Scenario 1: Defend the find

Often a warband finds a building with a hoard of wyrdstone or other treasure inside, only to be challenged by a rival warband. This usually leads to conflict as it is unlikely that either side will be willing to give up the wealth easily.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

warbands

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide.

The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

starting the game

The attacker has the first turn.

ending the game

If at the end of the defender's turn the attacker has more standing models within 6" of the objective than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

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

wyrdstone

One shard of wyrdstone for each Hero of either warband who is inside the objective building at the end of the game (up to a maximum of three shards per warband).

Scenario 2: skirmish

In the vastness of the Mordheim ruins there is always the risk of running into a rival warband. While two groups sometimes pass each other without a fight, more often than not there is a vicious battle amongst the ruins. If a warband can drive their rivals away, they will have a larger area in which to search for wyrdstone.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The higher scoring player takes the first turn.

ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

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

Scenario 3: Wyrdstone Hunt

Scattered in the ruins of Mordheim are innumerable tiny shards of priceless wyrdstone. It often happens that two warbands come upon the same area and only a battle can determine who will pick the spoils.

In this scenario, warbands encounter each other while scavenging in the same ruined warehouse, vault, temple or other such potentially rich building.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Special Rules

Once you have placed the terrain, put some Wyrdstone counters on the tabletop to represent where the shards are. There will be D3+1 counters in total.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. The counters must be placed more than 10" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken *out of action*, place the counter on the table where he fell.

Warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game

The game ends when one warband fails its Rout test. The routers automatically lose.

Experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

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

Wyrdstone

Your warriors earn one shard of wyrdstone for each counter still in their possession at the end of the battle.

Scenario 4: breakthrough

When news of a huge deposit of wyrdstone starts circulating, warbands will mount expeditions to unearth the wealth. However, their rivals often try to block them, eager to claim all the wyrdstone for themselves.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

Each player rolls a dice. Whoever scores higher decides which table edge the attacker sets up on.

The attacker sets up first, within 8" of his table edge. The defender sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

starting the game

The attacker has the first turn.

ending the game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses.

If the attacker manages to move two or more standing warriors to within 2" of the defender's table edge, they have broken through and he wins the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle, they gain +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 he puts *out of action*.

+1 Breaking Through. Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 Experience.

Scenario 5: street fight

Often two warbands will come face to face with each other in the narrow streets of Mordheim. Sometimes they pass each other without incident but more often the meeting ends in bloodshed.

terrain

Set up all the buildings into a single street, with no gaps along the sides. Behind the buildings are impassable ruins, although the buildings themselves are still accessible. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses whether to deploy first or second. The warbands are deployed within 6" of opposite ends of the street.

special rules

Neither warband can backtrack down the street to leave the battlefield via their own edge.

starting the game

Roll a D6 to see who has the first turn.

ending the game

When one of the warbands manages to move all its remaining warriors out of the street via the opposing edge, the game ends and that player is victorious.

Alternatively a warband which fails a Rout test loses the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +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 he puts *out of action*.

+1 Escaping. The first Hero from either side (not both!) who exits via the opposing table edge gains +1 Experience.

Scenario 6: chance encounter

Both warbands have completed their daily search of the ruins and are on their way back to their encampment when they run into each other. Neither side was expecting a fight, and the warband that reacts the quickest has the advantage.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

1. Each player rolls a D6. The player with the higher score can choose to deploy first or second.

2. The first player to deploy sets up his entire warband in deployment zone A as shown below. He may choose which quarter of the table to nominate as deployment zone A.

3. The second warband can then be set up in deployment zone B, but no model may be set up within 14" of any enemy model.
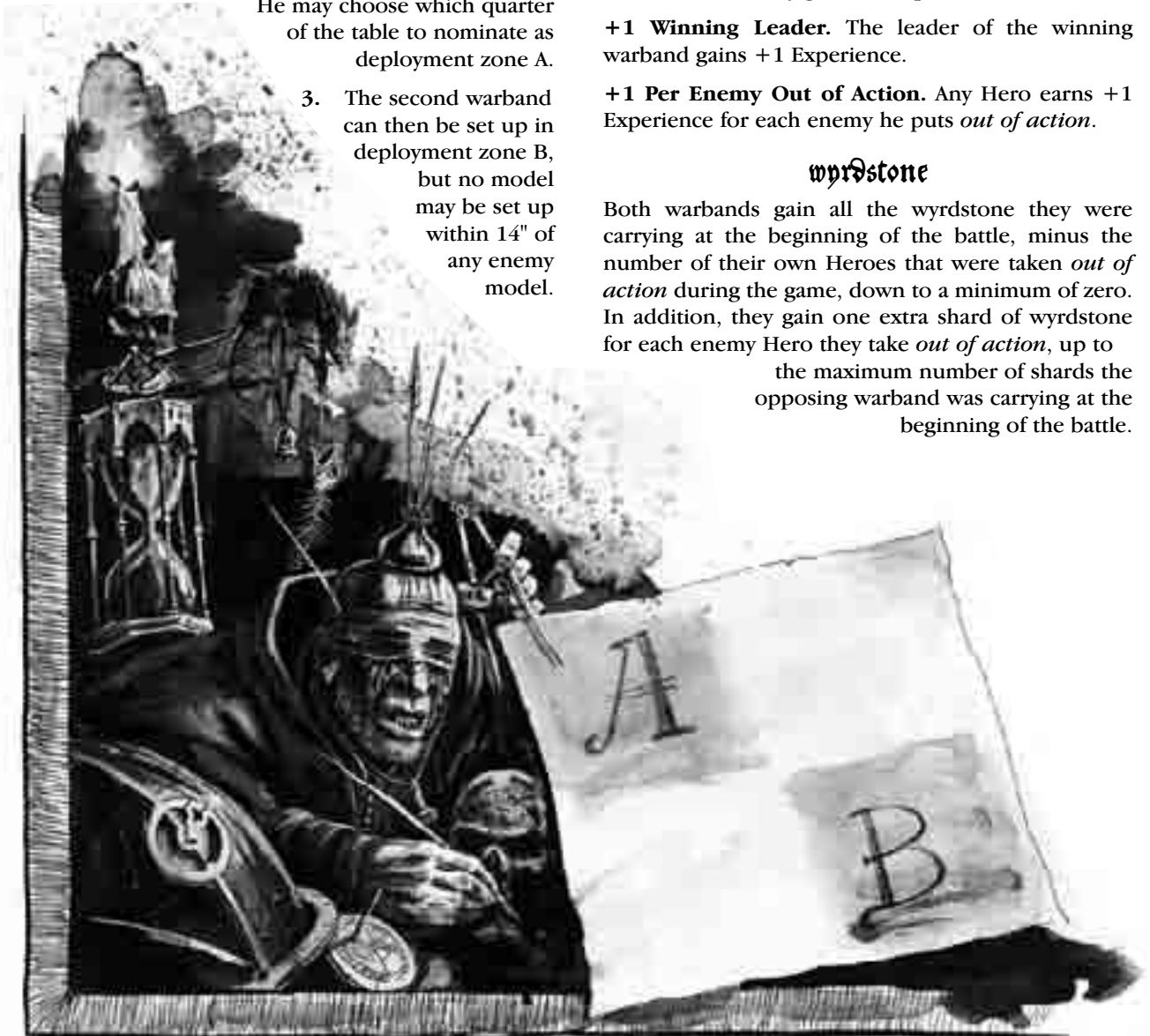
starting the game

Each player rolls a D6 and adds the normal Initiative of their leader. The player with the higher score goes first.

special rules

Each warband is carrying D3 shards of wyrdstone at the beginning of the battle. Mark down the number each warband has.

ending the game

The battle ends when one warband fails a Rout test. The routing warband loses.

experience

+1 Survives. If a Hero or a Henchman group survives the battle then they gain +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 he puts *out of action*.

wyrdstone

Both warbands gain all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken *out of action* during the game, down to a minimum of zero. In addition, they gain one extra shard of wyrdstone for each enemy Hero they take *out of action*, up to the maximum number of shards the opposing warband was carrying at the beginning of the battle.

Scenario 7: Hidden treasure

There is a rumour that one of the ruined buildings has a concealed cellar with a treasure chest hidden in it. Two rival warbands have heard about the cellar and are now searching the area. Who knows what they will find?

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

Both players roll a D6 and whoever rolls highest chooses which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side.

special rules

All the warriors (not animals!) in each warband know roughly what they are looking for and must inspect the buildings to find the treasure. Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once.

If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge. Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put *out of action*, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. For example, roll to see if you find any wyrdstone – you need a 5+ to find it. Then roll to see if you find the armour, and so on. This can make the chest a very valuable acquisition – however, it could also mean that your warband has risked death for only three gold crowns!

ITEMS	D6 ROLL REQUIRED TO FIND
3D6 gc	Automatic
D3 pieces of wyrdstone	5+
Suit of light armour	4+
Sword	3+
D3 gems worth 10 gc each	5+

starting the game

Roll a D6. The player rolling highest has the first turn.

ending the game

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the treasure chest.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +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 he puts *out of action*.

+2 For Finding the Chest. If a Hero finds the treasure chest he earns +2 Experience.

Scenario 8: occupy

This scenario takes place in a part of Mordheim where the buildings are bursting with shards of wyrdstone and other wealth. Taking and holding these buildings means that your warband gains rich pickings. Unfortunately, your opponent has the same idea.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

Each player rolls a D6. The player with the highest score decides which warband sets up first. The first player chooses the table edge he wants to set up on, and places all his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The player with the higher score takes the first turn.

special rules

The objective is to capture D3+2 of the buildings on the tabletop. Mark these buildings, starting with the one closest to the centre of the table, working your way outwards to the next nearest building. A building is occupied if at least one of your standing models is inside and no enemy models are inside the building.

ending the game

There is no need to take any Rout tests – as the game lasts for a maximum of eight turns. If one warband voluntarily routs, the game ends and the winning warband is considered to occupy all of the buildings on the table.

experience

+1 Survives. If a Hero or a Henchman group survives they gain +1 Experience.

+1 Winning Leader. The leader of the warband who controls the highest number of buildings at the end of the battle gains +1 Experience.

If both sides occupy the same number of buildings, then the battle is considered to be a draw and neither leader gains this bonus.

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

Scenario 9: surprise attack

One warband is out searching the ruins of Mordheim for loot when it is attacked by an enemy warband. The defenders are spread thinly and must muster a defence quickly to drive off their attackers.

terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

1. The defending player rolls a D6 for each Hero and Henchman group in his warband, in any order he chooses. On a 1-3, they are elsewhere in the ruins and turn up later as reinforcements. On a 4-6 they are deployed at the start of the game. Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.

2. The defender deploys his available Heroes and Henchmen on the table. No model may be closer than 8" to another model, as the warband is spread out wide to search the ruins. No model may be deployed closer than 8" to a table edge.

3. The attacker deploys his whole warband within 8" of a random table edge, as shown below. He may choose which edge to nominate as '1' before rolling to see where he deploys.

starting the game

The attacker always gets the first turn.

special rules

The defender, at the start of his second and subsequent turns, may roll a D6 for each of his Henchmen groups or Heroes not yet on the table. On a 4+ they move on in the movement phase from a random table edge as shown below – roll a D6. All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.

ending the game

The game ends when one warband fails a Rout test. The routing warband loses.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

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

Scenario 3: the lost prince

Travelling entertainers often tell tales of the ruined city and because of this, sons of the privileged classes often see the city of Mordheim as one big romantic adventure. Sometimes one will run away from home to join a mercenary warband and make a name for himself. Often these individuals are killed before they even get to the city but once in a while one will get lucky and actually make it that far. Sometimes their families are happy to see the young fool go but once in a while, a rich merchant or noble will actually pay to have his son saved from his inevitable fate in Mordheim.

