

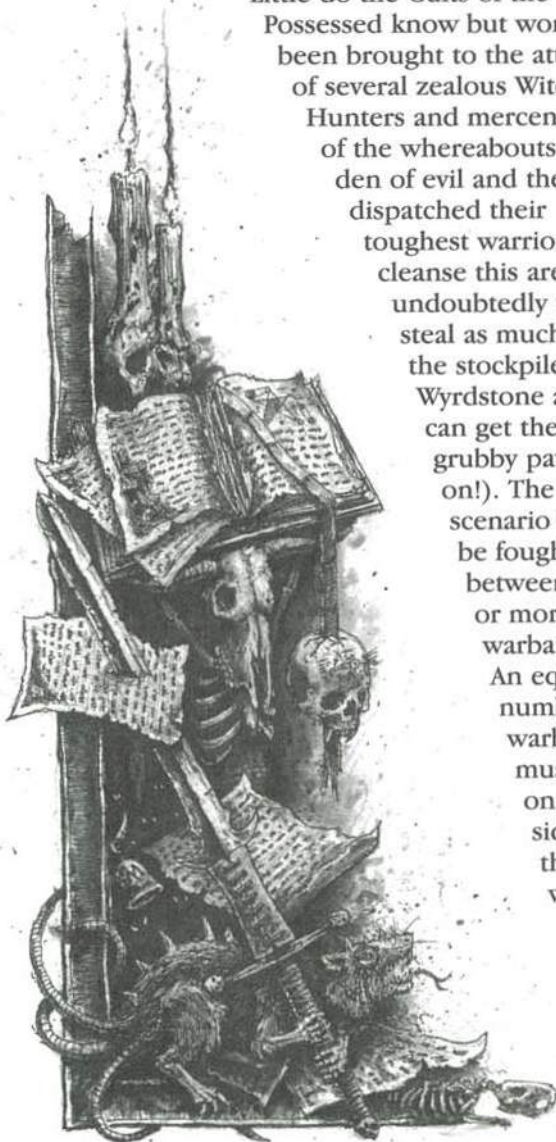


# The Forbidden Square

## Background

This scenario takes place in the north-eastern quarter of Mordheim. Here many Chaos cults of the Possessed have gathered their Wyrdstone in a great tribute for the Chaos Gods. However, as is all too common with the unruly Cults of the Possessed subversion and intrigue are always prevalent as betrayal is part of their way of life.

Little do the Cults of the Possessed know but word has been brought to the attention of several zealous Witch Hunters and mercenaries of the whereabouts of this den of evil and they have dispatched their toughest warriors to cleanse this area (and undoubtedly to steal as much of the stockpiled Wyrdstone as they can get their grubby paws on!). The scenario should be fought between two or more warbands. An equal number of warbands must fight on each side, or the weaker



warband must be allocated some advantages to counter their weakness. This could be additional soldiers (either Chaos priests who patrol the Forbidden Square or additional zealots for the Witch Hunters), special deployments, weapons or any other similar advantages you think are appropriate.

One side represents the collective Cults of the Possessed and the other the Witch Hunters and their mercenary allies. If only evil warbands are available then one of them should represent an independent warband launching an attack against their rivals.

Each Warband is at liberty to attack its erstwhile allies. This represents in-fights, quarrels and the greed over the stones.

## Terrain

Before you begin the scenario make sure you have the terrain and buildings required. It may be necessary to create some special terrain, or alternatively use some other pieces to represent the terrain.



The size of the battlefield should be about 4'x4'. One of the sides must have a gate from which any infiltrating warbands enter. If you have a gateway from the Warhammer Fortress this would be excellent, otherwise you must make your own. It is very easy to make, and it adds some variation to your scenery. You can make the gateway very interesting by adding ladders, balconies, small towers and so forth to the building.

In the middle of the Forbidden Square the Chaos cultists have built a huge totem in honour of their gods. This totem can be made in many different ways: From a single rod or stone glued on a cardboard base to a finely structured and detailed totem sculpted from Green Stuff or wood. If you have a Chaos monument or totem for your Warhammer army this might fit too.

