

or warband must accept the second roll, however, regardless of the result. Furthermore, the men often use hounds to guard their farms and raise the alarm against trespassers. Any captain of an Ostermarker warband may have a wardog as part of his starting equipment to represent the beast who once protected his farm and holdings from bandits and other, fouler creatures.

## Painting and Modelling

The colours of Ostermark are yellow and purple, although the latter tends to vary in shade and hue as the pigment is difficult to produce in the Empire. Although Ostermark warbands are essentially rural folk, in most cases farmers, it gives a warband a little more identity and cohesion as a group if they have something of their provincial colours on them, perhaps a shirt or arm or head-band. As rustic folk, Ostermarkers tend to carry weapons you might see

on a farm, so axes, pitchforks, bows and so on are all good examples of how you can personalise your Ostermark warband.

To give your models a rural feel, beard heads are a good choice, as well as using fur cloaks to represent animal skins. If your warriors carry shields, those made of wood are the most suitable. Ostermarkers don't have the strict military background of Riekländers nor the effete opulence associated with Marienburg, rather they are simple folk, without armouries and smithies, the likes of which are found in Nuln and Altdorf, and so their equipment should reflect that. The motifs and heraldry of Ostermark are dominated by their culture so rams and bulls head are appropriate, along with scythes and ears of corn to reflect their agrarian nature.



## Scenario 1: Upon the Eerie Downs

*A sombre and mysterious place, the Eerie Downs holds a palpable dread for the folk of the Mark; too well do they know the tales of engulfing fog and voices that whisper words of madness into the ears of travellers lost upon them.*

Two rival warbands are travelling through Ostermark, seeking to pillage and plunder or to punish those who would. As they draw close to each other, the barren land all about them and not another soul in sight, a curious fog rolls over their feet and soon they are both engulfed, unable to discern friend from foe. Upon the Eerie Downs is a Skirmish scenario and all the rules given on page 127 of the Mordheim rulebook apply with any exceptions noted below.

### Terrain

The Eerie Downs are a fairly barren stretch of open land with little by way of landmarks or cover. The battlefield should be fairly open with perhaps a few low lying hills to represent the undulating ground and the odd rock here and there, and perhaps a stone wall or hedge.

### Special rules

**Thick Fog:** The Eerie Downs are swathed in a thick fog which at times makes it difficult to see even beyond your nose! Visibility for shooting, charging, magic etc. is reduced to a distance of 4D6, rolled at the start of each player's turn. Furthermore, each player must roll a D6 before they can move. If they roll a 1 they must pass a Leadership test or become lost in the fog. Any model lost in the fog will move D6 in a random direction each turn, or 2D6 if they are fleeing. They may not shoot, cast spells or charge but if they bump into an enemy they will fight them as if they had charged into hand-to-hand combat but attack in Initiative order. As long as a model is lost in the fog they will believe their comrades have deserted them (all they can see is a white mist all

around them!) and will have to take an All Alone test at the start of each turn (regardless of the proximity of friendly models). Continue to roll the D6 each turn and any model that rolls a 6, if they are not fleeing, gets their bearings and may move and act normally (bearing in mind visibility) from that point on. Note that if a friendly model moves into base-to-base contact with a model lost in the fog either of their own accord, or if they are bumped into by a randomly moving warrior, the presence of a comrade allows them to get themselves together and regain their bearings and they are no longer lost. Any model that wanders off the table edge whilst lost in the fog should be removed from the warband roster. They have been driven mad by the voices of the damned in the mists and are lost never to be seen again.

### Ending the game

Once the fog engulfs them the warbands' are both trying to get off the Downs as soon as possible. To do so they must escape via their opponent's table edge. The game ends once a warband has escaped with half its models. Note that neither warband has to take a Rout test during the battle, nor can they voluntarily rout, as they are effectively lost upon the Downs and trying to escape.

### Experience:

**+2 Survives:** If a Hero or Henchman group survives the battle they gain +2 Experience.

**+2 Winning Leader:** The leader of the winning warband gains +2 extra Experience.

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

**+1 Escapes:** Any Hero or Henchman group that escapes earns +1 Experience Point.