The warbands have heard rumours that a powerful man's son has wandered into the ruins and a handsome reward will be paid for his return.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

The merchant's son is initially placed in the centre of the board. He will wander D6" in a random direction at the start of each of the first player's turns, until someone 'rescues' him. If a warband member comes into contact with the merchant's son (through normal movement, NOT through charging – this is an exception to the normal rules and represents that the merchant's son is not the enemy and should not be engaged in combat), the boy will attach himself to that member and follow him around. If the 'rescuer' is taken *out of action*, flees or routs, the merchant's son will attach himself to the next warband member to contact him. Should someone wish to attack the merchant's son, he has the same stats as a Youngblood (see the Mercenary warband in the Mordheim rulebook) and is armed with a sword and dagger. If he is killed, no reward will be issued to the winning warband, of course.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when one warband manages to get the merchant's son off the table. That warband (and any allied warband) is the winner.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +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 he puts *out of action*.

the reward

The grateful father awards the winning warband with the following treasure. Note that you roll for each item separately, apart from gold crowns, which are always received.

Item	D6 Result Needed
5D6 gc	Automatic
D3 swords	4+
Suit of heavy armour	5+
Suit of light armour	4+
Shield	4+
Helmet	4+
D3 gems worth 10 gc each	5+

The merchant's son gets cornered by three different warbands eager to claim the reward.

Scenario 4: the wizard's mansion

Not all of the ruined buildings in the city are ordinary houses. Some notable structures were the abodes of important town leaders or rich merchants. Tales are told of hidden rooms filled with treasure in such homes. The warbands have discovered the location of one such building. Rumours abound that the former owner also dabbled in the arcane arts, which may explain why his home was almost untouched by the devastation.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4"x6". The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

warbands

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article), representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

D6	Item Found
1	Wooden Man
2	D3 doses of Mandrake Root
3	D3 doses of Crimson Shade
4	Lucky Charm
5	Holy (Unholy) Relic
6	Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Wooden Man. For rules on the Wooden Man, see new items opposite.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +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 he puts *out of action*.

wizard's treasure

At the end of the game the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the mansion. Note that you'll roll for each item separately, apart from gold crowns, which are always found. For example, you will need to roll a 4+ to find a Tome of Magic. Then roll to see if you find the Gromril Sword and so on.

D6 Roll	D6 Roll Needed
3D6 gc	Automatic
D3 gems worth 10 gc each	5+
Tome of magic	4+
Gromril sword	5+
Athame	4+
D3 doses of healing herbs	4+
Dispel scroll	5+

new items

Wooden Man: Use the stats and special rules for a zombie with +1S and +1T. The Wooden Man is an artificial construct in the shape of a man but made of wood. It will follow the commands of the defending warband but will not leave the wizard's mansion for any reason, even after the game. The Wooden Man may obviously not be traded.

Athame: An Athame is a special silver dagger used in magical rituals. If used in combat, it will not hold its edge. For the first attack in a game, it will count as a normal dagger. However, for the rest of the game it will count as a fist attack. The Athame is worth 10 gold crowns if traded.

Dispel Scroll: This scroll contains a powerful counterspell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.

Scenario 5: the pool

Rumours abound about a pool in the city whose waters have magical powers of healing. The warband's patrons believe the magical properties of the water are due to a large deposit of wyrdstone within the pool. The warbands have been sent to collect as much wyrdstone from the pool as they can.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first piece of terrain should be a pool of water roughly 6" in diameter. The objective of the scenario is to gather all the wyrdstone from the pool.

special rules

Roll a D3+3 to find out how many pieces of wyrdstone are in the pool. The pool is shallow and may be entered. Any Hero spending an entire turn within 1" of the pool doing nothing else but searching for wyrdstone may roll at the end of his turn to see if he finds some. On a D6 roll of 1-2, that player has found one of the pieces in the pool. No Hero may search within 1" of another model (friendly or enemy), as models that are too close together disturb the waters for each other, so that neither may see the bottom. Only as many pieces of wyrdstone may be found as were rolled at the beginning of the game, any searching after that is useless. A Hero can carry any amount of wyrdstone without any penalty. Heroes cannot transfer their wyrdstone to another warrior. If the Hero who is carrying a counter is taken *out of action*, place the counter on the table again where he fell. Another warrior can then pick up these counters simply by moving into contact with them.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands', above).

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +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 he puts *out of action*.

+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

Scenario 6: ambush!

The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article). Each of the defending warband's Heroes carries D3 pieces of wyrdstone. If a Hero carrying wyrdstone is taken *out of action*, place a number of counters, equal to the amount of wyrdstone he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up these wyrdstone shards.

warbands

All the models in the defending warband must be set up within 6" of the centre of the board. The attacking warbands are then set up as normal.

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +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 he puts *out of action*.

+1 Per Wyrdstone Counter. If a Hero is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

Scenario 7: Monster Hunt

The warbands have heard rumours that a terrible monster has come up out of its lair beneath the city following the recent devastation and established a new home in the ruins. You have heard stories of such creatures and the treasure they accumulate is the stuff of legends. You have decided to see for yourself if the rumours are true.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first building should be rather large (at least 6"x6") and open-topped, preferably ruins. This building should be placed in the centre of the table, and this is where the monster's new lair is located.

Warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

Special Rules

The monster's lair is located in the central building and this is where the beast will be. The monster is young for one of its kind and its profile reflects this. In addition, a lifetime of living in caverns beneath the city has kept the creature from learning to use its wings. Therefore, unlike most monsters, this beast cannot *fly*. The monster will not leave its lair for any reason, though it will use its breath weapon against any model in range that it can see and will, of course, attack any model entering its lair. It will charge all models entering its lair if possible. Its 'turn' is performed before whichever player won the dice roll to go first, though it will do nothing until someone comes near its lair. For the monster's stats, see 'Great beasts in Mordheim' over the page.

Starting the Game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

Ending the Game

When one warband (or more than one, if the players have agreed to share the monster's hoard) is the only one to have any models within 6" of the monster's lair, and the monster has been put *out of action*, that warband is victorious and gets the monster's hoard. If two or more players have decided to share the hoard, they must decide how to split it up. If they cannot determine this peacefully, their warbands will have to decide it un-peacefully!

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +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 he puts out of action.

+1 For Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

+2 For Putting the monster *out of action*. The Hero that puts the monster *out of action* gets a bonus +2 experience.

Treasure Hoard

The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type. Still, it has amassed a respectable amount. Whichever warband has control of the monster's lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

Item	D6 Result Needed
5D6 gc	Automatic
Magical artefact (roll on artefact table)	6+
D3+1 pieces of wyrdstone	4+
Gromril axe	5+
Suit of heavy armour	5+
Suit of light armour	4+
Suit of light armour	4+
Shield	4+
Helmet	4+
D3 swords	4+
D3 gems worth 10 gc each	5+
Jewellery worth 10-60 gc	5+
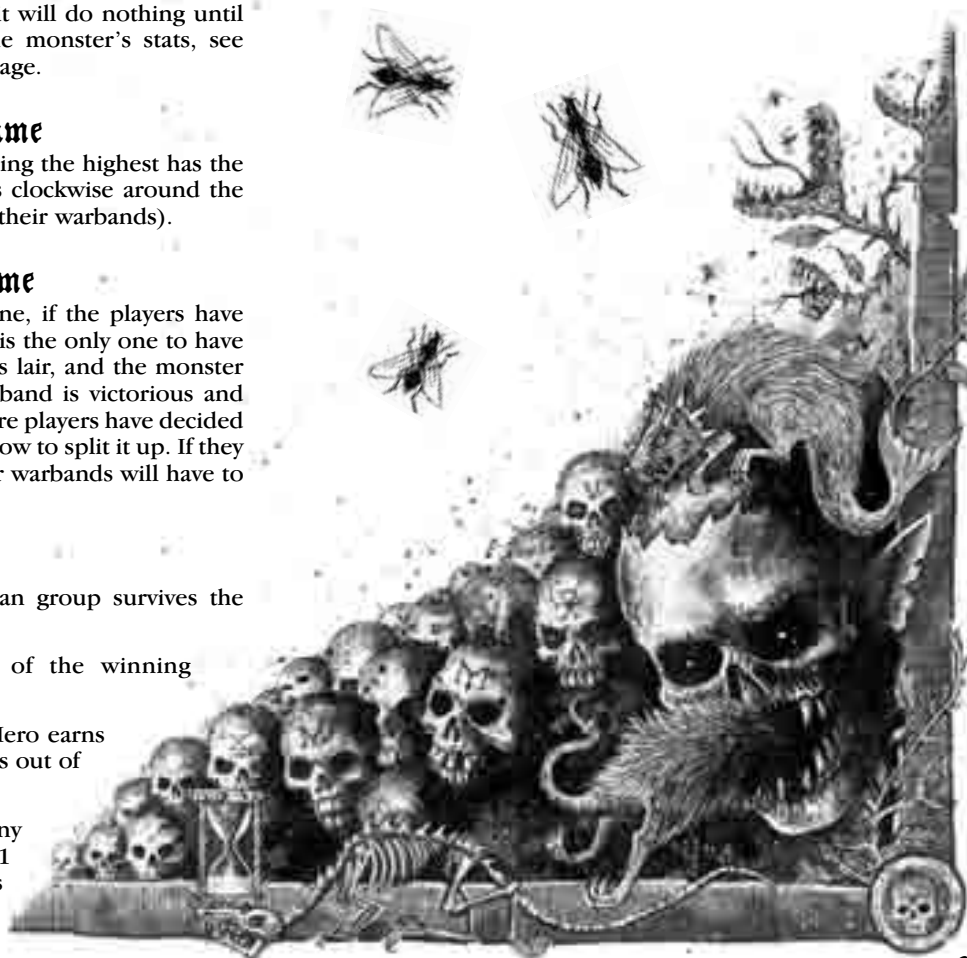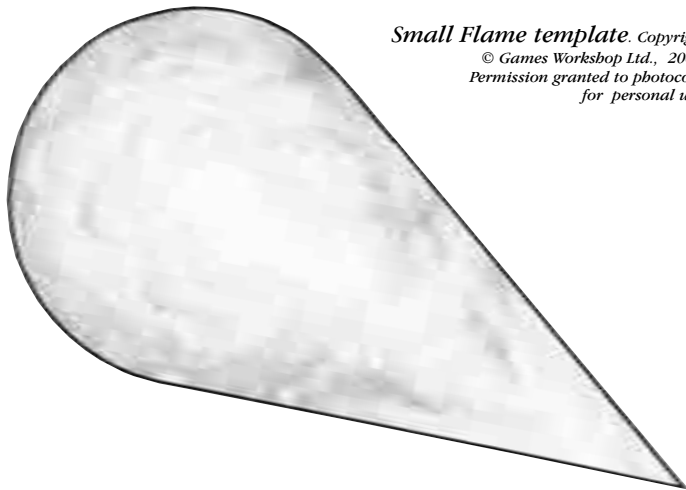
Small Flame template. Copyright © Games Workshop Ltd., 2000. Permission granted to photocopy for personal use.

D6 Roll	Result
1	Young Hydra
2	Young Dragon
3	Young Wyvern
4	Young Griffon
5	Young Hippogriff
6	Young Chimera

Great beasts in Mordheim

Regular games of Mordheim are not really suitable for the introduction of the larger monsters that roam the Warhammer world. Even a small dragon, for example, would eat the average Mordheim warband for lunch! Due to the nature of multiplayer Mordheim, however, with its alliances and generally broader emphasis, such creatures may well make an appearance without overly upsetting the game. Monsters in Mordheim are a bit smaller than their Warhammer counterparts – they represent creatures that have lurked underground in the caverns beneath the city, are former denizens of Mordheim's world famous Imperial zoo, or are young members of their species who have recently been forced out of the nest and have decided to set up a new lair in the ruined city. Players who wish to include monsters in their games of Mordheim can do so using Scenario 7: Monster Hunt, or may wish to create their own scenarios using these rules. If a monster is desired, the players should either choose what type of beast they are hunting or roll on the following chart:

Young Hydra

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	5	3	5	8

Fear: Despite its smaller size, the young Hydra is still a fearsome opponent. It causes *fear*.

