

The Nest

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

Remember, submissions are always welcome for playtesting!

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The Story

The city of Mordheim has seen many strange incidents. Creatures and horrors of your worst nightmares seemingly come to life. This is one such nightmare. It all started when a group of travelers were waiting at the Wolf Den Inn for anyone unlucky enough to inquire for some “hired services”. This town thrived on the odd warrior being hired for protection or experience. These 3 travelers were no different. Their last assignment landed them a full 65 gold crowns richer, as they were the only 3 to survive the ordeal, but that is another story...

The three men were approached by an old beggar. He smelled of the foul stench of sweat, urine, and other such unsavory odors. He asked them for a simple gold coin, of which they laughed, simply grabbed the beggar by his hood and tossed him out of their sight. The beggar whined a little, rolled over and stood hunched again. He approached the three men once more and asked for a gold coin yet again. The three men looked at each other and sneered. The eldest of the three, Borlin, reached into his pocket and proceeded to twirl a gold coin in his hand. The eyes of the beggar could not be seen, as he was hooded and hunched, yet his direction of interest did not falter. With the beggars outstretched hand trembling, Borlin grabbed him by the wrist, carried him to the entrance and proceeded to throw the man through the doorway out into the street. Laughing hysterically, the others came to the doorway and watched as the beggar was sprawled out in the filthy street, laying in pain as the others around him watched. To their surprise, the beggar just snickered and began to laugh. He pointed a crooked finger at Borlin and said, “I see you have some fight in you boy. You will need it by the dawn of next morning, for tonight, your worst nightmares will spring to life and come for you.” Borlin, enraged by the beggar’s speech, charged at the beggar, yet never made it. The beggar fell to ground as if to protect himself from Borlin’s rage, yet when approached, he had somehow disappeared. All that remained was the hooded cloak. On the back of the cloak was the symbol of the Shadowlord. A two-tailed comet with insignias of unknown origin. “Curses,” exclaimed Borlin. “I will not tolerate such impudence. Let’s go boys, it’s time to make some money.”

The following day ended with no notable events. The three travelers were sitting around the campfire, talking to one another when Borlin saw a spider crawling along his leg. Without a second thought, he clambered to his feet.

and frantically wiped the spider off his leg. “I hate spiders. Always have, always will.” He watched as the spider scurried along the street, and then saw it stop not ten feet from him and turn back around. Perplexed by this, Borlin stepped closer to it. He was intent on just smashing the living hell out of it and sending it back to depths it crawled out of when he heard something a little further off. The fire from their campsite cast a shadow of the spider behind it. To the surprise of Borlin, the shadow began to move, yet the spider stayed put. “What is going on here,” he began to wonder? Then out of the night, a large spider the size of 4 men came at him. Borlin was too terrified to react, and the spider rushed at him and sank its fangs into his chest. The scream was all that the other two warriors heard. They rushed to his aid, yet it was too late. The large spider had already poisoned Borlin and was coming toward them. They began to run the other way when one of them was suddenly attacked by yet another large spider. This one had been clinging to the building that they were adjacent to and was biding its time. The warrior tried to get away, but could not reach his weapon in time, as fear had set in. As the last of the warriors was running, a third spider came at him. After struggling with this smaller spider, he was able to free himself and make a run for it. The spider, however, was able to inject venom into his leg. Luckily though, his sword was drawn and he fended off the spider. As he ran away, he could still hear his comrade’s screams as the foul creatures were undoubtedly torturing them. He ran towards another small campfire and fell down. His vision was getting blurry, his hearing was lost, and all he could see were some figures of men looking at him from a campfire. He yelled, “They got them...they ate my friends...they’re monsters. The spiders are loose and are feeding.” That was the last thing he muttered as the poison took over his nervous system and he died.

The Scenario

Setup: As per normal rules of deployment for terrain.

Deployment and Turn: Deployment follows normal rules. The spiders turn will be after all other warbands have gone and once they are found in a building.

