

The Sword of the Herald

By Jeff Hogg

'While the widely accepted history asserts that the catastrophic event that befell Mordheim is nothing more than a myth, the few collected journals and diaries point toward the opposing viewpoint. In fact, those journals and diaries seem to prove that the legends that we know are only a fraction of the horror that was Mordheim.

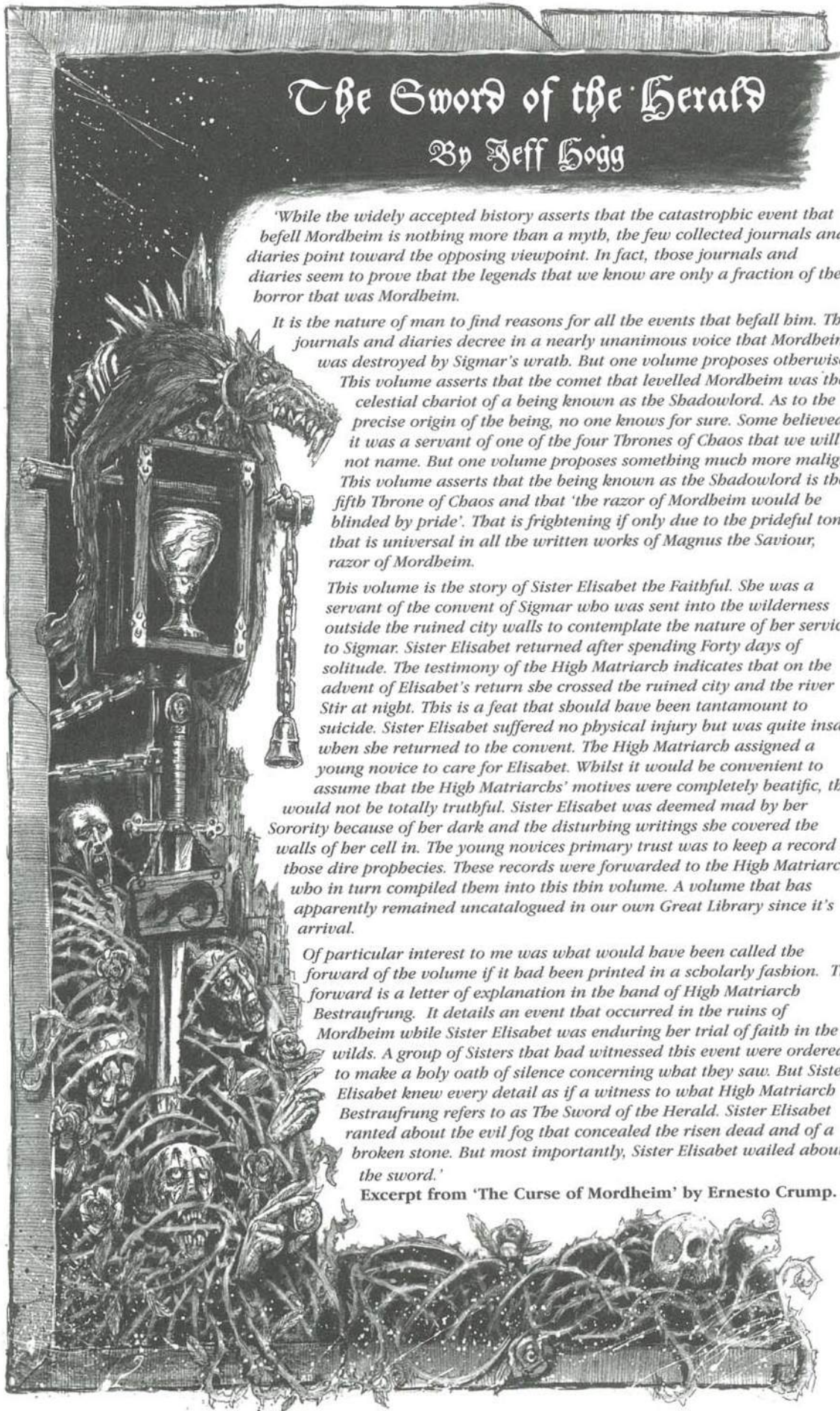
It is the nature of man to find reasons for all the events that befall him. The journals and diaries decree in a nearly unanimous voice that Mordheim was destroyed by Sigmar's wrath. But one volume proposes otherwise.