Save: The young Hydra's scales aren't as strong as a normal Hydra's, but they are still as strong as metal. The Hydra has an armour save of 6+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Hydra breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase and may be made even if the Hydra is involved in close combat. Simply place the small teardrop shaped template with the narrow end at one of the Hydra's mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Hydra's fire is too weak to set them alight without prolonged exposure.

Loss of Heads: Each wound suffered by a Hydra represents one of its many heads getting taken *out of action*. Because of this, any successful (unsaved and un-regenerated) Wound to a Hydra reduces its Attacks characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). So, for example, if the Hydra has taken 3 (unsaved and un-regenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

Regeneration: All Hydras have the ability to regrow damaged heads. Some can do this immediately, while for others it may take a matter of hours or even days to replace a head that is lost. To represent this ability, at the end of each round of close combat roll a D6 for each Wound the Hydra has suffered that round. On a roll of 4 or more that Wound has regenerated; any regenerated Wounds are reinstated. If a Hydra is down to its last Wound remaining, make this roll to regenerate before rolling on the Injury table; a successful Regenerate roll means that no Injury roll is made.

Will not Rout: The Hydra is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hydra's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hydra but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hydra receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Hydra may not attack until it recovers).
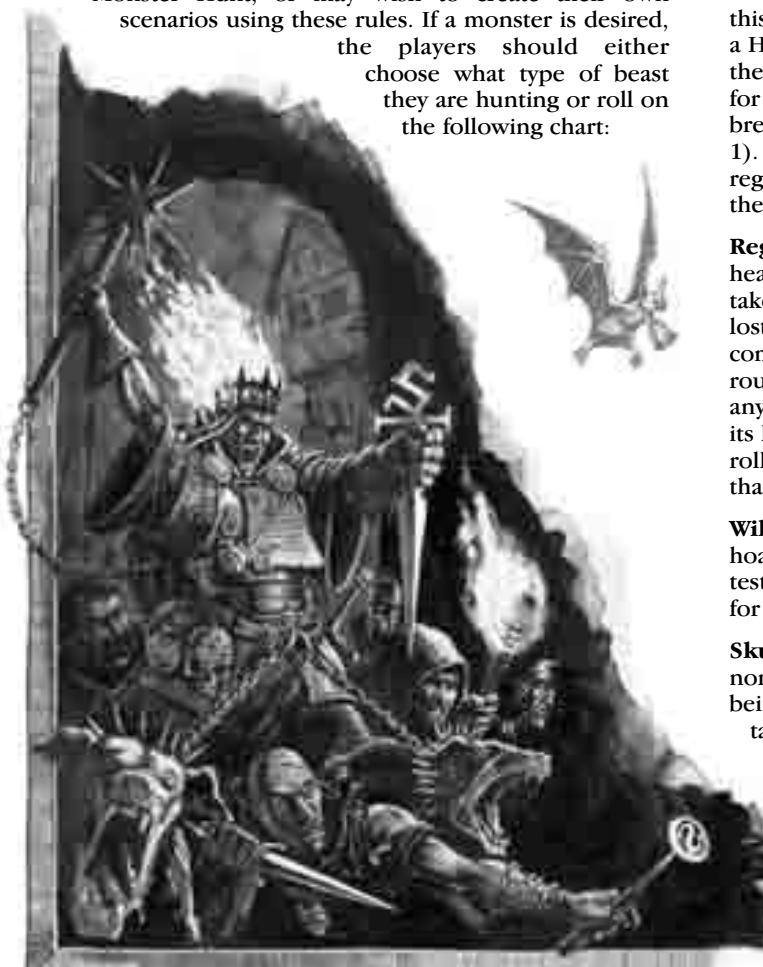
Young Dragon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	5	5	6	4	7

Fear: Despite its smaller size and useless wings, the young Dragon is still a fearsome opponent. It causes *fear*.

Save: The young Dragon's scales aren't as strong as a normal Dragon's, but they are still as strong as metal. The young Dragon has an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Dragon breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase, and may be made even if the Dragon is involved in close combat. Simply place the small teardrop shaped template supplied opposite with the narrow end at the Dragon's mouth. Any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Dragon's fire is too weak to set them alight without prolonged exposure.

Will not Rout: The Dragon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Dragon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* results instead (see below).

Staggered, but not down: Mighty blows will rock the Dragon, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Dragon receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Wyvern

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	5	3	4	2	5

Fear: Despite its smaller size and useless wings, the Wyvern is still a fearsome opponent. It causes *fear*.

Save: The Wyvern's scales aren't as strong as a normal Wyvern's, but they are still as strong as metal. The Wyvern has an armour save 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrashes this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the Close Combat phase (eg, it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.

Will not Rout: The Wyvern is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.
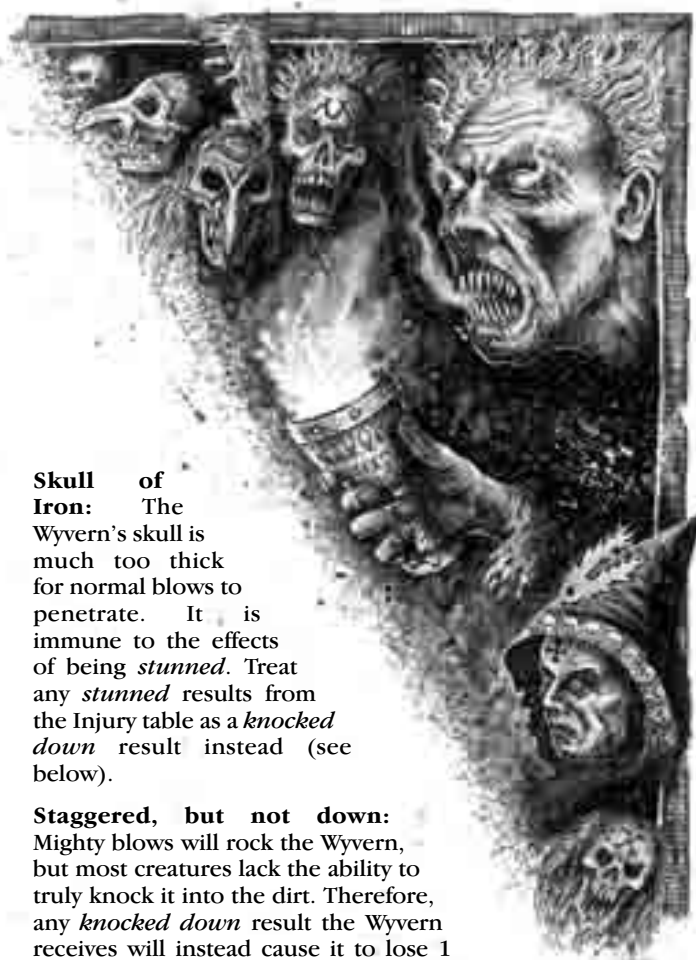
Skull of Iron: The Wyvern's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Wyvern, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Wyvern receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Wyvern may not attack until it recovers).

Young Griffon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	4	4	4	3	8

Fear: Despite its smaller size and useless wings, the Griffon is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Griffon's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Griffon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Griffon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Griffon but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Griffon receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Hippogriff

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	5	4	4	4	2	8

Fear: Despite its smaller size and useless wings, the young Hippogriff is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Hippogriff's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Hippogriff is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hippogriff's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hippogriff but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hippogriff receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Chimera

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	4	4	8

Fear: Despite its smaller size and useless wings, the Chimera is still a fearsome opponent. It causes *fear*.

Dragon Head: One of the Chimera's three heads is that of a Dragon. When the Dragon head breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase. Simply place the small teardrop shaped template with the narrow end at the Dragon head's mouth; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Chimera's fire is too weak to set them alight without prolonged exposure.

Ram Head: The second head is that of a massive bloody-eyed ram. One of the Chimera's attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be *knocked down*.

Lion Head: The last of the Chimera's heads is that of a ferocious golden-maned lion with jaws of steel and razor-sharp teeth. One of the Chimera's attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Chimera is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Chimera's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Chimera but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Chimera receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Reinhold pulled his blade out of the body of the Black Skaven lying at his feet. He looked up to see the remaining ratmen scurrying away as quickly as their stunted legs would carry them. The bodies of dead and wounded Skaven and Chaos Cultists littered the street. Reinhold's band had escaped the battle with little more than a few scrapes and bruises, thanks largely to his quick thinking. The wily veteran had assessed the situation and forged a hurried alliance with the Skaven against the Cultists. Then as soon as the members of the coven were put down or fleeing, Reinhold's men quickly turned on the surprised ratmen, easily driving off the cowardly abominations as well. It was not a tactic he would have used against anyone other than the unclean, but blasphemers deserved no mercy. It was not an heroic victory certainly, but it was victory nonetheless. And victory was something to be proud of in this dark city.

MORDHEIM

Night of the Dead!

Scary Scenario

By Andy Tabor

This game is for a one time multi-player game (one-off) or can be modified to be used in a campaign. Pitfightertrainer, Greenwood Gaming Group, Kawarda and myself: (BankofMarienburgh) modified this scenario from Troll 23 for a Halloween Game.

Your warband has been in the City of the Damned and has had a difficult time finding Wyrdstone and keeping your warband happy. You have recently heard rumours at local watering hole that there is a pile of Wyrdstone so large that an Ogre could not carry it all! After hearing the story over many drinks there are several warbands contemplating the idea of searching for the pile. Along with the story of Wyrdstone there are consistent stories of Demons, Zombies and Bears. Oops, I mean nefarious things that lurk in this unexplored section of town. It has been rumoured that the famed "Town Cryer" of Mordheim walks the streets here.

SET-UP

All players roll 1D6 and whoever rolls highest sets up first. If more than two warbands, please use Mordheim Annual 2002 page 27 Diagram 1.

Starting the Game

Roll a D6. The player rolling highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

DEPLOYMENT

Starting models will begin 12 inches inside the table and further models to come out for the fight will start at 8 inches.

TERRAIN

Take turns placing terrain around the gaming table but be sure to leave an 8 inch circle open in the middle of the table. This 8" area will represent where the Wyrdstone pile is located. In placing terrain leave streets or alley ways open.

SPECIAL RULES

One hero and one henchmen group will be chosen at random. Roll 1D6 for each Hero, the Hero with the highest dice roll will be the first to venture into the City. In the event of a tie, keep rolling until one Hero is the winner. Do the same for henchmen group. The rest of your war band seems to be lost in the fog for now. (Your gaming group or GM should agree what the D6 roll will represent: Captain, champion, young bloods and etc)

In addition, the heavy fog will limit visibility to 4 inches. If you attempt to run more than 4 inches then roll 1D6 on a one (1) or two (2) the warrior must consult the chart below. On a three (3) or better on a 1D6 the warrior has no problems running.

If you have a rabbit's foot you may use it to re-roll. If the model has a lucky charm they may use it to avoid a bad effect (2-8).

Roll 2D6 for Effect:

2	Crud, AAHH!-The warrior is Out Of Action.
3	Crud, Mommy!-The warrior runs full distance in a random direction.
4	Crud, Ouch-The warrior is Stunned.
5	Anybody! Move 4" in a random direction.
6	Crud! Ouch!-The warrior is knocked down.
7	Whooo was that! Stand still and listen.
8	Oh,Light! I think?-Move 4" in any direction you choose.
9-10	Yikes-The warrior is treated as having failed a charge, but no other effect.
11-12	Graceful Turn-The warrior dodges a fatal accident. No effect.

Each hero and henchmen must attempt to get their Wyrdstone to their deployment zone. Once a hero or henchmen group returns to their deployment zone another of the same type may leave to go search for the treasure. No hero or henchmen can return to the deployment zone unless they have treasure. If or when each hero or henchmen group returns to their deployment zone they stash their Wyrdstone and roll D6 to see who will venture back into the city. It is possible for the same group to go again but unlikely. You may continue this until all your models are OOA.

