



Scenarios

A structure was developed to manage campaign rounds. *Border Town Burning* features nine standard scenarios and these combine with campaign objectives and exploration so that a further eight special scenarios can be unlocked during the campaign. This is different than in the Mordheim rulebook.

pre-battle sequence

The pre-battle sequence consists of two main parts. There are guidelines provided here to explain which scenarios are being played and how opponents are determined before battles..

choosing an opponent

If the players are using Objectives in their campaign then they should try following these steps when determining opponents.

1. If a player may (or has to) play a special scenario that requires all campaign participants to partake then all players must fight in that scenario.
2. If a player may (or has to) play a special scenario then that player may select an opponent to fight.
3. If a player may choose a standard scenario to play then that player may select an opponent to fight.
4. The player with the highest CP (compare warband rating on a tie) may select an opponent to fight from those remaining.
5. Then that player rolls on the Progress table to determine how the scenario is chosen. If a scenario is determined that requires or allows for more players, then the player who chose the scenario may choose those additional players as well.
6. Repeat steps 4 and 5 until all players have an opponent and a scenario. In the event that one player would have to sit out then the remaining three players must play a multi-player scenario.

Please note that this system only works well if all participating players are present. If not all players are present then feel free to adopt an alternative approach which suits your campaign when determining opponents. Missing players should be scheduled additional battles to allow them to catch up or receive +1 CP for each round of games that they missed.

Determining the scenario

The *Border Town Burning* campaign is played with new scenarios written for this setting. It is advised that the players use these scenarios, because they are what distinguishes the campaign and keeps the story going.

If two players may choose the scenario, the player with the greater CP gets priority. If both warbands are tied for CP, the one with highest warband rating gets priority. If the warbands' rating is also equal, players roll a D6 to decide which player gets to choose from scenarios 1 to 8 on the Scenario Table plus Wyrdstone

Hunt from the rulebook. The other scenarios (9-16) can only be played if an objective's achievement permits it or through other special circumstances.

Most of the common scenarios from the Scenario Table are meant for two players only. Certain special scenarios require all players participating in the campaign which are stated with the scenario rules.

If the scenario rules distinguish between an attacking and a defending warband and there are no further specifications, the player who determined the scenario assigns roles.

progress table

| D6 | Result |
|-----|---|
| 1-2 | The player with the least CP may choose which scenario is played. |
| 3 | The scenario is determined at random. |
| 4+ | The player with the greatest CP may choose which scenario is played |

scenario table

For players using the standard rules this Scenario Table replaces the original one from the rulebook.

| 2D6 | Result |
|-----|---|
| 2 | The player with the lowest warband rating may choose which scenario is played. |
| 3 | Scenario 3: Wyrdstone Hunt (see Rulebook) |
| 4 | Scenario 1: Avalanche! |
| 5 | Scenario 2: Horrors of the Underground |
| 6 | Scenario 3: Blockade |
| 7 | Scenario 4: Tainted Copse |
| 8 | Scenario 5: Man Hunt* |
| 9 | Scenario 6: Traces to Emprise |
| 10 | Scenario 7: Last Orders!* |
| 11 | Scenario 8: The Enemy of my Enemy** |
| 12 | The player with the highest warband rating may choose which scenario is played. |

special scenarios

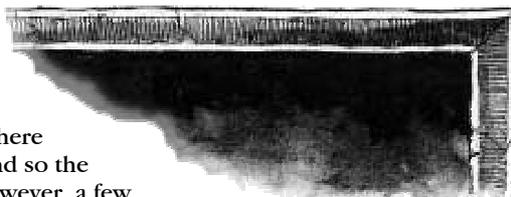
| - | Scenario |
|---|-----------------------------------|
| - | Scenario 9: The Heist |
| - | Scenario 10: Lost Caravans |
| - | Scenario 11: Dragon Hunt* |
| - | Scenario 12: The Horde Approaches |
| - | Scenario 13: Siege!** |
| - | Scenario 14: Hostile Embargo |
| - | Scenario 15: Ghartok's Tomb |
| - | Scenario 16: Journey Home** |

*optional multiplayer scenario

**multiplayer scenario

territories

Unless stated otherwise the scenarios are typically placed somewhere along the Silk Road in the vicinity of the Cathayan borderlands and so the respective special rules apply to them (see Winds of Change). However, a few scenarios take place in certain specific regions such as the Northern Wastes and other special rules apply to games played there. The descriptions of the various territories should also give you an idea of what kind of scenery to use in your games.



