

Scenario 093 - Sigmar Had No Sisters!

By The Mordheimer.

This is a special scenario to be played with 2+ players, and an arbiter. The players should be divided in two groups, Witch Hunters and Sisters of Sigmar. The arbiter (or a 3rd player) may take the roll of Jezebeth - the demon of falsehoods. Most of the story should be kept secret among players, for game enjoyment. The surprise will get them! Read the following to each player.

Background

Witch Hunters: After dealing with heretics and infidels in the accursed city of Mordheim, a weary warband of Witch Hunters approached the Temple of Sigmar for some sanctuary. Once there they discover that the Sisters of Sigmar have taken over the Temple. Not only these groups of women dare to call His Holy Name in vane, by pretending to be direct descendants of His Holy Lineage, but it is obvious to the Witch Hunters that the rumors are true; these women have indeed sealed demonic packs to remain in power! Their main abbey, The Rock, survived the cataclysm and now they, with the pretext of helping the innocent victims of the Wrath of Sigmar are amassing an army of mutant chaos spawn within the Temple itself to be later unleashed upon the world. This heresy must be stopped!

Instead of engaging the so-called holy women directly, the Witch Hunter Captain makes camp outside the Temple to assist those who Sigmar-fearing men, women and children who were denied assistance within the Holy House. Besides providing humanitarian aid, the Witch Hunters preached the Healing Word of Sigmar and understanding the people's anger against the infidel women, commenced to recruit any able body to retake the Holy Land. Some of the Mordheimers offer assistance as they have been outside the Temple for days, and know the lay of the land. They are willing to forfeit their lives, to guarantee the safety of their families and loved ones.

Sisters of Sigmar: In reality, the good Sisters have been taking under their care every refugee who has asked for help... without question and without any kind of remuneration. Being the only location on east Mordheim where any honest and free assistance (clothes, food, shelter, healing, prayers, etc) is being offered, the Temple has been flooded with everyone who needs help, and many who does not. The Temple is full to capacity.

The fact that the Sisters have started to screen those who they can help and have been forced to deny entry to many (few that were beyond help and many scam artists who wish to rob the Temple) has angered many of the locals. In the mass confusion of wails, pain, suffering, frustration and anger, many rumors of treasure, human sacrifice, bribery and corruption grow by the hour and spread like wild fire.

Some of the refugees have, to the surprise of everyone, started to exhibit mutations probably caused by exposure to wyrdstone. Many of them have been well known devotees of Sigmar and thus the Sisters, in mists of anger and frustration, do their best to console and help these poor unfortunate souls. Those Mordheimers who are within the Temple know this, and are glad that the Sisters do not discriminate among social classes... and are even blind to those who seem to have fallen out of Sigmar's favor. Their tight community lies in shambles, and they are willing to fight anyone to save it for the sake of their families.

Arbiter (Jezebeth): The Pit has brought forward a minor demon, Jezebeth - the demon of falsehoods. Seeing the destruction of the city, he has been busy designing a plan to invoke further chaos and destruction. He had started the process to mutate the survivors of the holocaust by poisoning the local well near the Temple of Sigmar with shards of wyrdstone. Jezebeth needs more time to complete his plans, and knows that is a matter of time until the Sisters figure out what happens. In a brilliant move, the demon has manipulated a series of minor events and encounters to bring a warband of Witch Hunters to the Temple. Knowing how they think, he is sure that an armed conflict would arise, and the Witch Hunters (needing little incentives) will go to war against the Sisters.

Jezebeth plans to join the melee and destroy both rivals in their greatest moment of weakness by using a magical ward that will accelerate the Mordheimer's mutations and place them under his direct control. Once everyone has died, he plans to take the rest of the refugees and transform them into Chaos Spawn, and declare a War of Chaos against any living entity he finds. The destruction of the Empire will soon be imminent.