For each warband D3+1 Zombies will be generated around the Wyrdstone pile when a model takes some Wyrdstone. The Zombies will appear 8 inches away and will be randomized by scatter dice. The Zombies will have home court advantage; they know this area like the back of their hand, if they have one. Zombies are in search of fresh meat to eat, thus in this scenario the Zombies can charge a warband model that is 8 inches away on a 4+. Familiarity and hunger (MMM….brains) make their keenness higher. It will be possible for the Zombies to charge through the fog and DO NOT have to roll on the random counter above.

If a player does not wish to move his/her models to the Wyrdstone pile the GM may use any persuasive techniques necessary to encourage such behaviour.

The Great Library

New scenario for Mordheim
By Andy Tabor

The North-East Quarter of Mordheim was renowned for trade and learning. When Mordheim was a living city, the crowded labyrinth of streets and market plazas were called the Merchant's Quarter, more commonly known as the District of the Flying Horse. Mordheim became known as the finest market of the city in the Empire, rivaling even the busiest ports as Marienburg. There were many traders who would claim that for the right price they could locate any object for you so desired in a day.

Another notable aspect of the North-Eastern Quarter was the Great Library. During the rule of the extravagant Count Ignatius Steinhardt, the library grew extensively to become the largest building in the entire city. The Count was particularly fond of collecting mystical and religious tomes. Of course, unwittingly, The Great Library managed to collect on of the largest deposits of Daemonic and Necromantic lore in the Empire.

Now after the disaster struck Mordheim Library was engulfed by flames from the comet. Only the bravest ever consider going anywhere near the ruins but the lure of ancient tomes is enough to persuade mages from across the Empire to hire warbands to retrieve any books that they can find. For enough gold, fools can find enough bravery to risk even this dark place.

Credit given toTC 25 Space McQuirk and Nick Jakos.

TERRAIN

Each player will take it in turn to place a piece of terrain, either a small building, or other piece of terrain. If you have one piece of terrain or several that could "act" as the Library should be placed in the middle. Many of the tomes have been spewed across the many blocks close to the Library. The battle is fought in an area roughly 4' x 4'. You may want to make the table larger if this is to be a multiplayer game.

SPECIAL RULES & SETTING UP

Players should then place D3 +1 Tomes for each warband involved in the game on the tabletop to represent where the Tomes are. Each player takes it in turn to place a Tome counter. The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from. A warrior can carry any amount of Tomes without any penalty. Warriors can not transfer their Tomes to another warrior. If a warrior is put OOA then the Tome is placed next to where the model was taken OOA. The Tomes cause FEAR. You must take a FEAR test to pick one up, unless you are immune to FEAR. This is to represent the great unknown on whether or not the Tomes are Evil. To represent the chaotic nature of the disaster and the many magic tomes that are scattered in the area warbands will roll on the Random Happenings from 2002 Annual or online from the articles page in the Mordheim section.

Warbands will begin rolling on the Random Happenings chart when the first model touches a tome and will continue then at the beginning of each warbands turn. Yes, the first warband that touches a Tome will roll on the Random Happenings chart even though it will already be in the middle of their turn. Please exempt rolls of 11, 45, 54, and 65 from the D66, just roll again.

WARBANDS
Players use the normal warband set-up rules.

STARTING THE GAME
Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table.

ENDING THE GAME
The game ends when all the warbands but one have failed their Rout Test. Warbands that Rout, automatically lose. If two or more warbands have allied they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

EXPERIENCE

+1 Survives. If a Hero or Henchmen group survives the battle they gain +1 Experience.

+1 Winning Leader(s). The leader of the winning warband(s) gains +1 Experience.

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

+1 Per each Tome Picked Up. If a Hero or Henchmen is carrying a Tome counter at the end of the game he receives +1 Experience.

+1 For the Warband with the Most Tomes. The leader of the warband with the most tomes at the end of the game gains +1 Experience.

ILL GOTTEN GAINS…
You can sell the Tomes for 25 +1D6 or choose to keep the scroll. If you keep a scroll then roll on the chart below (1D6). Rolling on the chart below will represent that the Hero has decided to open the scroll and is trying to decipher its abilities. Please nominate which Hero will be opening the scroll.

D6	Events
1.	The Hero who keeps the scroll will set out the next game. You may come up with some creative on why he can not play the next game from opening the scroll.
2.	The Hero who keeps the scroll will gain +1 Initiative. This can take you above our racial Maximum.
3-5.	The Hero who keeps the scroll will gain an Academic Skill. Those who normally can not gain a Academic Skill can gain one (1) Academic Skill. Please note that this is for only one time and does not grant the user to gain Academic Skills through normal experience.
6.	The Hero who opens the scroll will gain D3 experience.

ABOUT THE AUTHOR

Andy Tabor has been gaming for over 5 years. He has collected over 6 warbands and is currently finishing out a Tilean warband and working on an Araby Warband.

ENDING THE GAME

When the game is down to one warband left then the winner should be determined by who has the most Wyrdstone recovered and Zombie kills.

There are many options to declare the winner. Your gaming group could use these options:

1) Most Wyrdstone recovered.
2) Last Man Standing.
3) Most Heroic Actions (Made up at your discretion)
4) Most kills added with Wyrdstone recovered.
5) The Wyrdstone is brought to safety (D6+2 Wyrdstone).
6) Various combinations of the aforementioned and others

EXPERIENCE

(If used for a Campaign or to decide a winner)

+1 Survives: If a Hero or a member of a henchmen group survives they will gain +1 experience point.

+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 he put out of action.

+1 Per Wyrdstone carried off the board: Any Hero or henchmen group earns +1 Experience for each piece of Wyrdstone they get to carry off the board.

+1 Per Zombie Taken Out of Action: Any Hero earns +1 experience for each Zombie he/she put out of action.

ABOUT THE AUTHOR

Andy Tabor is known as BankofMarienburgh online. Andy has been a valued and prolific contributor to Mordheim forums past and present.

Scenario 10: Defend the Tomb

So that players can try out these new rules we've included this special scenario.

Your warband has entered a tomb and found the main burial chamber. After plundering it you hear the sounds of another warband entering the tomb. You must get it out without getting caught (the full list of scenarios can be found in issue 16 of TC).

TERRAIN

The dungeon is laid out with a large objective room at the centre. The objective room should have at least three entrances, more if possible. The defending warband is deployed first, inside or within 6" of the objective room. The attacker is deployed within 6" of any one or more entrances. The game ends if at the end of the defender's turn the attacker has more standing models inside the objective room than the defender. Alternatively, when one warband fails its Rout test the game ends.

WARBANDS

Roll to see who starts inside the tomb. Highest roll chooses. Whoever starts at the entrance of the tomb goes first and is the attacker. The defender deploys first inside the Burial chamber. The attacker(s) then deploy within the entrance room(s).

STARTING THE GAME

The attacker goes first. If there is more than one attacker then roll to see who goes first.

SPECIAL RULES

One figure is nominated to carry the treasure chest. He may only walk with it (no running or charging unless attacking someone within walking distance). The person with the chest may not use two-handed weapons. When the person carrying the chest is taken Out of Action another figure may pick up the chest by standing next to it for one turn without doing any thing.

ENDING THE GAME

The game ends when all but one warband fails a Rout test. Whoever gets the treasure out of the tomb wins.

EXPERIENCE

+1 Survives. If the Hero or Henchman group survive the battle they gain +1 experience

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

+1 Winning Leader. The leader of the winning warband gains +1 experience.

+1 Getting the Treasure. The warrior who carries the treasure out of the tomb gains +1 experience.

REWARDS

The winner gets D6x10 gc & D3 gems worth D6x5 gc and gets to roll for treasure on the following chart. Roll three times on the chart below to find out what else you get.

D6	Treasure Found
1	Heavy Armour
2	D3 Scimitars (count as hand weapons)
3	D6 Jambyias (dagger)
4	Gem-encrusted Helmet worth D6x10 gc
5	Shield
6	Monkey's Paw (see equipment list)

Equipment

The new equipment listed and explained here is exclusive to the Khemri – The Land of the Dead setting, although there is no reason why players that are travelling from Mordheim to Khemri and back in their campaign shouldn't continue using them on their return.

Lamp of the Djinn   50+2D6gc/Rare 12
These are exceptionally rare items that date back to the time of the Sultan Jaffar. It was said that the Sultan used magic and dark ritual to bind strange daemonic entities to mundane, everyday items so that he could call upon their powers but hide their true identity. Occasionally, one of these items finds its way into the hands of those foolhardy or reckless enough to try to use the powers of the dread Djinn.

Each time a hero uses the lamp it grants him three wishes but each time you roll on the 'Light table' you must roll on the 'Dark table' and apply the results.

D6	Light
1	Gain D6 Experience points
2	Gain one skill from your skill list
3	Gain D6x10 gc
4	Gain a random item from the equipment list
5	Choose an item from the equipment list

Scenarios

Here are a few of the scenarios that have been specifically tailored for Khemri (see page 7 of TC 16 for the full tables).

Scenario 9 – Defend the Oasis

Your warband has found an oasis to camp at. These finds are essential to the warriors' survival. As you are taking a break you are set upon by another band that wish to steal your cache of water.

Terrain
Place terrain in centre of 4'x4' board 12" from the edges. Rocks, trees, small buildings/ruins are great for this. One item represents a well or pool.

Warbands
The warband with the lowest rating defends the oasis. If you have the same number of warriors the one with the lowest water count defends. If water counts are equal, then roll to see who defends. Interestingly Undead will defend an oasis even though they have no use for the water.

Set-Up
The defender deploys first, within 6" of the well or pool. The attacker deploys within 6" of any table edge.

Starting the game
The attacker takes the first turn.

Ending the Game
If a warband fails a Rout test the game ends. If the attacking warband has more men within 6" of the well than the defender at the end of a turn then the attacker wins.

Experience
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

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

Rewards
The winner may fill his water supply to the maximum. Remember that you cannot carry more water and treasure than your burden limit.

When trading, the winner may remain at the oasis (since they successfully defended or captured it), and rolls for a caravan (3+) as normal. Meanwhile, the defeated warband has to roll on the Exploration chart with a -1 modifier, (as finding another oasis would be considerably difficult).

Scenario 4 – Tomb Raid

The warbands have heard rumours of a tomb in the area with treasure. Each warband is trying to find it first and make it back out of the tomb alive.

Terrain
Use tiles to represent the tomb (see TC 17). Place the Burial chamber in the centre of the table and an entrance in room one of the corners of the table. If more than two warbands are playing, place as many entrance tiles as needed at the corners.

Warbands
Roll to see who has the first turn. Highest D6 score chooses the starting tile.

Starting the game
Roll to see who goes first. Highest D6 score starts.

Special Rules
Each warband is trying to get to the centre chamber to get the treasure chest. Once there they must attempt to carry it out of the tomb. A warrior must be in contact with the treasure chest for a turn to pick it up. Once carrying it, he must move at half speed. If two warriors are carrying the chest they may move at normal speed. If a warrior routs whilst carrying the chest it must be dropped immediately in the tile he is in.

Khemri – The Land of the Dead

Ending the Game
If a warband routs the game ends. If the treasure chest is removed from the board that warband wins.

Experience
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

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

Rewards
In the tomb the winner gets D3 items of treasure from the following chart. Roll a D6 each time to find out what you get.

D6	Item Found
1	Heavy armour
2	D3 Scimitars
3	D6 Jambyias (daggers)
4	Gem-encrusted helmet worth D6x10 gc
5	Shield
6	Monkey's paw (see TC 17)

Scenario 10 – Protect the Prince

(Scenario for 2-4 players)

Many stories have been told of wealthy princes or other nobles travelling through the hot deserts of Araby and never reaching their destinations. Most of the merchants that travel the deserts are attacked by all sorts of raiders seeking to steal their riches. These stories persuade the merchants to protect themselves from whatever may happen, and hire mercenary warbands to do their fighting for them.