You will need a couple of buildings to represent the borders of the Forbidden Square.

Ye old chum Christian Ellegaard returneth with a dramatic tale of daring do with brave Witch Hunters battling foul Cultists of the Possessed in the Chaos riven Forbidden Square.

If you have some card buildings these can do it very well, otherwise you can easily create your own buildings. Your buildings should roughly cover the edges of the battlefield with maybe a single house or two in the Square itself. If you do not have enough buildings the gaps can be filled with walls or a steep hill.

To make the scene more interesting you can use additional terrain pieces such as cargo boxes (between three and seven boxes glued on to bases do not only look great – they also provide excellent covers for the warriors and add a lot of tactic to the game), dead trees, rocks and meteor craters, pillories, gallows and so forth.

Wyrdstone counters: A set of Wyrdstone counters must be made. The Warpstone counters from Warhammer Magic can be used here, or you can either paint or model your own counters.

### Special Set-up Rules

First D6+2 Wyrdstone counters may be placed. Each player takes it in turn to place a Wyrdstone counter. This must be placed at least 14" from his deployment zone and at least 4" from the totem base. When he has positioned the counter he must roll the Scatter dice and move the counter D6 inches in the direction shown by the dice. If a 'HIT' is rolled the counter ends up where it was placed.

Counters may be placed in the enemy's deployment zone if players wishes to do so.

When all Wyrdstone counters have been placed the Warbands must deploy. The Chaos side deploys first under the following restrictions: All henchmen groups must be placed in the buildings at the table edges. Only one group may be deployed in each building. If your buildings are closed like card-buildings the warriors must be set up behind the buildings.

When the Cult of the Possessed

have been deployed the infiltrators must deploy. They deploy under and behind the gate, but they may not be deployed in the Square itself.

### Starting the Game

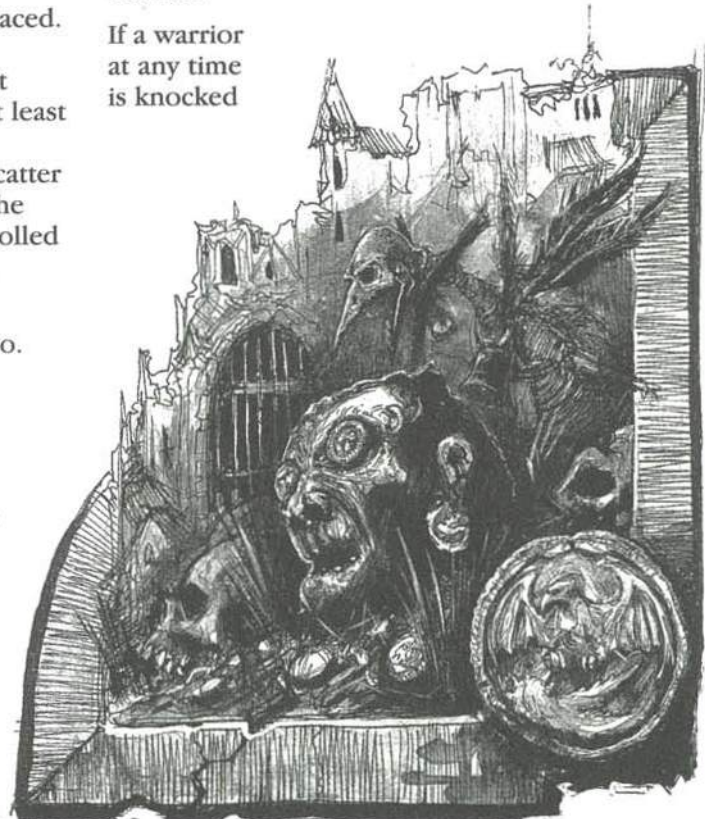
The infiltrators get the first turn.

### Special Rules

If a warrior enters a Wyrdstone counter he may pick it up or leave it (I can't see why he wouldn't pick up a piece of Wyrdstone... but who knows!). These counters may be thrown away or handed over to another friendly warrior, and warriors can carry any number of Wyrdstone counters.