Terrain

The terrain for this scenario should have a main building (the Temple of Sigmar) which is somewhat still standing, near a table edge. The building should be large enough to accommodate all warbands inside, while still having enough space to allow players to fight outside if so they wish. In the opposite table edge, there should be a small encampment, where the Witch Hunters made camp earlier.

Setup

The Sisters of Sigmar group setup first, inside the Temple and up to 2" outside from it. The Witch Hunters may deploy within 8" on their encampment. Players take turns to place 2D6 innocent bystanders, City Folk as described above. The arbiter may move (walk) them away of combat at the beginning of every turn.

Special Rules

Mordheimer Fanatics: Each player will also control a small group of Mordheimer Fanatics, who upon the promise of safety have agreed to join each side. Each player gets, at no cost a group of Mordheim Fanatics (see Experimental Warbands for details) reinforcements that do not count towards the warband's maximum size, but their numbers do add towards the calculation of Rout Tests. The reinforcements are as follows:

<u>Witch Hunters</u>	<u>Sisters of Sigmar</u>
1 Lunatic	1 Lunatic
3 City Folk	3 Maimed Ones
	3 Maimed Ones

1 Lunatics

No one knows what the effects of long exposure to wyrdstone are. Mutation is commonly seen. So is death. Sometimes though, men are driven into frothing madness and psychosis. But what if he were already mad? Some of the criminals of Mordheim managed to escape death or starvation in the dungeons of the city. Now they wander the streets of the city, the effects of the wyrdstone simply enhancing their violent and sociopath behavior. Driven to the very extreme of insanity, they will attack anyone the Prophet points them towards.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons/Armor: The Lunatic for this scenario is equipped with a flail and a shield.

Special Rules:

- *Frenzy:* Lunatics are subject to all the rules for frenzy as described in the Mordheim Rulebook.

3 City Folk

Merchants, peddlers, bouncers and scholars; all social classes became irrelevant when the Hammer fell on Mordheim. Rich traders rub shoulders with thieves and dockworkers in the bands of the Mordheimers. Brought together by the Prophet and his promise of their homes and lives restored, they fight with fanatical vigor.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Weapons/Armor: City Folks for this scenario are equipped with a club, a dagger, and a shield.

3 Maimed Ones; (in 2 groups of 3 individuals)

Beggars and cripples, Maimed Ones are those left infirm by the fall of the Hammer. Missing legs, eyes, hands or arms are common sights in the blasted apocalyptic nightmare of the city. Most join the Prophet more out of fear than because they believe in his cause. It is better to have the protection of madmen than to be dragged screaming into the perpetual twilight.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Weapons/Armor: Maimed Ones for this scenario are equipped with an axe, a dagger and a shield.

Special Rules:

- *Maimed:* Every member of a Maimed Ones group is crippled in some way. This could be impractical to represent individually, as henchmen must operate as groups. When a group of Maimed Ones is created, roll D6 on the following chart and adjust their profile accordingly. Maimed Ones with similar injuries tend to stick together, to receive sympathy from those who know their pain.
 1. Bad legs/Back/Etc.: Movement and Initiative are reduced by 1.
 2. Missing Arms: Weapon Skill reduced by 1. May not use two weapons or weapons and shields.
 3. Bad Vision/Blindness: Ballistic Skill reduced by 1.
 4. Infirm: Toughness reduced by 1.
 5. Wyrdstone Weakness: Strength reduced by 1.
 6. Head Injuries: Unless within 6" of a hero, these henchmen are subject to the rules for Stupidity as described in the Mordheim Rulebook.

Jezebeth: After the 3rd turn, roll a D6 on each player turn. On a roll of 4+ Jezebeth enters in play. Ask a player to place a token in any place in the board where no model can see, but that is advantageous and close enough for a surprise attack. Once both tokens are on the board, randomly decide where to place the demon.

Jezebeth is quick, and will be in play at every player's turn! His job is to offset the balance of power and attempt to have both enemies as weaken as possible.