Warbands
Half of the warbands fighting this scenario are defending the merchant's wagon from attack whilst the other half are trying to raid the wagon of the merchant. Determine who are defenders and attackers in the usual way except there may be more than one of each. If there is an odd number of warbands then there will be one more defending player.

The defenders' job is to provide enough of a distraction to the opposing warband(s) for the prince to make it safely off of the opposite edge. The attacker's job is to prevent the prince from escaping to the other side of the table by attacking and putting him out of action.

Terrain
The battle takes place in the open. The scenery may consist of dunes, oases and ruined buildings. Place them as normal.

Set-Up
The defenders are set up first on one long edge of the battlefield. Next the attackers set up on either of the two short sides.

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Special Rules

The prince will follow any friendly model up to the limits of his movement. If he is more than 1" from a friendly Hero at the start of the Movement phase, then he will run the maximum distance in a random direction (use a Scatter dice). If this takes him into base contact with an enemy then this counts as charging. He will not voluntarily charge an enemy.

If any unengaged enemy models are within 2" at the beginning of the movement phase he will flee directly away from the closest one. He will rally by passing a Leadership test in the usual way. If a friendly model is in base contact he may also make a Leadership test to restrain the cowardly prince.

Each defending player controls the prince in their turn. This may create some interesting conflicts in a multi-player game. His profile is as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
Prince	4	2	2	3	3	1	3	1	7

Equipment: He is equipped with a Scimitar (sword) and a Jambiya (dagger).

Ending the Game

A defender wins the game if he is in control of the prince when he makes it off the appropriate table edge. If he flees off another table edge then neither side wins. An attacker wins by killing the prince before he leaves. In a multi-player game warbands may choose to ally and share the victory and winnings.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

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

+1 Killing the prince. Any character who puts the prince out of action gains +1 Experience.

Rewards

If the prince escapes he will reward his protectors with 4D6 gold crowns from his purse. If he is killed then the winning warband will find 2D6 gold crowns, plus jewellery equivalent to two pieces of treasure on his body.

This is the fifth installment of Khemri – The Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhara. This section introduces the Arabian Tomb Raiders warband and the last of the special scenarios.

Scenario 11 – One Man's Rescue is Another Man's Kidnap

Throughout history, intelligent beings have always coveted one another's possessions – whether that's his gold, weapons or slaves; so it is in Khemri too. Kidnapping is not uncommon in the land of dunes and palms – whether for ransom, political advantage or use as raw materials! Many of these victims are subject to a 'rescue' attempt, either by the victim's family, hired mercenaries or by another group who also wants to ransom the victim.

This scenario is classically played out between Nomad warbands, but can be played by any warband.

Terrain
The defender first sets up a camp at least 18" from any table edge. The camp consists of at least one tent for every three members of the warband, excluding animals and Undead henchmen (who don't need tents). In any case the camp must have at least two tents. Also see Tents hereafter. Each player then takes it in turn to place other pieces of terrain – an oasis, sand dunes, ruins, etc, at least 4" away from any other piece of scenery.

Objective
The objective of the game is for the attacking warband to free the kidnap victim and escort him/her (preferably alive) from the table. The defenders must try to keep the victim on the table (and alive). If the victim dies, the game is considered a draw – neither side gets the win bonus – additional Experience points and gold.

Warband
The defender sets up the warband's models anywhere within the camp, including inside the tents. The kidnap victim model must be set up inside a tent – profile as a Young Blood. Models should be set up inside tents in secret – ask your opponent to look away as you place any of your models inside the tents.

The attacker sets up on any side, no more than 8" onto the table. The attacker goes first.

Special Rules
The victim is considered free if at the end of any turn there is an attacking warrior model within 2" and he is closer than a defender. The victim model may then move as normal.

Ending the Game
The game ends when the victim has been rescued, or when one warband fails a Rout test. The winning warband gains 5D6+10 GC as a ransom/reward.

Experience
+1 Survives. If a Hero or a Henchman group survives a battle they gain +1 Experience.

+1 Per enemy out of action. Any Hero earns +1 Exp. for each enemy he puts out of action.

+1 Winning leader. The leader of the winning warband gains +1 Experience.*

+1 Rescuer. The warrior who rescues the victim gains +1 Experience.*

*Note: The last two are not awarded if the kidnap victim dies.

Special Rules – Tents
Cost: 20+2D6GC
Those that travel the deserts require shelter from the freezing nights and often-fierce sandstorms. The inhabitants of Khemri have developed light, robust tents to protect them from the extremes of the desert. These are frequently quite lavish and opulent – displaying the owner's wealth with items such as embroidered wall hangings, silk pillows and rare rugs.

Tents normally have only one entrance and only one model may shoot from a tent each turn. If an attacking model is within 2" of the entrance to a tent he can see inside – remove the canopy, revealing the models within.

Because of the tent's narrow entrance, it is unusual for more than one model to be able to fight in hand-to-hand combat (depending on your model tent). If a model in the entrance to the tent (either immediately inside or outside) is stunned, then any standing model in base contact may move it outside. Either player may move the model, but the player controlling the model has the final decision if there is any dispute. Place the stunned model to one side of the tent entrance, but move it no more than 2". This will allow attackers to gain entrance by dragging enemies out or pushing injured warband members out of the way. A model may not be moved and then attacked in the

same turn (although he may be attacked then moved). Assume that the stunned model is moved at the end of the current player's turn.

Because of the cramped conditions, weapons that require two hands to use (including halberds and most missile weapons) cannot be used inside a tent.

Optional Rules
This adds a level of complexity, slowing down the game; it also allows for greater tactical flexibility and realism.

Damaging Tents: Tents are made of a tough, hard wearing material but can be slashed and cut open using natural claws, a dagger or other bladed weapon (but not a hammer, dogs' paws, camel hooves, etc). In game terms they have a Toughness of 2, 4 Wounds and count as flammable.

If a sharp weapon causes a 'wound', a hole has been opened. Place a marker to indicate where this improvised opening is. However, a successful Initiative test must be made to enter, otherwise the warrior has become tangled in the tent's fabric and can do nothing else this turn. A warrior, thus entangled, may be attacked from inside or outside the tent, and the entangled warrior is at half WS when defending himself.

If reduced to 0 Wounds, the tent collapses. All inside must make a successful Initiative test to free themselves. They may do nothing else until freed, nor may they be attacked. The kidnap victim must be freed from a collapsed tent by a warrior– she is tied up and cannot free herself.

Tent Models
The tent models should be made with one entrance and so that no more than six models (20mm bases) can fit inside. They can be round or rectangular (rectangular is easier for game play) – both are appropriate for the setting. Make the tents such that the canvas can be lifted off to leave a floor area with some wall (about an inch or so) so that the entrance is clearly marked.

THE SHEIKH

"Where are we going, effendi?" asked Ben Ahrim.

"You will find out soon enough my friend", replied the tall bearded man at his side. "We are going to find gold and treasures beyond your wildest dreams". The Sheikh smiled, showing his gold tooth.

"Uncle, I know of only one place where treasures lie for the taking and I do not want to go there". Ben's swarthy skin looked pale. "They say that the princes of old walk the sands even though they have been dead for thousands of years. They say that they hate all living things and long only to kill them to raise in their own foul image".

"Ben Ahrim, you are my sister's son. You are my family. Since the thrice cursed greenskins came and killed my beloved son Ibn, you are my heir and successor."

"I know uncle. You have been like a father to me since my own father died. Tell me that you are not leading our tribe to its doom". Ben Ahrim trembled as he spoke, belying his years as a warrior.

"Do not fear. I know full well the monsters that await us in the Land of the Dead. I would not take us there unless I was sure that we could beat the cursed ones." The Sheikh turned making his robes rustle in the hot breeze. The silver chain that held his amulets and charms tinkled. Walking towards them was a short fat man with the brightest robes you could find in any bazaar. "Welcome", boomed the Sheikh, "The hospitality of my tent is yours. My water is your water".

The newcomer paused, out of breath. "My lord is most gracious. My water is yours also," he panted.

Ben Ahrim looked at him incredulously. "Is this a new warrior to help us defeat the dead princes? With respect he hardly looks able to hold a spear to defend himself."

"Please excuse my nephew." The Sheikh turned back to Ben. "The creatures of which we speak are creations of ancient evil magics. They will use it against us. To fight magic we must employ magic ourselves." Gesturing to the gaudily dressed little man, "This is Abu ben Baba. He is a powerful mage he assures me. With his help we will destroy the undead monsters."

Young Ben Ahrim looked again at the mage then turned back to the sheikh, "How much gold did you say?" A gleam appeared in his eye, "Uncle, forgive me for doubting you. Let us away immediately".

Further exploration of the fabled New World brought to you by the famed explorer Stephanus Cornette and his most brave Trantios. Check out the website above or issues 10-11 for more details of the Lustrian setting.

Lustrian Scenarios

Here are a few of the scenarios that have been specifically tailored for Lustria (see page 18 of Town Cryer 10).

3. The Secrets of the Beujuntae

It has been more than a few millennia since the Daemons of Chaos descended upon the jungles of Lustria seeking to destroy the new races the old ones had created. The first Slann used High Magic to entomb these Daemons thousands of years ago. Now they lay in slumber, waiting to be awakened by unfortunate mortals. Some find the sacrilegious tombs that hold these Daemons while searching the jungles of Lustria for riches.

Within the Jungle lies such a dark forbidden secret. An ancient Daemon of Chaos lie in wait. Spawned from the Changer of Ways the Slann Mage Priests called it Beujuntae or 'Possessor of souls' in the Slann tongue.

In this scenario, warbands encounter each other while scavenging loot from the tomb they have found.

It can be played by 2-4 players seeking a new challenge. This scenario is not for the weak at heart. It is a challenging war of wits and might. Only the bravest players should attempt to quell the spirit of the Beujuntae.

Terrain
You should have a small tomb and ruins in the middle of the board and encircled by jungle. Each Player takes a turn placing a piece of terrain. They may place a tropical tree, ruins,

tomb or similar items. We suggest that the terrain is set up within an area roughly 4'x 4'.

Up to 16 carnivorous plants may also be in play. This should of course be discussed with the players in advance!

Set-Up
All players roll a D6 to see who deploys first. The player rolling highest sets up first, within 8" of the table edge of his choice. His/her opponent(s) then sets up within 8" of the opposite edge.

Starting the Game
Roll a D6. The player rolling highest has the first turn.

Special Rules
Once you have placed the terrain, put some artefact (wyrdstone) counters on the tabletop to represent where the artifacts are. There will be D3+2 counters total.

Each player takes it in turn to place a counter. Roll a D6 to see which player places first. The counters must be placed more than 16" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of artifacts without any penalty. Warriors cannot transfer their artefact to

another warrior. If the warrior who is carrying a counter is taken out of action, place the counter on the table where he fell.

In each of these tombs is interned the Beujuntae spirit of a Daemon of Chaos that are release should the tombs be opened by looters. After all the players have had the first turn each player rolls a D6 at the end of the first player's shooting phase. The warband with the lowest score has a hero possessed by the Beujantae. Choose from random which hero becomes possessed.

When a hero is possessed he/she gains *Fear* and a +1 S, +1 W, +1 A and +1 T. The possessed hero charges the nearest unit whether it may be friend or foe. It attacks first regardless of whether the opposing unit's abilities give it the chance to strike first.

At the end of the turn, the Daemon leaves the Hero's body for another. Repeat the possession process only on the first player's shooting phases. The Hero who was possessed has been immensely drained and is very weak, and therefore has an automatic injury roll against him. Roll a D6 on the injury chart for the hero who has been possessed.

If a warband has all their heroes out of action, then the warband must take a rout test. The henchmen are fearful of the Daemon that had possessed their Heroes.

Ending the game
The games ends when one warband fails its rout test or 6 turns have elapsed.

Experience
+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes of the winning warband gains +1 experience.