Scenario 1: avalanche!



On the snow-covered slopes bordering various territories the warbands are caught fighting each other for treasures while a huge avalanche is coming from one of the mountains sides. The natural disaster is burying everything in its path.

Triggers: Avalanches only occur during scenarios in the Northern Wastes and the Mountains of Mourn that specifically state that it is set in an *Avalanche-prone area*. Every time a blackpowder weapon, fire bomb, explosive or fire ball is used, roll a D6: on a score of 6 an avalanche is triggered. When a cannon is fired, like the Pirates' swivel cannon, add +2 to the roll. An avalanche can also be triggered by the following skills: *Bellowing Roar* (Beastmen or Maneaters) and *Bellowing Battle Roar* (Lizardmen).

terrain

Both players take it in turn to place pieces of terrain according to the description given of the Northern Wastes region (see Environmental Rules). We suggest that the terrain is set up within an area roughly 4' x 4'.

When a new avalanche is triggered, determine a random edge of a board that represents the foot of the mountain. In some scenarios there may be given sides where an avalanche can come from – in that case, randomly determine one of them. Every model 16" away from that edge has D3 rounds to escape from the edge or it will be buried under the masses of snow and taken immediately *out of action*.



Buried: After the battle roll a D6 for each Hero and Henchman taken *out of action* by an avalanche. On a roll of 1 the warrior that was buried is dead. Remove him from the warband's roster.

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.

ending the game

Rout tests are taken as normal. The game ends in a tie when the avalanche reaches to being within 8" or less away from its opposing board edge – or in other words it has buried the whole board except for an area of 4' x 8". The warbands will stop the fighting and run for their lives!

starting the game

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

experience

special rules

Giant Avalanche: A huge avalanche is rolling over the board burying everything. At random determine one of the two "unused" board edges after both players have deployed their warbands. After the second player's turn the avalanche moves 2D6" forward.

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

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

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

A model buried by the avalanche is immediately taken *out of action* (see below for special serious injuries roll). The area buried by the avalanche counts as impassable terrain.





Scenario 2: Horrors of the underground



The warbands hear of a powerful treasure lost in the tunnels beneath the Cathayan borderlands. One warband is already exploring the dark underground caverns by lantern light.

The network of corridors links to the mines of a border town. Another party has arrived at the mineshaft entrance and is hastily preparing to follow their rivals into the gloomy depths. Precious metals were once mined here by men blasting passage ways by exploding blackpowder kegs. That was until so many workers had disappeared underground that the mines had to be closed. To this day no one knows what evil consumed the unfortunate miners because no one wanted to know the truth...

terrain

This underground scenario uses special 8" x 8" floor tiles supplied specifically for this scenario. Floor tiles can alternatively be represented by using the ones from Warhammer Quest if you have them available.



| | | | | | |
|-------------|----------------|--------------|----------------|------------------|--------------|
| 1x start | 5x corridor | 4x corner | 5x junction | 1x crossroads | 4x cavern |
|-------------|----------------|--------------|----------------|------------------|--------------|

