

Scenarios

You can easily convert the scenarios described in the Mordheim rulebook into sewer scenarios with a bit of cleverness. However, here you have two special scenarios that are designed specially for sewer fighting. With this in mind, why not go and make your own scenarios? It's great fun, is challenging for both players and it adds some variation to the fights in the ruins.

Scenario 1: Surrounded

In this scenario a warband searching for treasures has been surrounded by an enemy warband that has been tracking them.

Warbands

Two warbands of any race can play this scenario. One warband will be the defenders while the other one is the attacking warband.

Set up

The sewer system is set up as fits your collection. The gaming table on which the battle is fought should be approximately 4'x4'. In the very middle of the sewer you should have a fairly large room – large enough for a full warband to deploy in.

Deploying

The surrounded warband starts by deploying within the central room or corridor. After the defenders have deployed the attacking warband will deploy in any of the tunnels or rooms that are adjacent to the table edge. They should not be deployed further than 4" away from the nearest table edge or within 8" of any members of the opposing Warband.

In addition, if possible, each Hero and Henchman group should be deployed in a different sewer section so that the attacking warband is as widespread as possible.

Starting the Battle

The attacking warband gets the first turn.

Ending the Game

The surrounded warband must try to escape the attacking warband. If more than 50% of the surrounded warband escape from the battle by moving off of the board then they have won and the battle ends immediately. If the attacking warband puts more than 50% of the surrounded warband out of action, then they have won the battle.

Post-battle Sequence

Run the post-battle sequence as normal. Warriors are allowed to search the sewers as well as described in the Mordheim rulebook under the rules for searching.



Scenario 1: Rat Attack

In this scenario a warband journeying through the sewers of Mordheim searching for treasures suddenly run into a Skaven lair.

Warbands

This scenario is specifically designed for a battle between a Skaven Warband and a non-Skaven Warband. However, if you do not have a Skaven warband then any other warband will work as a substitute.

Set up and Deployment

The board represents part of the Mordheim sewers, specifically a part that is infested with a Skaven lair, and should have a large inner chamber.

The non-Skaven warband deploys first at one end of the sewer set up. The Skaven player is free to deploy anywhere in the sewer set up. The Skaven may not be deployed within 4" of the opposing Warband.

The cunning bit: the Skaven player does not deploy the actual models, instead he uses a special set of counters, Shadow counters. (don't look for them in the Mordheim box – you won't find them. Got to make your own!), These counters represent either random Skaven (with *Skaven* written on the underside) or represent nothing with *Decoy* written on the underside. When deployed, the opponent should not see the underside of the counters.

Starting the game

The non-Skaven warband gets the first turn.

Special Rules

All Shadow counters have a Movement of 5,



and will always pass any Initiative tests required for jumping over gaps, running over wooden planks, jumping down etc. since the Skaven know their own lair very well.

As long as they are represented by Shadow counters the Skaven have no characteristics, but as soon as they are revealed – an enemy spots the counter, the Skaven decides to attack etc. pick a random Skaven and replace counter with the appropriate miniature.

The Skaven cannot be charged the turn they were discovered and afterwards their immunity to Initiative test stops since they will be nervous as the enemy is closing.

Ending the Game

The game ends when either 50% of the non-Skaven warband is put out of action, in which case the Skaven win, or over 50% of the non-Skaven warriors have reached the furthest board edge which is a non-Skaven victory.

Post-battle sequence

Run the post-battle sequence as normal. Warriors are allowed to search the sewers too as described in the Mordheim rulebook.

Sewer Experience

These special rules for experience can be added to your sewer fighting if you desire. Sewer Experience can obviously only be gained through fighting within the sewers. Battles underground are fought in a very different style to normal battles and it takes some time to get used to the special conditions that apply in the sewers.



The Skaven do not, however, gain any Sewer experience because they are simply mutated and brought up in the sewers. Nothing could be more natural for a Skaven than a sewer!

Experience Gained

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

+1 Per enemy Out of Action. Any Hero earns +1 Exp p for each enemy put out of action.

+2 Putting a Skaven Out of Action. Any Hero earns +1 Exp for each enemy put out of action.

Sewer Experience is an independent kind of experience and warriors gain standard Experience besides as normal.

Once a Hero or a Henchman group has achieved a certain amount of Sewer Experience they will gain an Advance.

Hero Advance Table

Level	Title	Experience
1st level	In mortal fear	0
2nd level	Familiar	1
3rd level	Tried	3
4th level	Veteran	6
5th level	Sewer Rat	12

Henchman Advance Table

Level	Title	Experience
1st level	In mortal fear	0
2nd level	Tried	3
3rd level	Veteran	6

When a Hero or a Henchman group gains an Advance they may randomly pick a Sewer Skill as described below.