+1 per Artefact counter. If a Hero or henchman is carrying an artefact counter at the end of the battle he receives +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

Rewards
The player who wins gets to open the tomb of a long-dead Slann Mage Priest (to the victor go the spoils!). Roll on the Items chart below to see what you find within the tomb.
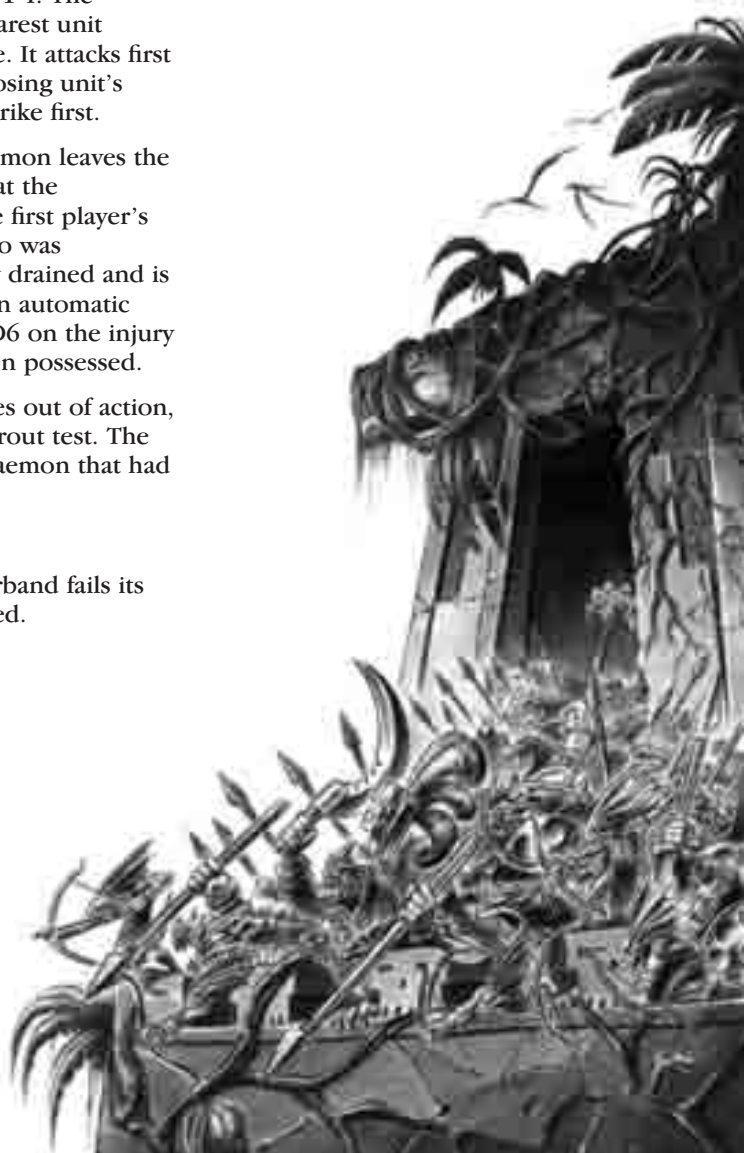
Roll 2D6 for each of the following:

5+2d6 gc (Automatic success)

6+ Magic Sickle raises WS of bearer +1.

7+ D6 gems worth 10gc each.

8+ Ancient Bone Armour confers 4+ save and in all other respects acts like light armour

6. Jungle Skirmish
— The Fog of War

Early risers in Lustria are greeted by rolling mists that cut visibility to almost nothing. Few are the men that willingly venture out into the mists. It is easy to become lost and disorientated when each way you look is a sea of white. It is the dread fear of any treasure hunter to run across a rival warband in the mists, to not know exactly who it is you are fighting until it is too late...

This game may be played by 2-4 players

Set-Up
Each player rolls a D6. Whoever rolls the highest chooses which table edge to set up on, placing all his warriors within 8" of the table edge. His opponent then sets up on the opposite side as normal.

Terrain
Each of the players take turns placing pieces of terrain. They may place either jungle trees, ruins or other similar item. We suggest that the terrain be set up within an area roughly 4'x4'.

Starting the Game
Both players roll a D6, the highest goes first, second highest goes second, etc.

Special Rules
There is a light fog covering the whole table. To represent this, warbands have a -1M and -4" to their missile weapon range. This would make a long bow maximum range 26" rather than it's normal 30". The skill "Leadership" is reduced to half range, i.e. anyone wanting to use the LD value of the hero with Leadership must be within 3" of the model.

Ending the game
The game will end when there is only one warband remaining unbroken on the table. This warband is the winner.

Experience
+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes of the winning warband gains +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

8. Island Hopping

The river Amaxon splits into several small tributaries, creating many small islands surrounded by swirling rapids. These islands sometimes contain important artifacts or treasure, and must be defended.

Terrain
On a 4'x 4' table, place a river so that it crosses the entire board, and its branches create several islands. There should be at least one more island than the number of players taking part in the scenario. Islands must contain at least 6" square of area. Set up at least as many bridges, as there are players in a sensible manner between the islands.

Warbands
The players each roll a dice. Whoever rolls highest chooses the island to set up on, and sets up first. The other players then choose in descending order.

Starting the Game
All players roll a die, and the highest roller goes first. Turn sequence proceeds clockwise around the table after the first player's turn.

Special Rules
The objective is to control as many islands as possible by the end of the game. To control an island, you must have more standing models on it than any single enemy. The river is impassable terrain, so bridges must be used to cross from island to island. There can be no more than four models on a bridge at any time. If a model takes a wound on a bridge, it must make an Initiative test or fall into the river. If this happens, it takes an additional S3 hit and is washed onto the nearest bank.

Ending the game
The game ends after six turns, or if all the warbands but one fail rout checks.

Experience
+1 Survives: all Heroes and henchmen groups who live through the battle gain +1 experience.

+1 Winning Leader. The Leader of the winning warband gains +1 experience.

+1 Per enemy OOA: Heroes gain +1 XP for each enemy they put out of action.

+1 Island Takeover: The Leader of a warband that controls another player's starting island at the end of the game gains +1 experience.

Starting the Game
The Attacking Warband(s) starts first – if there are more than one roll 1D6 with the highest scoring player going first and then moving in descending order. The Defender always moves last. The Lizardman Beastmaster goes first and should be controlled by the referee.

Special Rules
The Attacker(s), at the start of the second and subsequent turns, may roll 1D6 for each Henchmen group or Hero not yet on the table. On a 4+, these reinforcements may deploy during the movement phase from a randomly determined table edge. All reinforcements that arrive may not charge on the turn in which they arrive.

The players must defeat the Beastmaster to gain control of the Cold Ones. The unit/Hero which puts the Beastmaster Out of Action, gains control of the Cold Ones by taking the Beastmaster's whip from his prone form. Other enemy units can gain control of the Cold Ones by similarly taking the whip from whoever has possession. If nobody is in possession of the whip, the Cold Ones will immediately become subject to *Stupidity*. Also, roll 1D3 to determine how many artifacts the Lizardman Beastmaster carries. The unit/Hero which takes out the Lizardman Beastmaster gets the artifacts but if the unit is stunned or Out of Action, another unit in base-to-base contact may take the artifacts. The Unit with the whip must always be within 4" of the Cold Ones.

No warband may voluntarily Rout. The game lasts for 12 turns

Ending the game
The player who runs off the board with at least one of the Cold Ones and artifacts wins the game. If both Cold Ones are Out of Action then the last warband not routing wins the game. The last model which has the artifacts in its possession gains them.

Experience

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

+2 Winning leader. The leader of the winning Warband gains +2 experience.

+1 per enemy out of action. A Hero earns +1 exp for each enemy he puts out of action.

+1 per Cold One alive. All units in the winning Warband which survive get +1 exp per Cold One alive.

Beastmaster and Cold Ones
Lizardman beastmaster: Use a Skink Great Crest from the Lizardman Warband from TC issue 11 for the Beastmaster (page 24) and the rules for Cold Ones can be found on page 17 of the same issue.

Winnings
If the winning Warband captures the Cold Ones alive, they can either mount a unit on them or sell them for 80gc. If one or both of the Cold Ones are dead then you can sell them for 40gc each.

The artifacts are the equivalent of a Wyrdstone shard each and can also be sold.

5. Lost Temple of the Slann
Long ago, when the Old Ones lived and prospered in the steaming jungles of Lustria they erected great white stone pyramid-temples in which to live and contemplate the heavens. Since their demise many of these temples have fallen into ruin with a few of the the domain of the Slann and their Lizardmen followers.

It is the temples of the Lizardmen that draw the greedy and adventurous to them like moths to a candle for they are reputed to be great repositories of arcane knowledge and, of course, gold...

For 2-6 warbands.

Lustria – Cities of Gold

Terrain
Each of the players takes turns placing a piece of terrain. They may place jungle trees, man-eating plants, quicksand, ruins or other similar terrain features. The terrain should be set up in an area roughly 4'x6'. You should put a Building (temple) in the centre of the table. The objective is to take control of this building.

Warbands
One randomly determined player is the defender representing the Warband that reached the building first. This is regardless of who has the highest Warband rating. However, if there is a Lizardmen Warband taking part, they become the defender automatically. The defender is deployed first, inside or within 6" of the objective building. The attacking Warbands are set up as normal.

In addition, for each attacking Warband beyond the first, the defender rolls once on the Booty table (below) to determine the additional equipment his Warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the Warband thus far and are meant to give the Warband a chance against multiple opponents:

D6 Roll	Item Found
1	Temple Stone Guard
2	1D3 doses of Dark venom
3	1D3 doses of Crimson shade
4	Holy (or unholy) relic
5	Lucky Charm
6	Heavy Armour

All of the above are described in the Mordheim rules, except for the Temple stone guard. For rules on the Temple stone guard, see new items.

Starting the Game
Each player rolls a D6; the player rolling the highest has the first turn and order of play proceeds clockwise around the table. The attacker must set up 6" to the nearest table edge.

Ending the game
The game ends when all warbands, but one, have failed their rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

Experience
+1 Survives. If a Hero or Henchmen group survives the battle, they gain +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 he puts out of action.

The Old Relics
At the end of the game the winning Warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see which additional items the Warband finds in the temple. Note that you'll roll for each item separately, apart from gold crowns (or their equivalent), which are always found. For example, you will need a 4+ to find a *Tome of Magic*. Then roll to see if you find the *Gromril Sword*. Note that you roll on the table once for each Hero that you have who isn't *Out of Action*. The maximum number of times you can roll is 6.

D6 Roll	D6 Roll Needed
3D6gc's	Automatic
D3 gems (worth 10gc each)	5+
Tome of Magic	4+
Gromril Sword	5+
Cloak of Mists	5+
Healing Herbs (D3 doses)	4+
Dispel Scroll	5+

New Items

Temple Stone Guard:

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	4	1	1	1	8

The Temple Stone Guard is a statue of a Lizardman Saurus, created to protect the

temple. The defending player gets to control the guard for this game. It will not leave the temple for any reason, even after the game. The Stone Guard may not be traded. You can use any Saurus miniature to represent the stone guard. Even one that is not painted!

Dispel Scroll: (as in Best of Town Cryer). This scroll contains a powerful counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate it's effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.

Cloak Of Mists: Only a Hero can have this item. There is an additional -1 penalty to hit for any attacks against the wearer (close combat or missile fire). There is also a -1 penalty to Initiative when trying to spot the wearer if he is *Hidden*.

Bounty Hunting

Your warband has tracked a notorious band of outlaws to their lair, hoping to turn them in to the authorities and collect the reward on their heads. Unfortunately, it appears that another band of would-be bounty hunters is hot on their trail as well…

Terrain

Each player takes it in turn to place a piece of terrain, either a building, set of hedges or walls, hill, section of forest, section of swamp, river or stream, or similar item or terrain appropriate for Empire in Flames. There should be a large building in the centre of the table to represent the bandits' hideout.

Special Rule

The bandits are inside their lair, and they aren't real anxious to be caught! At the end of each game turn, D6 crossbow bolts shoot out of the doors and windows of the hideout at the nearest warband members (they're not particular about which warbands they shoot at!). Each bolt will be directed at a different target if possible. Crossbow bolts are fired with a BS of 3, modified by range and cover as normal (and, of course, the guys inside must be able to trace a line of sight from a door or window to the warband member). Warband members may not enter the building until the scenario is over.

