

Scenario 169 - The Shadow of the Plague

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As if Mordheim didn't have enough of its own problems, rumors of a horrible new plague stored in the bowels of the city have been confirmed. Skaven activity has been on the increase in the city, and for the last few weeks members of Clan Pestilens have been sighted walking the streets of the City of the Damned. Unfortunately, the real danger is not the stench of decay or the foul swarms of flies the clan brings to the city, but of a terrible new plague engineered by the Pestilens.

The exact nature of the plague is unknown. Some contend the plague, if released, would decay the flesh of any that come in contact with it turning them into a shambling zombie in a matter of days. Others argue that victims of the contagion would become ill within a few hours of exposure having their insides soon liquefy, leaving only a putrid mass of goo.

As fate would have it a warband of Reiklanders stumbled across the existence of a number of mysterious tunnel openings at the edge of town. The brave warband entered the tunnels and began to explore the underground maze. One by one their number was reduced by attacking Skaven. "These were no ordinary Skaven," told a lone survivor, "they were preceded by a stench wretched enough to gag a maggot and some were surrounded by swarms of tiny insects."

The lone survivor escaped the maze of tunnels and managed to reach Lady Abigail's Inn nearly in shock. After a few calming tankards of ale he told his terrifying story. His vivid recollection of events brought a quiet calm upon the listening patrons of the inn. One warrior stood up from his stool and said only one word: "Pestilens."

News, especially bad news, spreads like fire in Mordheim. The following day a reward was posted by Lord Bachman, special advisor to the king. Through a network of informants, Bachman learned that a shadowy Plague Priest known only as Tripps led the Pestilens. Tripps possessed the plague and kept it underground contained in a large glass beaker. He was unable to determine when the contagion would be released on the city but was assured that it would be soon. The reward was posted for the safe delivery of the plague.

By noon the dreaded plague was known throughout the city as "Captain Tripps" named after its creator and protector. Fear gripped the city, as if the plague had already been released. It was time for all warbands, be it for fame, gold, or self-preservation, to make their stand.

Terrain

Before setting up the terrain, place a building or outline at the centre of the gaming surface. The building should be about 8" x 8". This structure actually represents a sub-basement taken over by Clan Pestilens and acts as the storage facility for the plague. Place a small marker in the building to represent the plague container. Remember, this is a sub-basement and cannot be reached from the surface. The surface above this structure is assumed to be impassable rubble.

Terrain is now placed normally. Once all the terrain is finished, you'll need to place the tunnel openings. Entrances must be at least 8" away from the table edge. Place $d6+X$ (where X = the number of participating warbands) entrances rolling to see who places the first entrance. It is important that all entrance markers be numbered consecutively (the first one placed being 1, then 2, etc.). Once all entrances have been placed put the next consecutive marker inside the sub-basement in the middle of the table. This final marker represents the portal to the sub-basement.

Setup

Each warband places their units on one edge of the table. Models must be at least 8" from another table edge and within 1" of their respective edge. High roll picks their starting edge first with the choice moving clockwise.

Special Rules

Clan Pestilens Turn: The first turn of each round is actually taken by the Skaven of Clan Pestilens. The entire area surrounding the plague is constantly patrolled by groups of frenzied Plague Monks. During each Clan Pestilens turn $d3$ Plague Monks appear out of a random tunnel opening. The Plague Monks begin their turn immediately after they emerge. The patrols stick together, attacking the nearest enemies. If they appear out of the sub-basement portal they simply take up defensive positions and wait.

Profile	M	WS	BS	S	T	W	I	A	Ld
Plague Monk	5	3	3	3	4	1	4	1	5

Weapons/Armor: Flail, Sling and Helmet.

Special Rules:

- *Inspired by Tripps*: These Plague Monks benefit from Frenzy as described in the standard rules.

Tunnel Navigation: Unfortunately no map is known to exist of the Pestilens underground tunnel system. The tunnel openings lead into a maze of passages underneath the city. Once entered there is no guarantee where one will exit. Any number of models can enter a tunnel opening as soon as they move onto the entrance marker. Once a model, or group of models, enters a tunnel their movement phase is ended for that turn.

Any models traversing the tunnel system must spend one complete turn's movement phase navigating the underground. At the start of the first full turn in the tunnels, players make a $d6$ roll to determine what tunnel they exit. The roll represents the outcome for the entire group, provided they entered together, through the same tunnel opening, the turn before. Models' entering different entrances or on different turns must make separate rolls. Models must make a roll each time they enter an opening, even one entered previously.

Models are placed on the tunnel marker representing where they will exit. They do not exit until the start of their next movement phase. Tunnel Roll:

1D6	Item
1	Hopelessly lost, roll again next turn
2-5	Randomly determined exit
6	Sub-basement tunnel entrance

Roll dice to randomly determine a groups exit. Groups of Skaven or Dwarf models are allowed to add or subtract one from the random determination roll (the roll that decides which opening they emerge from). This ability reflects their keen sense of direction underground.