This volume asserts that the comet that levelled Mordheim was the celestial chariot of a being known as the Shadowlord. As to the precise origin of the being, no one knows for sure. Some believed it was a servant of one of the four Thrones of Chaos that we will not name. But one volume proposes something much more malign. This volume asserts that the being known as the Shadowlord is the fifth Throne of Chaos and that 'the razor of Mordheim would be blinded by pride'. That is frightening if only due to the prideful tone that is universal in all the written works of Magnus the Saviour, razor of Mordheim.

This volume is the story of Sister Elisabet the Faithful. She was a servant of the convent of Sigmar who was sent into the wilderness outside the ruined city walls to contemplate the nature of her service to Sigmar. Sister Elisabet returned after spending forty days of solitude. The testimony of the High Matriarch indicates that on the advent of Elisabet's return she crossed the ruined city and the river Stir at night. This is a feat that should have been tantamount to suicide. Sister Elisabet suffered no physical injury but was quite insane when she returned to the convent. The High Matriarch assigned a young novice to care for Elisabet. Whilst it would be convenient to assume that the High Matriarch's motives were completely beatific, that would not be totally truthful. Sister Elisabet was deemed mad by her Sorority because of her dark and the disturbing writings she covered the walls of her cell in. The young novices primary trust was to keep a record of those dire prophecies. These records were forwarded to the High Matriarch, who in turn compiled them into this thin volume. A volume that has apparently remained uncatalogued in our own Great Library since it's arrival.

Of particular interest to me was what would have been called the forward of the volume if it had been printed in a scholarly fashion. The forward is a letter of explanation in the hand of High Matriarch Bestraufung. It details an event that occurred in the ruins of Mordheim while Sister Elisabet was enduring her trial of faith in the wilds. A group of Sisters that had witnessed this event were ordered to make a holy oath of silence concerning what they saw. But Sister Elisabet knew every detail as if a witness to what High Matriarch Bestraufung refers to as The Sword of the Herald. Sister Elisabet ranted about the evil fog that concealed the risen dead and of a broken stone. But most importantly, Sister Elisabet wailed about the sword.'

Excerpt from 'The Curse of Mordheim' by Ernesto Crump.



The Sword of the Herald

An adjudicated multi-player scenario for Mordheim.

This scenario pits several warbands against one another as they commit themselves to a terrifying, and very profitable, exploration that concludes in a running battle to escape their enemies.

Special Note

This scenario requires that one player take on the role of a referee. The referee's responsibilities are detailed below.

Terrain

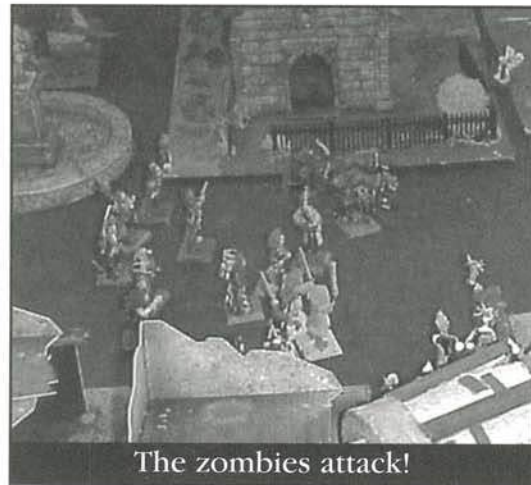
The referee is responsible for setting up the terrain for this scenario. The referee should place the terrain so it creates some open shooting corridors as well as areas that are very tight and favourable for warbands that focus on getting stuck in. The terrain should include a ruined cart and a token or counter portraying a vile looking sword. Special tokens for giant hunks of wyrdstone are a good idea as well, but not required. The cart, stones and the sword should be placed in the exact centre of the table. There should also be one Star Stone splinter counter on the table per player in the game, up to a maximum of five.

Set Up

The referee is also responsible for marking out the deployment zones. If there are more than six players, use these rules as a guideline to adjudicate the set up and deployment of the warbands.

When dealing with more than six players, table position becomes a very critical aspect of the game. After the terrain has been placed the arbitrator should call for alliances. This does NOT mean that every player needs to ally. The call is to allow the players to begin the game allied and reduce the number of deployment areas on the table. Players are still free to make and break alliances at their discretion after the game begins. After giving the players a suitable amount of time to ally the arbitrator can close the call.