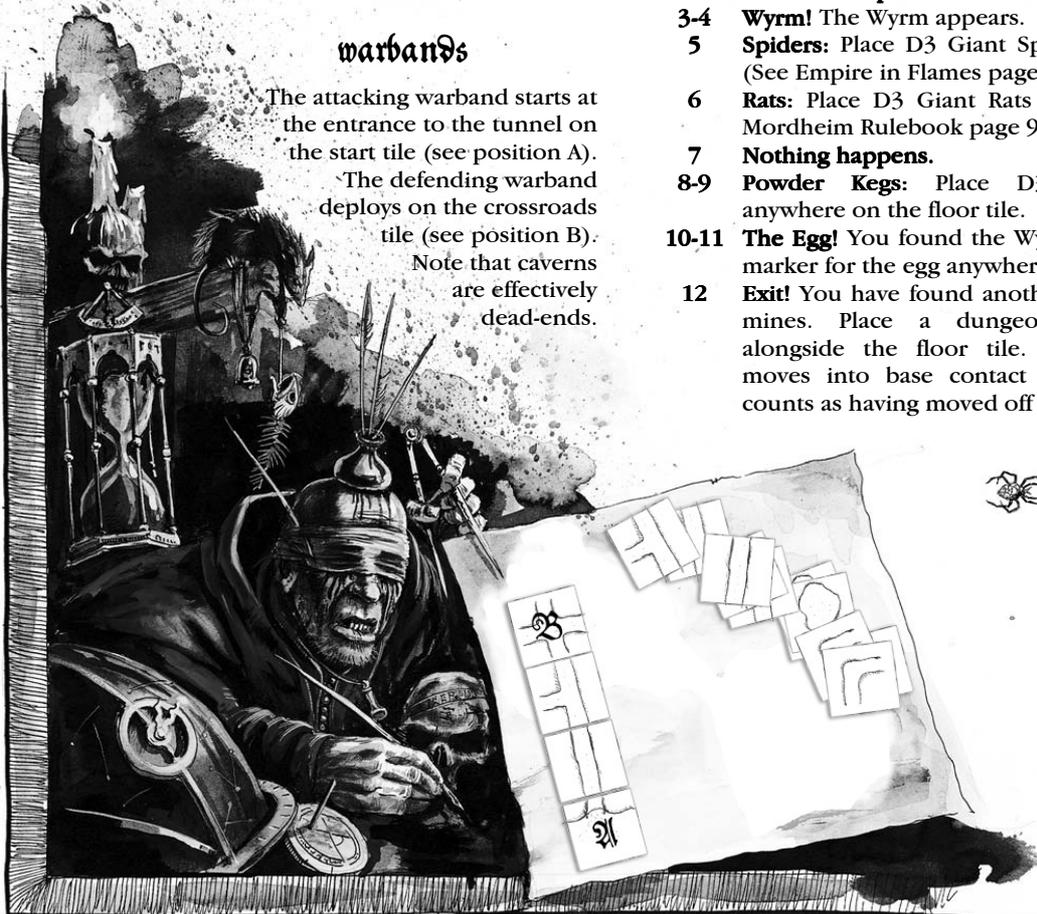
Use the start tile, a corridor tile, a junction and a crossroads to create the opening configuration as depicted below. This is the tunnel area already explored from where the warbands start. Players are encouraged to design their own tunnel layouts.

warbands

The attacking warband starts at the entrance to the tunnel on the start tile (see position A).

The defending warband deploys on the crossroads tile (see position B).

Note that caverns are effectively dead-ends.



starting the game

The defending player takes the first turn.

special rules

Going underground: Ridden animals and wagons never enter underground tunnels. If either warband owns any of these, they miss this battle.

Tools: There is a lot of old equipment from the miners left. Thus all warband members capable of using equipment may get a free torch at the beginning of the game. In addition, all models using bows get free fire arrows for this game. These items can be used in this game only and are lost after the battle.

Unexplored: A floor tile with path edges that have no adjacent tile yet placed counts as *unexplored* area. Models may not double their Movement when crossing into an unexplored tile.

Exploring tunnels: When a model moves into base contact with the edge of a floor tile with no adjacent tile yet placed, determine at random which floor tile is placed there. In the case of corners and junctions, the player whose model explored this part of the mine gets to choose how the new tile is placed.

After each tile is placed, roll 2D6 on the following table to determine whether anything special happens.

2D6 Effect

- | 2D6 | Effect |
|-------|---|
| 2 | Tunnel collapse! The tunnel caves in. |
| 3-4 | Wyrms! The Wyrms appear. |
| 5 | Spiders: Place D3 Giant Spiders on the tile. (See <i>Empire in Flames</i> page 27) |
| 6 | Rats: Place D3 Giant Rats on the tile. (See <i>Mordheim Rulebook</i> page 95) |
| 7 | Nothing happens. |
| 8-9 | Powder Kegs: Place D3 powder kegs anywhere on the floor tile. |
| 10-11 | The Egg! You found the Wyrms' Egg! Place a marker for the egg anywhere on the floor tile. |
| 12 | Exit! You have found another exit out of the mines. Place a dungeon door marker alongside the floor tile. Any model that moves into base contact with the marker counts as having moved off the board. |



Tunnel collapse: Part of the tunnel roof crashes down, creating a barrage of boulders which block the way. Place a marker directly before the exploring model to indicate this route has been blocked off.