Rules: There are D3 spiders +1 per warband. Each time a warrior, hero or henchman, enters a building or ruin, roll a D6. On a 6, you have found the nest. Multiple models entering the same building that are in the same warband will only roll once. If the spiders have not been found and only one building remains, it will hold the nest.

When found, the first spider will be placed 4 inches from the model that found it inside the building. It will be on the same level if the ruin or building has more than one level, and it will use its Spitting Attack on this unlucky model on this round and prepare to fight when it's turn comes up. Once it is the spider's first turn, the others from the nest will come out. Each other spider will appear D6 inches away from the original spider, and yes, that may enable them to appear in other buildings. If there are multiple floors, then randomly roll for which floor they appear on. They will then get their turn for movement, shooting, and close combat if possible. Leader Spider will be rolled for randomly, after they have all been deployed. Stats will follow below.

Ending the Game: The game ends when all the spiders have been killed and only one warband is left standing. If only one warband is still standing, and the spiders have not been killed yet, then the battle lasts for one more round. If the spiders are not killed off by then, then they manage to escape into the winding alleyways and the battle ends.

Experience:

- +1 Exp for each hero and henchman group that survives.
- +1 Exp for the leader of the winning warband
- +1 Exp for each enemy take OOA – Hero Only
- +2 Exp for taking a spider OOA – Hero Only
- (Note: If a hero takes out a spider, then he gets the +2 for the spider and +1 for taking an enemy OOA)

Additionally, for each spider that a warband takes OOA, you earn D6X10GC for payment from the local magistrate.

Special Rules

The spiders will leave the building in search of their next meal if it is not in close combat. They will charge the closest enemy model. Take turns playing the spiders if needed.

Profile	M	WS	BS	S	T	W	I	A	LD
Large Spider Leader	9	3	4	5	5	3	4	2	8

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Large Target: Treat the spiders as large targets for shooting purposes.

Fear: The model causes fear and all rules for fear apply

Armor Save: The Spider's thick mutated fur gives it a natural save and is never modified. The Leader gets a 5+ save while the other large spiders get a 6+ Save. Critical hits that negate armour saves do NOT negate this natural save.

Spitting Attack: The spider has the ability to try and blind its opponents with its web. It will attempt to try and spit at the eyes of any model that is within 12", before it makes its normal attacks. Roll a D6 at the beginning of the spiders turn. If it is equal to or less than his Ballistic skill, he has successfully generated a web and will spit at the nearest model. That model must then pass a strength test with a -1 modifier or will be automatically Knocked Down for one full round. The spider can shoot this in close combat also by randomizing the hit with any enemy in CC.

Fangs: The spider attacks with its over-large tentacles. If the spider successfully hits an opponent with both of its normal attacks, then it can nominate to pull the victim into its fangs for a deadly strike. Roll a D6 for the spider and a D6 for the enemy. Add their respective Strengths to the D6 roll. If the Spider scores equal to or higher, then he automatically wounds the victim with no armour saves allowed. The enemy model is treated as Stunned. Otherwise, the enemy model has struggled to get free from the spiders' grasp and is unharmed. If the enemy model has not attacked yet in this round, he loses one attack for the struggle.

Staggered, but not down: Most warriors would not be able to Knock Down such a monstrosity. All Knocked Down results from enemy models instead cause the Spider to lose one attack until the next recovery phase of the Spider. The spider will not lose its Spitting attack, as this is inherent. Multiple Knocked Down results can cause it to lose multiple attacks and if the spider is at 0 attacks, it cannot attack until its next recovery phase.

Wall Crawling: The spider can traverse any terrain, including walls and can stop on walls if need be. Objects that are under 2" can be jumped over. For all other terrain, just add the vertical distance to the movement.

Venom: All warriors that were taken OOA by a spider must make a 2D6 roll at the end of the battle. On a roll of any doubles, then the model has been poisoned and must be treated. Treatment costs 10GC for each member and they must sit out one game for recovery.