While the players are discussing their options the arbitrator should



The zombies attack!

mark the 'centre' of the deployment areas on the table with a token of some sort. This will likely require some judgement on the part of the arbitrator. For a good rule of thumb consider this method to set up the deployment markers. Divide the number of positions required (equal to the number of players) into the perimeter measurement of the table. The calculated



result can be used to measure out the distance between points on the table. All the models must be within 6 inches of the deployment token. This is by no means perfect, as the corners of the tables will yield some very unwieldy areas that will 'legitimately' allow the placement of models that are within charge range of an opponents deployment area. To make those corner areas more enticing (useful), divide the players into two 'heats' for the purposes of choosing deployment zones. The first heat will be for non-allied players, the second for allied players. Have the non-allied players roll off and choose positions first. Encourage those players to choose deployment markers away from the troubled corners by reminding them that prior to play, terrain may be added to the table that will block line of sight and charge paths into the opponents nearby deployment area. This should cause most solo players to choose the less fractious deployment areas. When the second heat of players places models they should pick zones that are adjacent (when possible). Encourage the allied players to choose the troublesome deployment zones by having allied groups roll a single dice to determine when the allied group places

their warbands. Remember that the referee has the option to alter the set up suggestions as needed. This scenario was played on a four by eight table that allowed the referee to put four deployment areas at each of the tables short ends to eliminate all the deployment areas that would allow the warbands to start in or enter the zombie deployment area on the first turn.



The fallen cart

The cart and the contents that it has spilled mark the centre of the wyrdstone zombie deployment area. The wyrdstone zombies can be deployed up to 24 inches from the centre of the table. The number

of zombies deployed at the start of the scenario is equal to 4 times the number of players participating. The zombies should be placed on the table at this time. They should be placed as if to 'guard' the cart and its contents.



SPECIAL RULES

Multi-player Rules.

This scenario uses all the multiplayer rules from Best of Town Cryer that do not deal with deployment. Deployment rules for this scenario are detailed above.

The green glowing fog

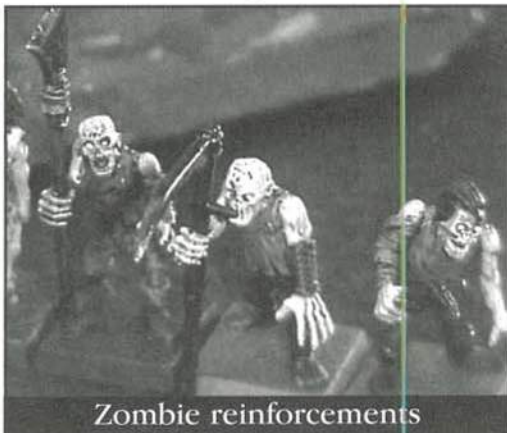
The zombie deployment area is filled with a very vile looking green glowing fog. The referee should remind players who have warbands venturing into it that it is murky and restricts sight as well as terrifying most living



and unliving things. The fog will not affect heroes. Henchmen must remain within 12" of the leader, and in the recovery phase of each players' turn, the warband's leader must make a leadership test to keep his henchmen moving forward. If the leader fails the test, the henchmen and the leader may not move that turn, though they may shoot and defend themselves as normal. The Warband's remaining Heroes and any Hired Swords associated with the Warband are free to move as normal. The fog also places an additional restriction on line of sight. Models cannot see any further than 3" through the fog for the purposes of shooting, charging and casting spells.

Zombie Reinforcements

In the Wyrdstone Zombie shooting/magic phase the referee will roll 1d6 for each Zombie that has been taken out of action. On a result of 4+ an additional zombie is placed anywhere within the zombie deployment area. These Zombies cannot be placed in base to base contact with enemy models, but have no other restrictions on their placement. The decision of where to place the Zombies

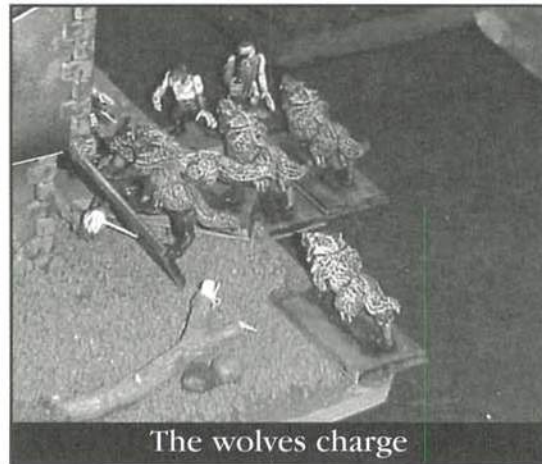


Zombie reinforcements

should be based on keeping the game challenging and entertaining instead of hassling any particular player