The block can be cleared by non-animal models. This is represented by attacking the barrage of boulders in the close combat phase (Toughness 6, Wounds 4). The barrage has a 3+ save that is affected as usual by Strength modifiers.

The Wyrms Egg: A model that carries the Wyrms egg has embarked on a dangerous task. Whenever a model that carries a Wyrms Egg enters an unexplored area treat all results of 3-6 as the effect for *Wyrms!* In addition, whenever the model enters a previously explored tile, roll a D6: on 1-2 the Wyrms appears.

The Egg is worth D6x10 gold crowns when taken off the board. Alternatively, instead of selling the egg the player may choose to crack open the egg shell and roll on the following table to see what it contains.

2D6 Effect

- 2-7 Slime!** This would've become a baby Wyrms had it not been cracked open before its time. The remains are worth nothing.
- 8-10 Young Wyrms:** The baby Wyrms within the egg is old enough to survive the warbands curiosity. A spell-user may use the young animal as a Familiar (see Mordheim Annual 2002, p. 61). Alternatively the Wyrms can be sold for D6x10 gold crowns.
- 11-12 Artefact:** The Wyrms must have eaten the wearer including his magical item. Roll on the Lesser Artefacts table to see what the egg contained.

Skorri looked down the long mine entrance and nodded back to his men. "Looks like a mine, maybe silver or gold." One of them pointed towards the large sign, covered in Cathayan ruins, some of which were red and written over the rest.

"Boss, what does that say?" Skorri shrugged at the young blood, it was just foreign gibberish to him too.

They slowly moved into the darkness, picking up discarded lanterns on the floor and lighting those they found with oil in them. Little details like that sent alarm bells throughout the whole group, but the ground glittered yellow and orange in places, telling them that the mine had hidden wealth.

No one knew how deep they had gone before a chill wind blew through the corridor. From the darkness, they thought they heard someone or something muttering from ahead, but as they crept towards it, the sound moved away. "Boss, I don't like this."

Skorri nodded. They had their weapons drawn and stopped moving. "First sign of trouble, head back to the surface."

At that point the sudden realisation of the peril they were in struck. "Errrr! Boss..."

From out of the darkness sprung a lashing tail and row upon row of teeth, reaching out at the treasure seekers. It was possible that someone could hear their doomed screams from the entrance, but then it was equally possible that they could also have been able to read the sign too.

The Wyrms: This huge monster that lives in the forsaken mines is the reason why so many miners disappeared. If the Wyrms hasn't been placed already place it anywhere on the newly explored tile.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Wyrms | 6 | 4 | - | 6 | 5 | - | 5 | 3 | 9 |

Weapons/Armour: Teeth and claws!

SPECIAL RULES

Fear: The Wyrms is a terrifying monster that causes *fear*.

Scale armour: The Wyrms is covered with scales that grant him an unmodified 5+ armour save.

Wounds: Whenever a model causes the Wyrms to lose a Wound, the monster digs a way out of the tunnel and disappears. Remove the Wyrms from the game. It will reappear as soon as the *Wyrms* event is rolled again.

ending the game

The warband who manages to take the Wyrms egg off the board wins the game. If a warband fails its rout test it automatically loses the game and the opposing warband wins. If the egg has been found when one warband routs, the winner automatically acquires it.

experience

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

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

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

+D3+1 for the Wyrms Egg. The warband that manages to take a Wyrms Egg off the board gets +D3+1 Experience, which may be distributed freely among the warband's heroes.

Warning!

By order of the Shang-Yang mining company, the mines have now been closed.

Due to a subterranean disturbance the underground caverns have been declared hazardous. The mines are unsafe for any further excavations.

Under no circumstances should anyone enter the Shang-Yang Mines.