Hatred: Clan Pestilens are definitely the Horned Rat's "Disciples of Decay" and wish nothing more then to bring disease and contamination to all things living. There are two things the Pestilens hate even worse then a town of healthy healers, and those are Dwarves and other Skaven Clans poking their nose into their business. It is because of this that all Pestilens posses hatred for Dwarf and non-affiliated Skaven models.

Securing the Plague: The plague is stored in a large glass container with a wax sealed lid. The glass is cloudy and the contents can't be seen. Once any hero model comes into base contact with the plague marker they can attempt to pick up the container. Touching something as foul as the container of the plague requires great courage and the hero must make a successful leadership roll to overcome this fear.

If the hero model is put out of action before they are able to exit the playing area the plague container is left on their body. Any hero model attempting to pick up the container must make a similar leadership roll. Henchmen cannot pickup or transport the container.

The plague container was chosen for it's resilience and will not break under normal conditions. The container would break under considerable force, like the strike of a hammer. The lid is tightly secured and sealed in wax. Any model attempting to open the container (foolhardy) must pass another leadership test and spend d3 turns opening the container. If the container is open the plague is immediately released. The effect of the plague on the city is up to the game monitor.

Battle Stations!: As soon as a model carrying the plague container enters the tunnel opening in the sub-basement a general alarm is sounded. Clan Pestilens goes into full defensive positioning. When the general alarm is sounded d3 Plague Monks appear out of EVERY tunnel opening. Due to the severity of the situation Tripps joins one of the security details. Determine which group Tripps appears in randomly.

Their intent is to locate and return the plague container and they will pursue the model that possesses the container. Any member of the security force can detect the plague container if it is within 18". If they are unable to locate the container the forces will attack the nearest models. If any member of the Skaven security force recovers the plague container they will immediately begin to return it to the sub-basement lab.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tripps, Plague	5	3	3	3	4	1	4	1	5

Priest									
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Weapons/Armor: Plague Censer (see below), Light Armor and Helmet

Special Rules:

- **Cloud of Flies:** The Tainted One is surrounded by a cloud of flies, which buzz around him and his combat opponent. They do not affect the Tainted One but distract foes by buzzing into eyes, nostrils and mouths. The Tainted One's close combat opponent suffers a -1 to hit modifier on all attacks.
- **Resilient:** The warrior is covered in battle scars. Deduct -1 Strength from all hits against him in close combat. This does not affect armor save modifiers. (RB 123)
- **Plague Censer:** this weapon closely resembles a flail and is wielded as one in battle. At the end of the weapons chain is a spiked metal ball. The ball is hollow and contains a shard of burning warpstone, which emits a foul bubonic vapor as the censer is swung. Any unprotected flesh exposed to the vapors quickly erupts into bleeding sores and fluid-filled blisters. The vapors also cause the lungs to hemorrhage as the gas is inhaled. This weapon is so dangerous it has been known to kill its wielder as well as its enemies.

Range	Strength	Special Rules
Close Combat	As User +2	Two-handed, Fog of Death

- **Special Rules:**
 - **Fog of Death:** the billowing clouds of vapors released by the swinging Censer makes the wielder very difficult to target with any shooting weapon. Shooting attacks suffer a -1 to hit because of this. In addition a model hit by a Plague Censer must roll equal to their Toughness or become overcome by the bubonic vapors and suffer one wound, no critical hits. A roll of 6 always causes a wound on a model, regardless of its Toughness, no armor save is allowed as the vapors are able to penetrate even the best defenses. This wound is taken in addition to any delivered by the weapon itself

Starting the Game

Each player rolls a dice, adding his or her leader's initiative, to determine who takes the first turn. The player who had the last choice in warband placement gets an additional +1 to their roll. Turns begin with the high roller and continue clockwise.

Ending the Game

Each player rolls a dice, adding his or her leader's initiative, to determine who takes the first turn. The player who had the last choice in warband placement gets an additional +1 to their roll. Turns begin with the high roller and continue clockwise.

Experience

- +1 **Winning Leader:** The leader of the winning warband gains +1 Experience.
- +1 **Survives:** If a Hero or Henchman group survives the battle they gain +1 Experience.
- +1 **Per Enemy Out Of Action:** Any Hero earns +1 Experience for each enemy he puts Out Of Action.
- +2 **Vanquishing Tripps:** The hero who puts Tripps Out Of Action receives an additional +2 Experience.

+3 Recovering Plague Carrier: The hero who recovers the plague container receives +3 Experience.

Final Note

Even in the face of extreme danger and most likely a very hasty retreat warbands are always on the lookout for financial gain. All warbands roll for exploration as normal. If any warband was able to recover the plague container they also get to roll on the rewards chart. Lord Bachman was very pleased, almost too pleased.

1D6	Item
1	D3+X Wyrdstone Shards (X = # of warbands in game)
2	Player may choose any one Armor or Weapon available on the item chart in the rulebook.
3	D6 gems worth D6 x10 gold crowns each.
4	Player may choose any miscellaneous item available on the item chart in the rulebook.
5	D6 x 5 gold crown reward for each surviving member of your warband.
6	Lord Bachman is so overjoyed you may reroll twice on this table disregarding another 6 (strange, eh?)