Star Stone Splinters

These are shards of immense size and they look as if they were once part of a singular stone that splintered when the cart was wrecked. Each Star Stone splinter is worth 3 additional wyrdstone in the post battle sequence. A warrior carrying a Star Stone splinter has its movement halved unless two warriors are working in tandem to



The wolves charge

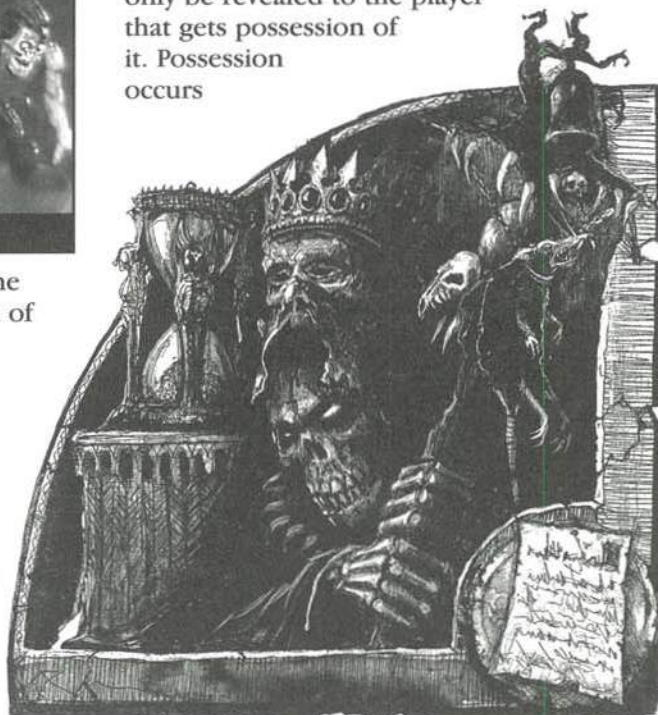
carry it. If two warriors are carrying a Star Stone splinter then they may use their unmodified move. If a warrior that is carrying a Star Stone splinter is charged or charges another model, the Star Stone splinter is dropped immediately. Any Hero



or Henchman that leaves the table with a Star Stone splinter does not return to play as they are taking it back to the warband's camp.

The Sword of the Herald

The sword's magical abilities should only be revealed to the player that gets possession of it. Possession occurs



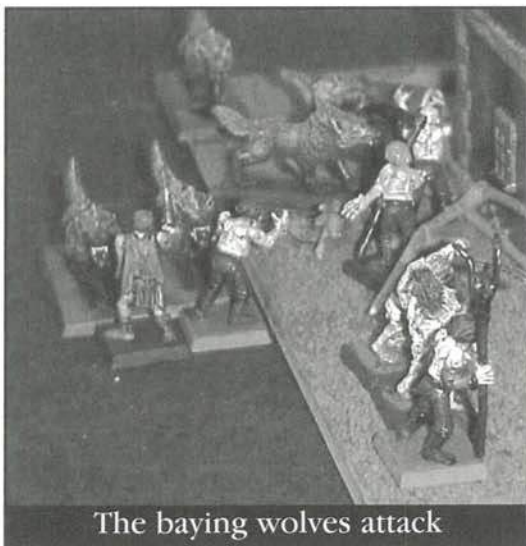
when a model moves to it and announces that they are picking it up. Possession does not require any reduction in movement and is considered to be instantaneous.

Starting the Game

The players roll 2d6 and add the result. The player with the highest total takes the first turn and play proceeds clockwise from that player's position. The Wyrdstone Zombies are dead slow and automatically take the last turn.

Ending the Game

The game ends when only one Warband remains or all the Star Stone splinters and the sword have been removed from the table. If all of the Star Stone splinters and the sword have been removed, work out the winner based on the removal of those objects by awarding the warbands one victory point for each Star Stone splinter that leaves the table and three victory points for the sword. If the game is still a draw then the warband possessing the sword wins the scenario regardless of the



The baying wolves attack

total points scored. The warband that removes the *Sword of the Herald* from the table should consult with the referee as to what can be done with it and what it is worth.