-Mr Wu,
Shang-Yang Mining Company



Scenario 3: blockade



The soldiers posted on watchtowers in the Cathayan borderlands protect citizens from the predations of raiders. From their strategic vantage points they can alert the border towns whenever vicious assailants approach. These fortifications are dependent on regular supplies couriered from the border town and if these fail to arrive. As one such supply caravan makes its journey to fortified outpost, a tactical raid is underway to intercept its cargo.

terrain

Place a building (or other appropriate terrain feature, a herdstone for Beastmen for instance) that is roughly 10" x 10" in the middle of the board. This represents the watchtower. Then each player takes it in turn to place a piece of terrain appropriate for the Cathayan borderlands. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

The player who chose this scenario can choose the role of attacker or defender. The defending warband is placed inside the tower. The attacker may place his models anywhere on the board but at least 15" away from the tower.

starting the game

The defending player takes the first turn.

special rules

Defence: As long as the defending warband's leader is inside the tower he may re-roll a failed rout test once each turn.

Supplies: At the end of his turn the defending player rolls a D6 and adds the number of turns already passed. On a result of 6+ the supply caravan from the border town appears. Roll a scatter dice to determine the point of entry. Deploy the caravan on the table edge at the point of entry.

The supply caravan consists of a cart drawn by one draft horse and five Guards to protect it (see Bestiary). The cart follows the rules for wagons as described in the Empire in Flames supplement (p. 30). However, it is loaded with supplies that slows it down to a maximum Movement of 8". Note that one guard will have to drive the wagon.

The defending player controls the models of the supply caravan as if they were in his own warband.

Losses from the supply caravan do not count when taking rout tests. If the supply caravan reaches the safety of the tower then the Guards continue to fight in its defence. Any surviving Guards will return to the border town at the end of the battle.

ending the game

The attacker wins the game as soon as there are no warriors from the defending warband inside the tower and there is at least one attacking warrior placed inside.

In addition, the first warband to fail its 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 a winning warband gains +1 Experience.

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

raiding the supply caravan

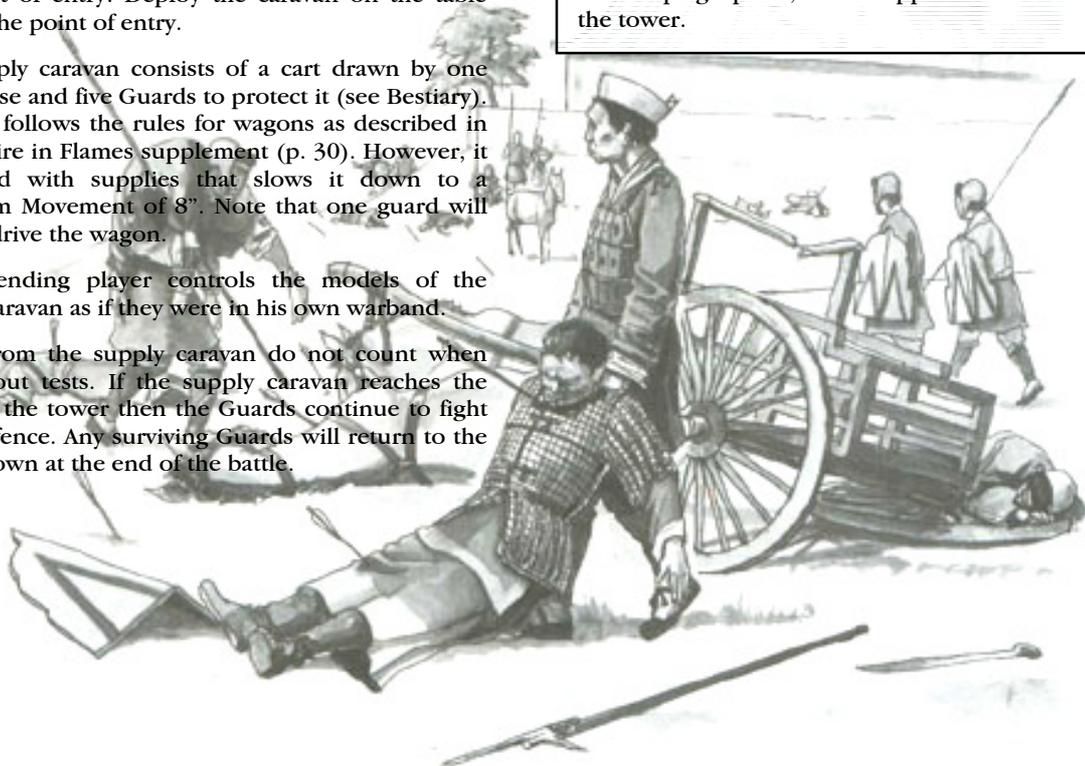
If the attacking warband wins the game they may plunder the tower's supplies. Roll for each item below to see what they find.