When a warrior has a counter, simply place it on the warrior's base or beside it if there is no empty space left for the counter.

If a warrior at any time is knocked



down, stunned or wiped-out he will drop all Wyrystone counters he is carrying.

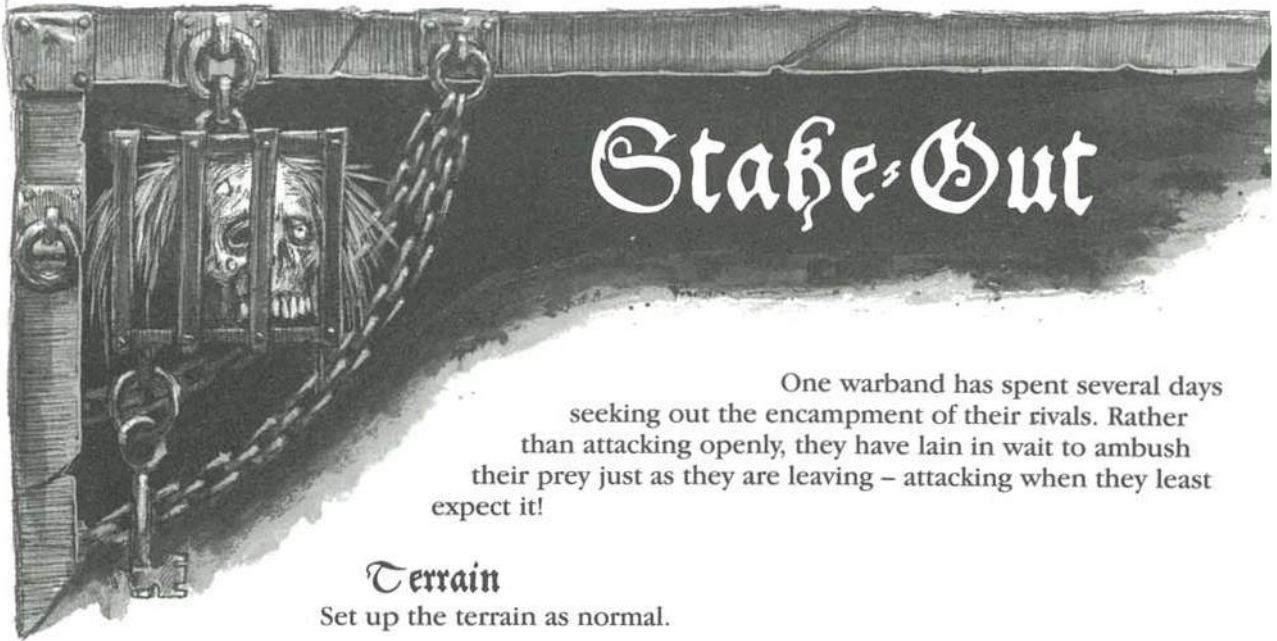
### Ending the Game

When a warrior has a Wyrystone counter it is his job to get away as quickly as possible. The only way out is through the gate... The Cultists of the Possessed must carry the counters into the totem. Every counter that is put beside the totem will vanish into the realms of Chaos where it will feed the Daemons that dwell there.

These are the main objectives of the two sides. When all Wyrystone counters have been carried away or absorbed into the totem the game ends, and each player counts together the number of counters they have stolen or offered to the gods.

The player with the highest number of stones is the winner of the scenario. If the result is a draw, then the side which scored most casualties win the game.