Set-up

All players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two players, then the next player sets up on the opposite board edge. If there are more than two players, the remaining players choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A player must set up his warband within 8" of his table edge, but not within 4" of a side edge, and not within 10" of another player's warband. Keep in mind that more than four players should be accommodated with a larger battlefield than normal (see the 'Chaos in the Streets' article on multi-player games in the Mordheim 2002 Annual, page 26).

Starting the Game

Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. If one or more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

As soon as there is a clear winner, the bandits give up. They may be turned in to the authorities for 5+1D6 GC per head (roll separately for each bandit), and there are 6+1 bandits per warband involved in the game holed up in the hideout (so if four warbands take part in the game, there are 10 bandits in the hideout). The winning warband also captures the bandits' equipment (6 crossbows, D3 swords, 2D6 daggers, and a bunch of wormy rations that are worth nothing).

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

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

+1 Scratched by the Bandits. Any Hero who gets wounded by a bandit crossbow but not taken out of action gains +1 Experience.
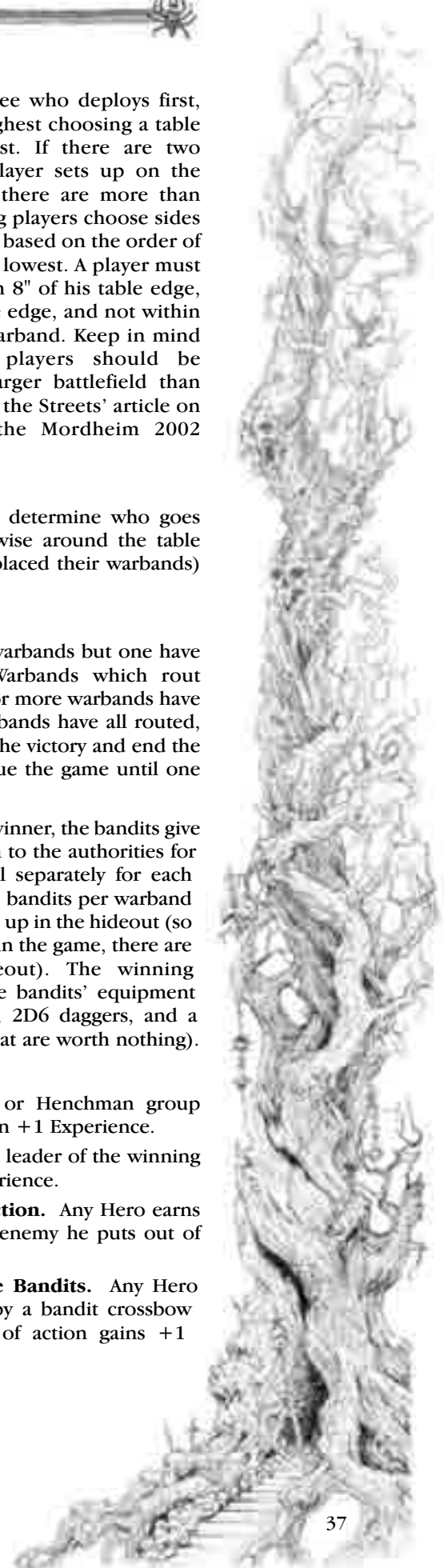
Lost In The Bogs!

One of the warbands has become lost in the bogs and separated (obviously a change in leadership is required!). As they call to each other to try to link back up, other warriors hear them and decide to take advantage of their plight…

Terrain

Each player takes it in turn to place a piece of terrain, either a building, set of hedges or walls, hill, section of forest, section of swamp, river or stream, or similar item or terrain appropriate for Empire in Flames. At least half of the terrain placed should be sections of swamp or marshy ground.

Special Rules

The warband with the highest rating is the one that got lost. That player places each of his warband members on the board, not within 10" of a table edge, and not within 6" of each other. After that warband is placed, any other warbands set up their warbands as noted under 'Set-up', below.

Set-up

After the lost warband has been placed, any remaining players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two players who are not lost, then the next player sets up on the opposite board edge. If there are more than two players who are not lost, the remaining players choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A player must set up his warband within 8" of his table edge, but not within 4" of a side edge. Keep in mind that more than four players setting up on table edges should be accommodated with a larger battlefield than normal (see the 'Chaos in the Streets' article on multi-player games in the Mordheim 2002 Annual, page 26).

Starting the Game

Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there. The lost warband automatically goes last.

Ending the Game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. If one or more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

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

The Thing in The Woods

Your warband is travelling to the next town when suddenly you notice that the woods you have been walking through have taken on a distinctly more ominous feeling. The shadows are much deeper here, and strange sounds may be heard. Some of your warriors report seeing something moving just out of sight as well. You had heard rumours about the woods in this area of the Empire being haunted by malevolent spirits and creatures of the night, but you dismissed them as old wives' tales, until now. Then a piercing howl breaks the silence…

Terrain

Each player takes it in turn to place a piece of terrain, either a building, set of hedges or walls, hill, section of forest, section of swamp, river or stream, or similar item or terrain appropriate for Empire in Flames. At least half of the terrain pieces placed should be sections of woods.

Special Rules

Fear of the Dark – These woods are seriously rattling the warbands. Any warband member in a Wood section must take an All Alone test every turn (even if there are other friendly warband members nearby).   Failure means that the warband member flees 2D6" toward the nearest table edge (warband members who flee off the board are out of the game, though they will not have to roll for Serious Injury after the battle).
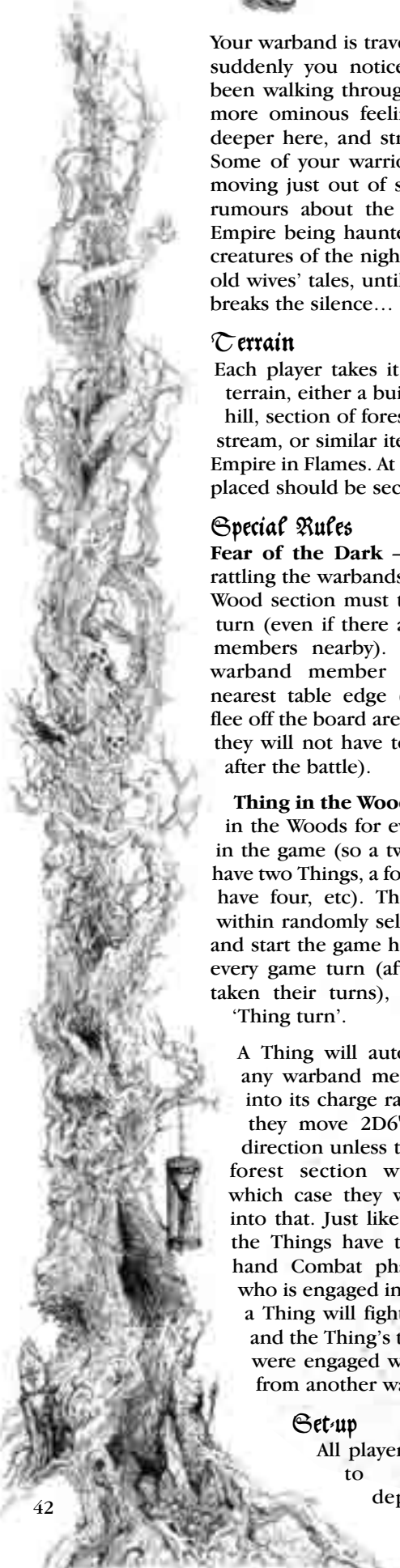
Thing in the Woods – There is one Thing in the Woods for every warband involved in the game (so a two-player game would have two Things, a four-player game would have four, etc). The Things are placed within randomly selected forest sections and start the game hidden. At the end of every game turn (after all players have taken their turns), there is a special 'Thing turn'.

A Thing will automatically charge any warband member that strays into its charge range. Otherwise, they move 2D6" in a random direction unless there is another forest section within range in which case they will always move into that. Just like any other player, the Things have their own hand-to-hand Combat phase, and a warrior who is engaged in close combat with a Thing will fight during his turn and the Thing's turn, just as if it were engaged with a warrior from another warband.

Set-up

All players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two players, then the next player sets up on the opposite board edge. If there are more than two players, the remaining players choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A player must set up his warband within 8" of his table edge, but not within 4" of a side edge, and not within 10" of another player's warband. Keep in mind that more than four players should be accommodated with a larger battlefield than normal (see the 'Chaos in the Streets' article on multi-player games in the Mordheim 2002 Annual, page 26).

The dog got free of its master's grasp and racing through the throng dived at the stranger. Its jaws latched around a failing hand. The figure cried out in pain, distinctly human.

"Get that beast off him!" Shalken cried. He recognised the voice and piled through the paralysed crowd. The roadwarden had followed his animal and grabbed it roughly by the scruff of its neck to yank the feverish creature from the wailing human being.

"Are you alright?" Shalken asked the man sprawled on the floor clutching his hand. The bite was vicious; blood seeped eagerly from the wound.

"I don't understand it," the Roadwarden gasped, struggling to restrain his snarling dog. "He's never attacked someone like that before."

The encircling throng took a collective step back. The stranger threw back his hood. He was human after all, pain etched upon his face.

"The farm has been attacked," he gasped to Shalken, wincing.

"Wolves again," Shalken asked, inspecting the wound. The bite had sheared straight though his glove.

"Yes," he breathed.

Fearful muttering began around the room as all eyes were fixed upon the great unknown of the outside.

"Who is it?" the Roadwarden asked, finally bringing his beast under reluctant control.

"He is my brother," Shalken said.

Starting the Game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. If one or more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

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

+1 Takes a Thing in the Woods Out of Action. Any Hero who takes a Thing out of action gets +1 Experience (yes, this is cumulative for the +1 for taking an enemy out of action!).

(Note: The rules for the Thing in the Woods can be found on page 78.)
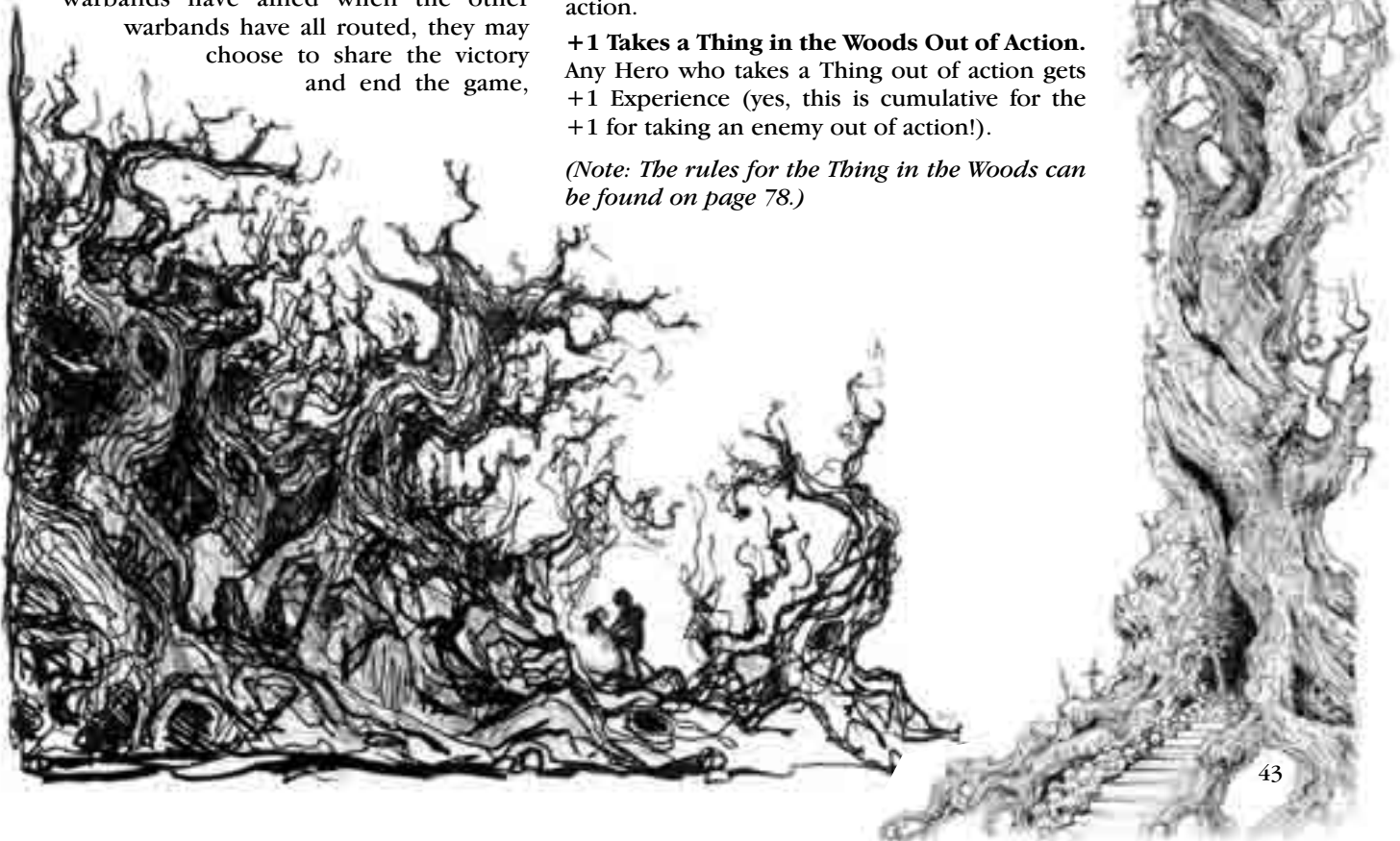
The Thing in the Woods