| | |
|------|--|
| Auto | Victuals that decrease the warband's size category by -1 |
| 2+ | D3 Helmets |
| 3+ | D3 Swords |
| 4+ | D3 Light armours |
| 5+ | Katana |
| 6+ | Handgun |

Campaign points

-1 Tower raided. Defending warbands with the Celestial Protectorate objective lose -D3 campaign points, if they lose this scenario.

+1 Supplies received. The defending warband gets +1 campaign point, if the supplies caravan reaches the tower.





Scenario 4: tainted copse



The influence of Chaos has warped the trees and there are what appear to be strange yet harmless creatures, mutated beyond recognition, slithering & crawling about the wood. Those who enter do not easily find their way out for the very shape of the wood has been warped by whatever foul sorcery has blighted this freak earth. Warriors find themselves moving in circles, turning one corner only to find they have returned to the exact spot where they were standing moments before.



terrain

We suggest that the terrain is set up within an area roughly 4' x 4'. Each player takes it in turn to place a piece of terrain. Most of the sections should represent a forest. We suggest you add some swamp sections in between. Place some sort of road sections in the middle of two opposing table edges to represent the entry and exit points of the forest.

warbands

Each warband starts on one of the road sections at the edges of the board.

starting the game

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

Notes on forest sections

A model counts as *standing within a forest section* when it is inside the specific piece of terrain and not in base contact with any of the piece's edges.

Difficult terrain: A forest section counts as difficult ground, i.e. models can only move at half their Movement rate through these areas.

Obstructed view: It is difficult to see and shoot within a forest. The sight of any model standing within a forest section is reduced to 2". Note that a model standing in a forest cannot be seen by models further away than 2" either. Models may still take an Initiative test to charge unseen enemy models in accordance with normal rules.

special rules

Chaos influence: The wood has been heavily affected by Chaotic influences from the North so the area is steadily twisting and mutating. Therefore rolling for random happenings does not end after the first event.

Living forest: After each player's turn roll on the following table, once for each forest section.

D6 Result

- | D6 | Result |
|-----|--|
| 1-2 | Where did these trees come from? Using a scatter dice to determine a random direction, move the forest section D6", including all models inside it. If the section collides with another terrain feature its movement ends there. |
| 3-4 | We've been here before! Rotate the section in an angle of 180 degrees. If it cannot be turned around completely, turn it as much as possible. |
| 5-6 | Er, are we lost? Switch this section with another randomly determined section. If two sections cannot be switched because of size difference, switch it with another. |

Models standing inside a forest section are moved with it. When a section is moved into a model, move the section as intended and place the model inside the forest.

ending the game

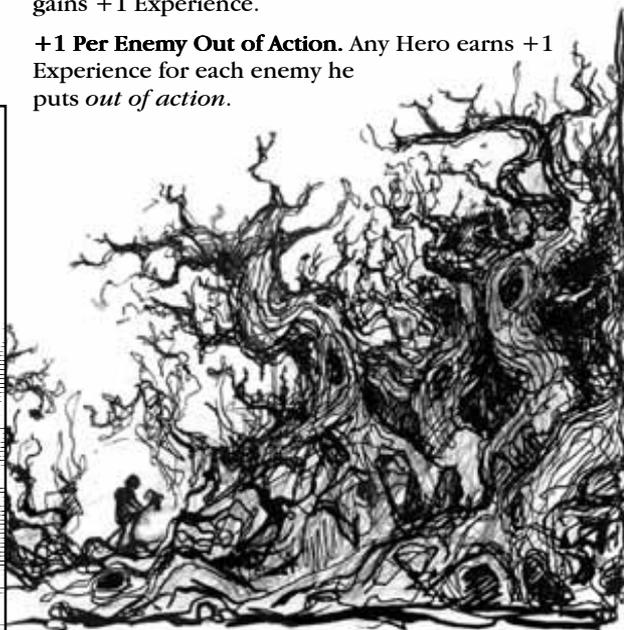
The warband who is first to get at least half of its starting models off the road section edge of the opposing warband wins the game. Alternatively the first warband to fail its rout test loses.