Jezebeth

Jezebeth, also known as the demon of falsehoods, is a small reddish demon determined to climb up the ranks of the Demon Hierarchy by spreading lies, chaos and destruction. He is very quick and agile, but not very powerful in hand to hand combat.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv
Jezebeth	6	4	2	5	4	2	7	2	8	5+

Weapons/Armor: Jezebeth's tough hide grants him an un-modifiable save of 5+. He is armed with a Daemon Weapon, Jezebeth's Mighty Hammer. This weapon, which contains an entrapped minor demonic entity inside, grants +1 to all his "To Hit" and "To Wound" rolls (already calculated on his profile above), but does not concede any of the special abilities a normal hammer would grant. After all, the physical form of a Demon Weapon is not relevant.

Special Rules:

- *Lightning Speed:* Jezebeth's speed is uncanny. He can move, charge and take any action in every turn. Due to his demonic speed, he always declare charges or moves first. Hand to Hand combat is resolved as normal, but chances are that Jezebeth will strike first due to his high initiative (unless engaged versus an opponent who wields a spear or any other item that grants first strike).
- *Trigger Mutation:* By concentrating (not moving, nor fighting, etc) for 2 of his turns (1 standard game turn), Jezebeth can trigger a dormant mutation one anyone who is within 24" of him (in direct line of sight) and has been previously infected with a special mutagenic concoction, including the innocent bystanders. Treat the mutated model as a Mutant, from the warband Cult of the Possessed. For this scenario, all Mordheimer's Fanatics have been poisoned, so Jezebeth will choose anyone who may cause the greatest damage and chaos. Roll a random mutation from the appropriate table.

Mutants

Mutants are revered as the favored ones of the Dark gods, their physical disfigurements marking out the vileness of their soul. They come in many shapes and sizes, each more bizarre than the next.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Special Rules:

- *Mutations:* Upon the creation of the Mutant, please roll 2D6 and determine the mutations based on the table below.

2D6	Results
2	Roll Twice: Ignore further rolls of 2's.
3-4	Great Claw: One of the mutant's arms ends in a great, crab-like claw. He

	may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.
5	Tentacles: Both of the mutant's arms ends in a tentacle. He may either grapple one of his opponents in close combat to suffocate him (normal hit roll, victim makes a Strength check -1 to avoid) or two opponents to reduce their attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.
6	Blackblood: If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.
7-8	Spines: Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.
9	Scorpion Tail: The mutant grows a long barbed tail with a venom tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.
10-11	Extra Arm: The mutant will pick up another single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat.
12	Hideous: The mutant causes <i>Fear</i> .

Starting the Game

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

Ending the Game

When one of the warbands manages to either eliminate the other, a warband fails its Rout Test or Jezebeth is killed the game ends.

Experience

- +1 Survives: If a Hero or Henchman group survives they gain +1 experience.
- +1 Winning Leader: The Leader of the winning warband gains +1 experience.
- +1 per Enemy Out Of Action: A Hero earns +1 experience point for each enemy he puts Out Of Action.
- +1 per Mutant Out Of Action: A Hero earns an additional +1 experience point for each Mutant he puts Out Of Action.
- +2 For Killing Jezebeth: A Hero earns an additional +2 experience point for killing Jezebeth, and revealing his plan.

Conclusion

If the Witch Hunters win the battle, the Temple of Sigmar will be taken under custody and all its evil treasure returned to the Order, and all humanitarian aid will stop... after all the people here are evil and are turning to mutants! Let the bonfires burn high and illuminate the perpetual darkness!

If the Sisters of Sigmar manage to guard the Temple, the Matriarch will reward their efforts handsomely. Humanitarian aid will stop, and from now on will be strictly dispatched in case by case basis. The new bureaucratic process will take a heavy toll in human life and suffering.

No matter what happens, Jezebeth will be pleased. No matter what, he will be summoned back to his home plane, as his labor of Chaos is now complete. His reward... an eternity of suffering at the hands of Mutant Magistrates!