Experience

+1 Survives. Each Hero and Henchman group that survives the battle gains +1 experience.

+1 Winning Leader. The



Leader of the winning Warband gains +1 experience.

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

Heroes are restricted to earning +1 point for killing any number of Zombies.



Note that additional experience is **not** earned for removing the Star Stone Splinters or the *Sword of the Herald* from the table.

Acting Fairly as the Referee in an Adjudicated Scenario

This is an unusual scenario in that it should be played only once by a group of warbands and that it requires at least one player to be a referee. When we used this scenario in our local campaign, two of us took the responsibility, as we had to get everyone on the table out of the store in five hours. The referee is going to have to be someone who knows the rules, can keep the game running smoothly, and has to be someone who has earned the trust of the group. Trust is imperative as the players do not have access to all the information and the zombies are going to get put onto the table in an uneven (and possibly perceived as unfair) fashion. The referee can start to earn trust as the scenario begins by offering to run game with the option of having it 'not count'. The players do not have to choose that option unanimously, and those that choose to have the game 'not count' will be able to guarantee that their warband will not change (for good or bad). These warbands will not have to roll for serious injuries and agree that they earn no experience for playing the game and do not search for wyrdstone in the post game sequence. They can earn the rewards for removing the *Sword of the Herald* and the Star Stone Splinters from the table. The referee should also make sure that the players read the scenario and understand that the effects of the sword may be different, as well as the rewards. If the effects and rewards are to be different, then the referee should have a neatly prepared list of what happens during the game prepared in one sealed envelope and a list of the rewards in another. If there is anything that will help the players out, like

The Sword of the Herald

Holy and Unholy relics, the referee should mention this prior to play and allow the players to acquire them.

The referee can continue to gain trust during play by not placing the zombies in areas where players are already tied up and by placing the zombies in unusual positions. For example, place three zombies on a ledge above a player and have each of them try to do a diving charge when they next get to move. While there is only a one in six chance of being successful, everyone playing will be entertained by the thought of zombies falling out of buildings and landing on their heads.

As long as the referee remembers that the players are playing to be entertained as well as to compete the referee is doing the job right.

What does the big green sword do?

The *Sword of the Herald* counts as a chaos weapon and it adds +1 S and +1 to all rolls to hit (you still must roll a critical hit as normal). Additionally the warrior holding it must make a leadership test in each recovery phase. The warrior must use his own leadership. If the warrior carrying the sword fails the test he has become possessed by the Daemon in the sword and may do nothing during that turn. The referee will move a warrior that failed the test during the Wyrdstone zombie turn. The referee may use the possessed warrior in any way he (or she) sees fit including charging any warrior on the table. While the warrior is possessed by the sword, the warrior will shout that he (or she) is the Herald of the Shadowlord and will prove it through trial by combat. The referee should make it very clear to all the players that there is a raving madman in fog. If the possessed warrior passes the leadership test in a successive turn, then control of the warrior is returned to the player

controlling the warriors' warband.

After the game what can I do with it?

That depends on your warband. But the choices are either to equip a hero with it or pass it up the hierarchy that the warband belongs to.

If you want to equip it.

Possessed, Undead, Beastmen and Skaven warbands may equip it on any hero. Once the Sword is equipped, the warrior will never surrender the blade to any other members of the warband. Additionally, if a warrior equipped with the *Sword of the Herald* ever suffers an Out Of Action result through play, the warrior is removed from the table as normal, but the sword token should be placed on the table where the warrior fell. The blade can then be retrieved by any other warrior. The above Warbands may trade it off, as described below if they so choose.

If you want to pass it to your betters...

All other Warbands will try to get rid of such a weapon steeped in evil and will attempt to trade it off or pass it to their holy representatives such as priests of Sigmar to destroy it. For this the Warband will receive 100 gc's.

The Sword of the Herald:

Materials Required

1 Two Handed Sword (off the Mordheim Accessories Sprue)*

1 20mm slottless base

This one is easy. Carefully remove the sword from the Mordheim Accessory Sprue and cut off a small section of the tip. Glue the flattened end to the base and paint it. I suggest using a black primer and a Dark Angels Green base coat with Goblin Green and Scorpion Green Highlights. An alternative would be to dry brush with a mix of Sliver and Goblin Green.

