

The Script of Sigmar

Background

Before the devastation wrought by the comet a beautiful convent stood overlooking the city from an island in the river. The convent is owned by the Sisters of Sigmar, an all-female religious sect that worships Sigmar, much to the despair of the Grand Theogonist. There have long been arguments between the Sisterhood and the Church of Sigmar, often leading to bloody conflict. During the fall of Mordheim the question of the Sister's purity was finally brought into open question when the only building left completely intact after the catastrophe was the convent. The church of Sigmar started spreading rumours about demonic pacts.

The Convent in Mordheim was supposedly the centre of the Sister's belief system and held all their holy manuscripts written by priests and martyrs throughout the ages, one of these was supposedly written by Sigmar himself. The Grand Theogonist decided that now that the general populace was questioning the right of the sisterhood he would force them to return the most important document for his study. Of course, like the chaos spawn they are they refused. What else was to be done? Deacon Avaris was sent to reclaim the manuscript at whatever cost and total extermination of the Sisterhood could do no harm. Thus the Witch Hunters approached the convent under cover of the night...

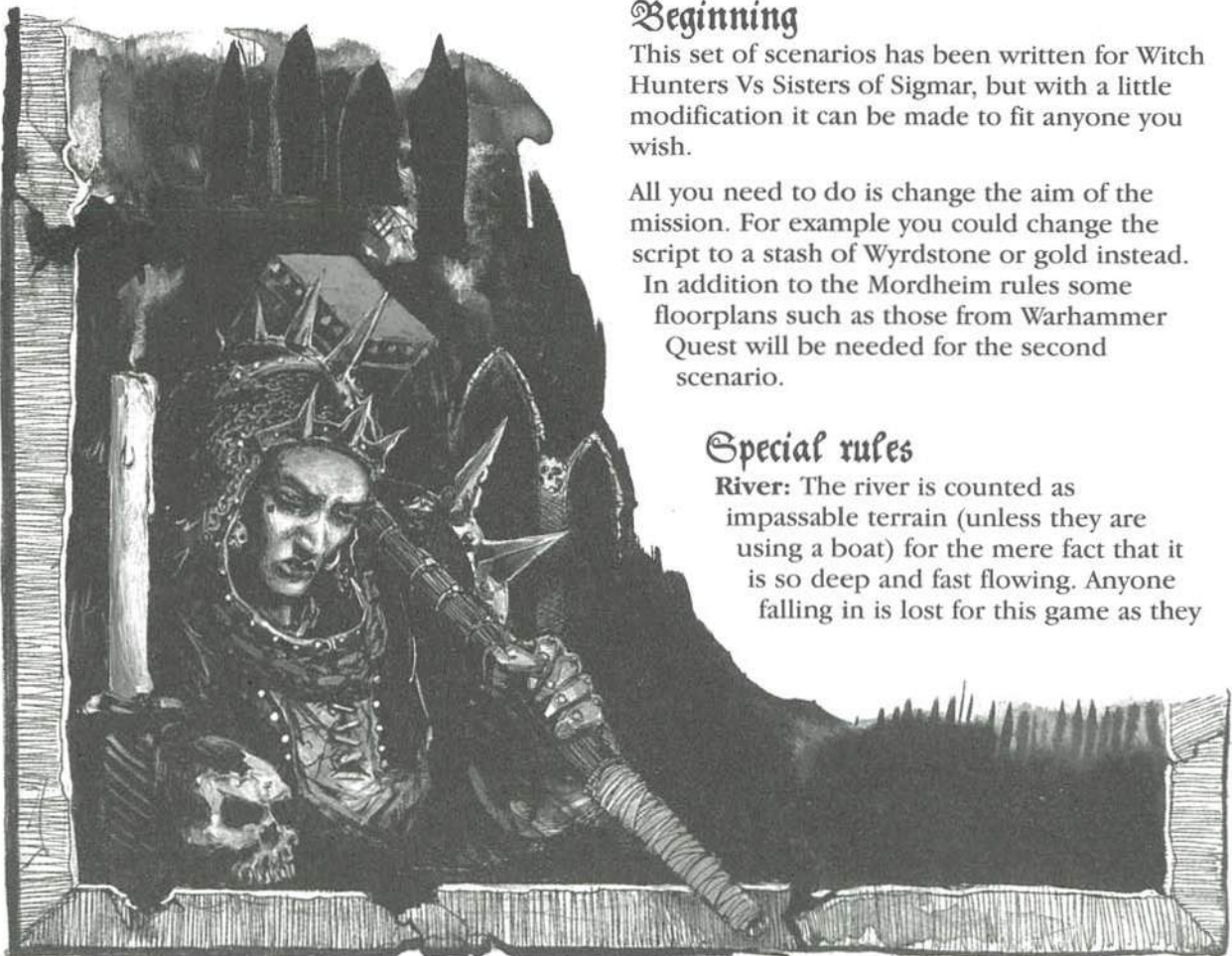
Beginning

This set of scenarios has been written for Witch Hunters Vs Sisters of Sigmar, but with a little modification it can be made to fit anyone you wish.

