfied with the amount of blood it drinks and constantly emits a piercing scream, demanding more. The model wielding this screaming weapon causes Terror. In addition, no armour saves are allowed against wounds caused by the Wailing Blade.

Isabella

Unholy Chalice. Blood is constantly flowing from this infamous symbol of evil. Isabella can drink from it to heal her wounds. The Unholy chalice confers a 4+ ward save against both ranged attacks (missiles and spells), and against close combat attacks.

Bodyguards

Manfred and Isabella are each escorted by five Grave Guard. The Grave Guard will always attempt to intercept if possible and must remain within one inch of Isabella or Manfred at all times not in close combat

Profile	M	WS	BS	S	T	W	I	A	LD
Skeleton	4	2	2	3	3	1	2	1	5
Bat Swarm	10	3	0	2	2	5	1	5	10
Fell Bats	20	3	0	3	3	2	3	2	6
Knight	4	3	3	4	4	1	3	1	8
Nightmare	8	2	0	3	3	1	2	1	5
Dire Wolf	9	3	0	3	3	1	3	1	6
Doom Wolf	9	3	0	3	3	2	3	2	6
Grave Guard	4	3	3	4	4	1	3	1	8
Crypt Keeper	4	3	3	4	4	1	3	2	8
Spirit Hosts	6	2	0	3	3	4	1	4	6

Johann and Wilhelm, the Witch Hunters

Magic Items & Special Rules

Stake of Sigmar. The stake doubles Johann's strength when he is fighting against any Undead. Johann may use the stake against Vampires in hand-to-hand combat. If he does this, a single unsaved wound caused by him automatically slays any Vampire outright. (minus any ward saves)

Holy Staff. Wilhelm may add +2 to his strength when fighting in hand to hand combat. In addition, the staff will automatically wound any Undead creature.

Psychology: Immune to psychology and hate all Undead models.

Johann is armed with pistols loaded with silver bullets and a sword blessed by Wilhelm. Thus, all his attacks count as magical.

Wilhelm Hasburg: Any Necromantic spell targeted towards himself, or Johann is dispelled on a D6 of 4+.