# Stake-Out

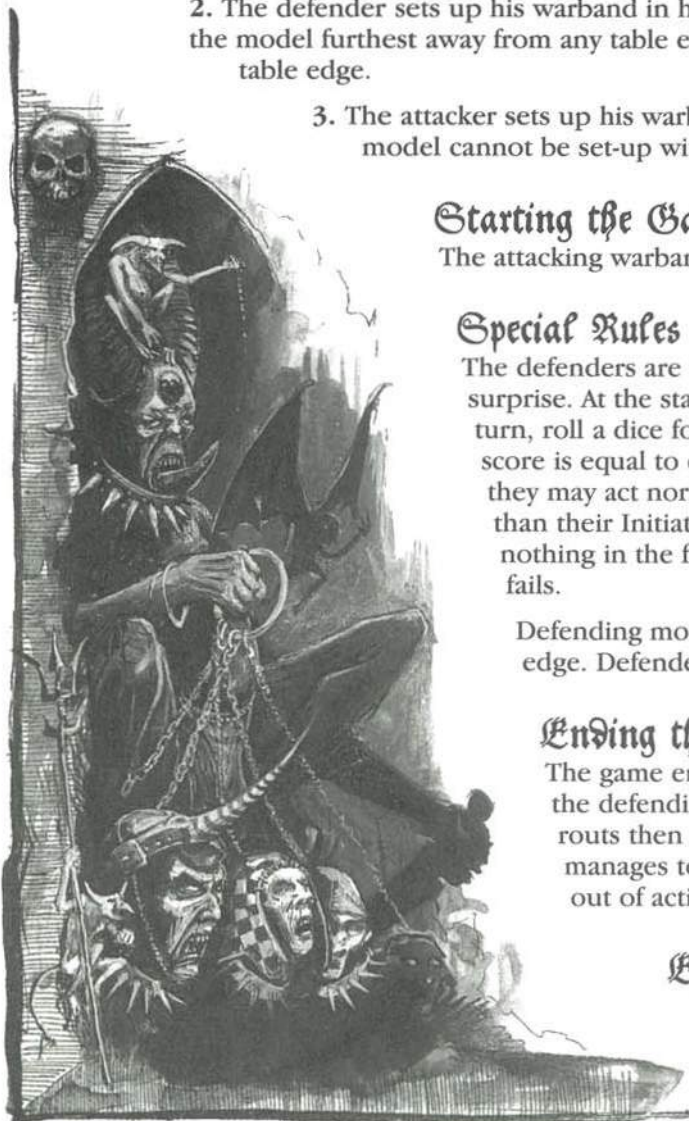
One warband has spent several days seeking out the encampment of their rivals. Rather than attacking openly, they have lain in wait to ambush their prey just as they are leaving – attacking when they least expect it!

## Terrain

Set up the terrain as normal.

## Set-up

1. Each player rolls a dice. The player who scores highest is the attacker.
2. The defender sets up his warband in his deployment zone. His leader must be the model furthest away from any table edge. He must be at least 12" away from any table edge.
3. The attacker sets up his warband anywhere on the table, except that a model cannot be set-up within its charge reach of an enemy.



## Starting the Game

The attacking warband goes first.

## Special Rules

The defenders are taken completely by surprise. At the start of the defenders' first turn, roll a dice for each model. If the score is equal to or under their Initiative they may act normally. If the score is more than their Initiative then they can do nothing in the first turn. A roll of a 6 always fails.



Defending models can escape by moving off their table edge. Defenders who move off the table cannot return.

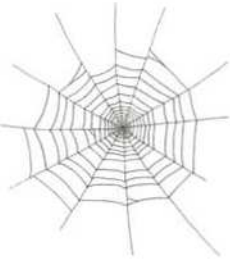
## Ending the Game

The game ends when one warband fails its rout test or the defending leader escapes off the table. If one side routs then it has lost. If the defender's leader manages to escape, the defenders win, if he is taken out of action then the attackers win.

## Experience and Fame

Taking out the leader. An attacking model which takes out the defending leader earns 1 extra experience.

Being an account of the sneaky tactics employed by those underhand knaves  
of the City of the Damned  
By that scribe of much repute Gavin Thorpe Esq.



**+1 Fame for the Winner.** The winning warband gains +1 Fame.

**+1 Survives.** If a Hero or a Henchman group survives the battle then they gain +1 extra Experience. Note that Henchmen gain this as a group. You may not gain 5 Experience for 5 surviving Henchmen!

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

**+1 Per warrior out of action.** Any warrior (hero or henchman) earns 1 Experience for putting a warrior out of action.

### Income

D6 shards of Wyrdstone for the loser.

D6+1 shards of Wyrdstone for the winner.