All you need to do is change the aim of the mission. For example you could change the script to a stash of Wyrdstone or gold instead. In addition to the Mordheim rules some floorplans such as those from Warhammer Quest will be needed for the second scenario.

Special rules

River: The river is counted as impassable terrain (unless they are using a boat) for the mere fact that it is so deep and fast flowing. Anyone falling in is lost for this game as they



An almighty clash between the Sisters of Sigmar and zealous Witch Hunters scribed here by Paul Smith



have been washed down river. All equipment must be dropped to enable the model to swim to safety and if they were wearing heavy armour, chainmail or Gromril they (after much debate and argument on the Mordheim list) drown outright as there is no time to cut off the heavy armour. End of character. He is no more. Dead. Gone. Finished. Ka-put. Sorry!

Boats: To transport the boat to and from water it must be carried by four models, these four models are reduced to a maximum move of 4" and they may not fight or use missile weapons while carrying the boat. Once in the water two models may row the boat with two passengers. There is no need to declare who as they can swap positions easily enough, only two can fire bows/powder weapons a turn though.

At the start of the game determine the direction of the water's flow, if it is a shoreline it will be alternate directions each turn as it laps in and out. Rivers will run the one direction all game. Roll an artillery dice and a scatter dice (remember those?). Subtract the artillery dice roll from the strength of the rower, or the combined strength if two are rowing, treating misfire as zero. This is to simulate the eddies and currents of river. If the strength score is higher than the artillery dice score then the boat moves a distance equal to the difference in score in inches in a direction as desired by the player. If the artillery dice roll is higher than the strength then the boat drifts a distance equal to the difference in the score in the direction of the water's flow for that turn. If the two scores are equal then they manage to hold in place, fighting the wild currents. There is no movement penalty for turning. A boat that drifts off the edge of the table is counted as out of the game, but nothing bad happens to anyone in the boat, they just drifted a bit.

For example, two Strength 4 warriors are trying to row across a southern flowing river, and the artillery dice rolls a 10. The boat drifts 2 inches to the south (whichever direction you determine south to be). Next turn the artillery dice rolls a 3. The boat moves 5 inches in the direction desired by the player.

Night time: In the dark people's vision is severely impaired (Dwarfs, Elves and Skaven can ignore the following rules if you decide to use different Warbands). Ranged attacks (bows, crossbows, pistols, rifles, bags of explosives and ranged magic) have their range halved.

Mission 1

The Bridge; not too far

Deacon Avaris has decided that the best time to assault the Convent is in the middle of the night when the Sisters rely on raw recruits to guard the bridges, leaving the more seasoned veterans to deal with the day-to-day warfare in the city.

This part of the mission is to be a stealthy operation, any cries from the guards and the others will be awake and aware of the raid.

Terrain

For this mission you need to set up the table with a large river down the center of the table with a large bridge across it. On one side of the table you need to have the entrance of the Convent; the other will have ruins of Mordheim. The rest I leave up to you. (Do they really need more information? River, bridge, ruins one side, clear ground and temple other... seems fairly simple to me!)



Special rules

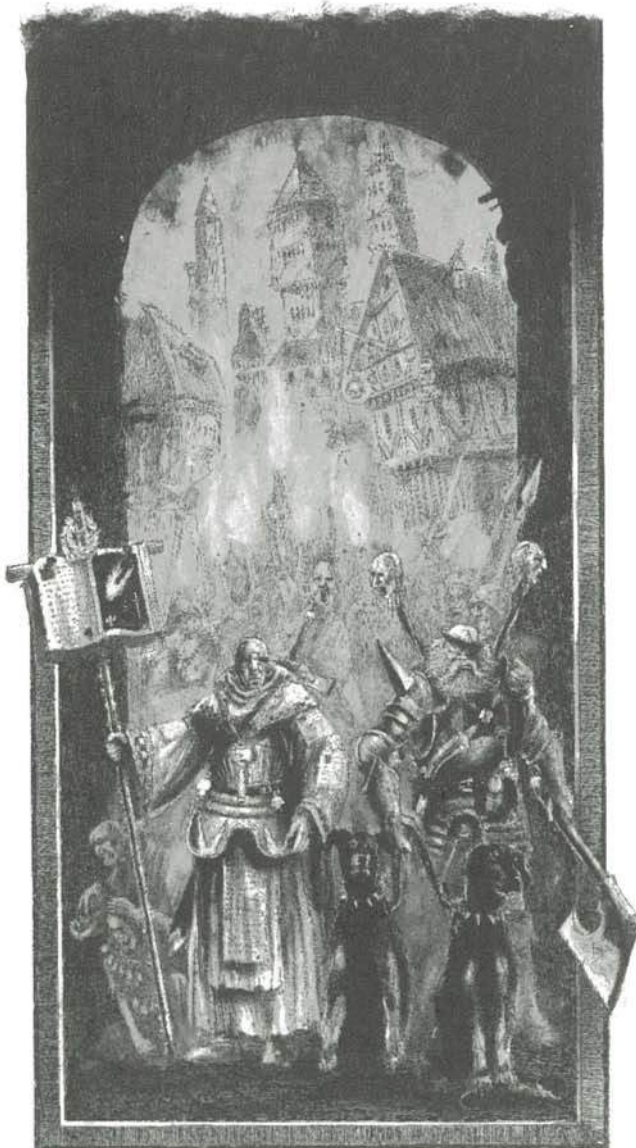
Movement is limited to walking speed on the Mordheim side of the river because of all the treacherous terrain. Once across the bridge the ground is clear, flat and faintly illuminated by light pouring from the doorway into the convent so movement is returned to normal, though ranged weapons are still limited.