The 'Thing' is a creature encounter for the Empire in Flames setting as detailed in the scenario 'The Thing in the Woods' on page 42.

Profile	M	WS	BS	S	T	W	I	A	Ld
Balewolf	5	4	0	5	5	3	4	2(3)	7

SPECIAL RULES

Large Beast: The Balewolf is a huge creature and counts as a large target for the purposes of shooting and may be targeted even if it isn't the closest model.

Fear: The Balewolf is a terrible and frightening creature that causes *fear*.

Forged by Chaos: A creation of Chaos; the Balewolf was born from some nefarious yet unknown origin. The power of Chaos knits its form together when it is wounded and as such the Balewolf has the ability to supernaturally heal itself. At the start of each of its turns roll a D6 if the Balewolf is wounded. On a roll of 5+ one Wound is restored as its skin miraculous knits back together.

Flesh of Iron: The Balewolf's skin is thicker than toughened leather, wholly capable of turning aside blades and arrows alike. The Balewolf has an Armour save of 4+ which is reduced by the Strength of the attack as normal.

Vicious Jaws: The Balewolf's massive jaws are capable of crushing a man's body in two. The Balewolf has an extra Attack from its jaws (as denoted in its profile) which is always its first attack. If this attack hits, it causes a critical hit on a roll of 5 or 6.

Lycanthrope: The blood of the Balewolf contains a terrible and powerful curse. Any model taken out of action from an attack from the Balewolf risks the taint of its dark blood (note that this only affects man-sized creatures and non-mutants). After the battle, if the model survives the attack, roll a D6. On a roll of a 6 any injuries the model is currently suffering are cured but they are now cursed!

In each subsequent battle whenever the cursed model is wounded they must take a Leadership test. If they fail they transform horrifically before the eyes of their comrades into the Balewolf! The model now has the same statline as the Balewolf. Any armour or equipment it was wearing is destroyed and any weapons the model was carrying are lost but may be recovered after the battle. The Balewolf will always charge the nearest model, friend or foe, if it can, otherwise it will move at maximum speed towards them. It may try and restrain itself from attacking a comrade by taking a test against his own Leadership (he may not use the leader's). If passed, the Balewolf will ignore friendly models.

Roll a D6 after the battle. On a roll of 2-6 the model returns to normal (albeit without attire...) but still carries the curse. On a roll of 1, the Balewolf takes hold completely and in his feral state disappears into the wilderness lost forever in myth and legend (remove from roster).
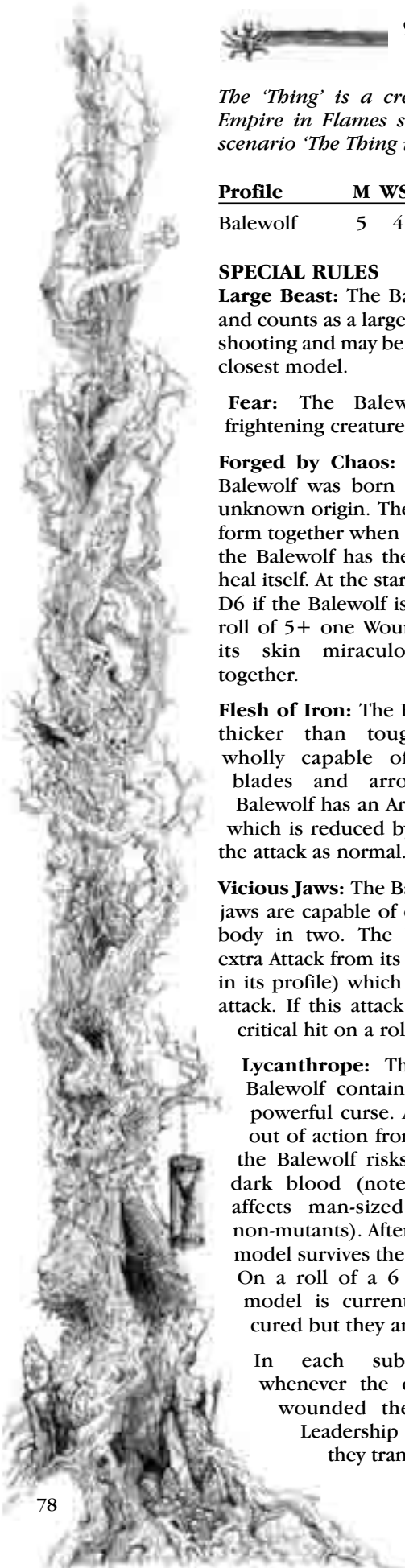
The Frenzied Mob

In the year following the comet that flattened the hedonistic city of Mordheim, the Empire became a much darker place. It is in the largely untamed wilderness of the Empire, where hardy rural folk battle the elements and drag a living from the soil, that the most fearsome rumours pervade. The farmsteaders and villagers of the Empire are a curious breed, somewhat backward in comparison to the relatively sophisticated city folk. They are a very superstitious lot, zealously religious they pray to the gods Sigmar, Ulric and Taal for a good harvest, fertility and protection from the horrors of the dark. It is also said that they pray to older gods, forgotten by the folk of the cities over the centuries.

The peasantry are gruff, poorly educated but extremely hard working folk who have little time for outsiders, especially those from the big cities whom they view as soft and effete. They often lead short and unfulfilling lives and through back breaking hard work are bent double by middle age.

Despite all of this, the rural folk of the Empire are exceptionally brave, to the point of reckless insanity, and have an incredible sense of community. They are also very suspicious and wary of any strangers and can treat them sometimes with surprising hostility.

Woe betide any who should attempt to raid or steal from these strange folk!

Terrain

Each player takes it in turn to place a piece of terrain, either a set of hedges, walls, hill, section of river, swamp, forest, or other similar item. There should be D3+1 buildings clustered in the centre of the battlefield to represent the farmstead. The battle is fought in an area roughly 4' x 4'.

Set-up

Players should roll a D6 and whoever rolls highest chooses which warband goes first. This warband is deployed within 8" of any table edge the player chooses. The opponent (or opponents in the case of multi-player games) then set up within 8" on the opposite side.

SPECIAL RULES

Buildings: The following rules for buildings from TC 24 should be used here – Clutter, Combat through doorways and stairs and such.

Looting a Building: Any Hero that spends an entire turn within a building doing nothing else but stealing things that do not belong to him counts as having looted said building and may gain Experience (see below). A Hero cannot loot a building if he is engaged in combat or the building is occupied. Each building may only be looted once.

The Frenzied Mob: As soon as a warrior from any warband approaches within 8" of a building, place D3+1 Frenzied villagers outside of the building, no closer than within 5" of the warrior. The Frenzied Mob(s) move in their own turn, which takes place after all warbands have moved. Count each Frenzied Mob as a separate group of Henchmen. At the start of its turn, the Frenzied Mob will automatically charge any warriors that are within charge range. If there are no warriors within charge range, the Mob will move so that it is always within 5" of the building it came from (ie. If a previous charge had taken it further than 5" from its parent building).

Each member of the Frenzied Mob shares the same profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	6

Weapons/Armour: Members of the Frenzied Mob are armed with an assortment of farming tools, makeshift weapons and flaming torches. Each model counts as being armed with a club and a flaming torch. They do not wear armour.

Fanatical: Because they are defending their homes, the villagers are filled with inhuman fury. They automatically pass any Leadership-based tests they are required to take.

Ending The Game:

The game ends when all the warband have routed, bar one.

Experience

+1   **Survives.** If a Hero or Henchman group survives they gain +1 Experience.

+1   **Winning leader.** The leader of the winning warband gains +1 Experience.

+1   **Looting a Building.** If a Hero successfully loots a building he receives +1 Experience.

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

New Equipment

While Empire in Flames is a new setting for Mordheim games, most of the equipment (including prices and rarities) remains the same... this is still within the Empire after all! However, there are a few new items of equipment to be had. These are detailed below.

Lock Picks   Rare 8   Cost: 15 GC
A standard piece of kit for less scrupulous characters. A set of lock picks may be used by those who rely more on skill-at-arms and speed of thought than brute strength to open doors that others have secured. A model equipped with a set of lock picks may make his test to open doors on his Initiative rather than his Strength characteristic if he wishes. This is done at the end of his Movement phase as if the model were ripping the door off its hinges, though he uses his Initiative rather than Strength, there is no -1 modifier, and there is no chance that the door is too damaged to be locked again later.

Torch   Common   Cost: 2 GC
Warriors lacking the funds for a lantern may have to make do with torches. Torches act exactly as lanterns, adding +4" to the range the model may spot hidden enemies, but has a few other special rules as well. A torch will only last one game. A model armed with a torch counts as causing *fear* in animals (Hunting Dogs, all riding steeds, Bears, Wolves, etc), and may use a torch as a makeshift club. When used in combat, a torch is treated as a normal club, though with a -1 to hit modifier. Any models that have a *Regeneration* special rule (like Trolls) will not be able to regenerate wounds caused by a torch during the battle. (Torches may also cause buildings to catch fire – see 'Let the Damned Burn', from Town Cryer 8).

Barding   Rare 11   Cost: 30 GC
Barding is armour for a horse in the same way that light and heavy armour is for a human. It covers the mount's hide and in some cases the head. A model mounted on barded horse receives an additional +1 Armour save)+2 instead of +1 for being mounted). In addition, a mount wearing barding will only be killed on a D6 roll of a 1 if the model is taken out of action. (Warhorses only).

Horseman's Hammer Rare 10 Cost: 12 GC
This is a great hammer similar to the ones used by the Knights of the White Wolf. Far too bulky to use in one hand, a horseman's hammer is best suited to mounted combat, when the impetus of the horse may be used to add to the power of the weapon.

Range:	Close Combat
Strength:	As user +1
Special Rules:	*Two-Handed, Cavalry Charge*

Special Rules
Two-handed: A model armed with a horseman's hammer may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armour save against shooting.

Cavalry Charge: A model armed with a horseman's hammer may use the speed of his charge to increase the might of his attacks. A model on a steed with a horseman's hammer gains a further +1 Strength bonus when he charges. This bonus only applies for that turn.