Sides: The Sisterhood has 5 basic non 'gang' member warriors, the player's actual team is considered asleep within the convent. The Sisterhood can setup anywhere on their side of the table or on the bridge. These models do not count as part of your Warband and nor do

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they gain experience. This is to represent the fact that there are more than one Warband's worth of Sisters in the city of Mordheim, but your lot live in the area around the script. If you really want you can use five actual members of your gang to patrol around outside, but these cannot be used in the second mission. If you do use your gang members they do gain experience as normal.

The sisters are randomly patrolling the area around the bridge so each turn they move D3 inches in a randomly determined direction (a scatter dice is useful for this) until one of the enemy is spotted and the guards are alerted. Sentries can attempt to spot the enemy if they are within 12". Witch Hunters in the open will be spotted on a 2+ on a D6; in partial cover they are spotted on a 4+ and in solid cover it takes a 6+. If a Witch Hunter is within initiative range of a sentry they will be spotted



on a 2+. If a guard is standing on the bridge there is a 2" zone either side of the bridge that they cannot see into, this counts as solid cover for detecting people from the bridge. Once the enemy is detected the guards can move freely under the control of the Sister's player. The guards can alert those inside if one of them reaches the door, in effect the Sisters win the scenario. The scenario doesn't end until all the guards are dead/off the table or the Witch Hunter leader has decided he has enough men through the door to carry on to the next mission.

The Witch Hunters may take as many of their Warband as they wish, with the exception of wardogs, chariots, carts and horses because they are too noisy for a stealth mission. They must come on the Mordheim side of the table, starting at the very edge of the table. If powder weapons or visible magic (i.e. fireballs and the like) are used before the guards are alerted, they automatically become alerted. Wouldn't you be?

The Witch Hunters may use boats to try and sneak across the river.

Objectives

The Witch Hunters must reach the door to the temple with as little resistance as possible, preferably avoiding the guards completely. Obviously the Sisters hope to stop any intruders, or at least call out to those inside.

Experience

+1 Survives. If a Hero or Henchmen group survives they gain +1 experience.

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each enemy he puts out of action.

+1 Sounding The Alarm. The Sisterhood Warband leader earns +1 experience if the alarm is raised.

+1 Reaching the Door. Each surviving Witch Hunter Warband member who makes it to the door earns +1 experience.

+1 Alarm not Raised. The Witch Hunter leader earns +1 experience if they reach the door unmolested.

Mission 2

Unto the Temple my Brothers

This mission varies wildly depending upon

whether or not the alarm was raised by the guards. If the alarm was raised the Sisters player may set their entire gang up wherever they want. Otherwise three will be randomly patrolling (as with previous scenario) the corridors while the others sleep.

Sides: The Sisters will have their entire force. Witch Hunters may use any who made it from the first scenario (this means no wardogs or horses Tuomas ;). There has been no time for the injured to rest, unless the Warrior Priest healed them before entering the doorway.

Terrain

Randomly generate an entire floorplan with the Warhammer Quest floor tiles (NB the only objective room tiles to be used are the *Crypt* and the *Fountain*, all the other objective rooms aren't really viable for a convent), or get someone else to place it for you before the game. Using the idea of 1 square = 1 inch it is easy to translate Mordheim to the boards. It is well lit inside the convent so weapon ranges are normal.

The Sisters player may secretly mark one room as the library where the scroll is stored and places the rest of their troops anywhere on the map. Those asleep may not move until awakened. The Witch Hunters should be told that this is the library when he enters the room. He now has the scroll and must fight his way out again.

The sleeping gang members can be awoken when one of the guards reaches the room where they are. If the Witch Hunter player reaches the sleeping chambers before the guards, the troops within are unprepared and are not wearing any armour. The attackers must pass an Ld test, else they receive a -1 to hit in hand-to-hand combat (scantly clad women will sway all but the most devout).

The Warrior Priest, War dogs if they could be used, which they can't, and Witch Hunters automatically pass the test because they are convinced of

the foulness of these harlot women.

Objectives

The Sisters must repel the invasion, or at least stop the Witch Hunters from making off with the scroll.

The Witch Hunters must first locate the scroll then escape back through the entrance.

Experience

+1 Survives. If a Hero or Henchmen group survives they gain +1 experience.

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each enemy he puts *out of action*.

+1 Winning Leader. The winning Warband leader earns +1 experience.