experience

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

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

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



Scenario 5: man hunt

Your warband is travelling through an extremely dangerous unknown territory. A sensation of creeping dread overtakes the warriors when they realise that they are not alone... In this hostile realm the warriors have become the prey!

territory

The player with the highest warband rating rolls on the following table to determine the territory in which the scenario is set.

2D6 Effect

- | | |
|-------|--|
| 2-3 | Northern Wastes |
| 4-6 | The Steppes |
| 7 | The player may choose the territory (Northern Wastes, the Steppes, Mountains of Mourn, or the Cathayan borderlands). |
| 8-10 | Mountains of Mourn |
| 11-12 | Cathayan borderlands |

Note that the respective special rules of the territories apply as usual (see Winds of Change chapter).

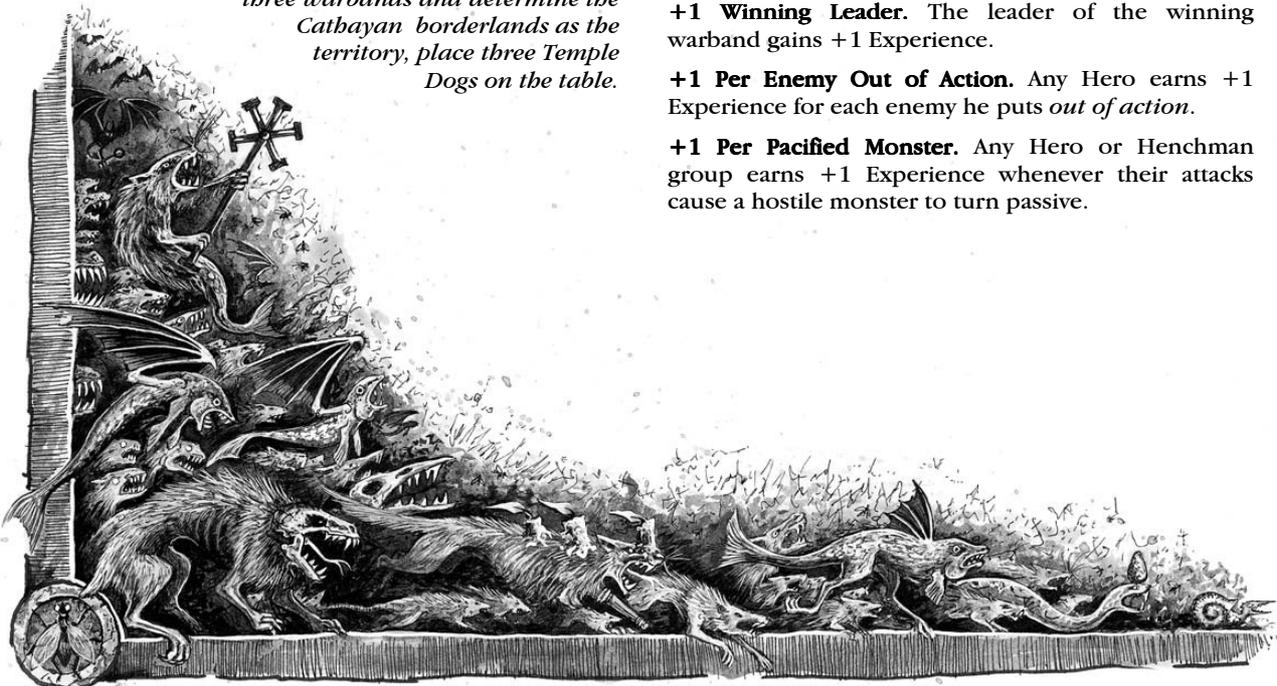
terrain

Each player takes it in turn to place a piece of terrain appropriate for the territory determined above. We suggest that the terrain is set up within an area roughly 4' x 4' if there are only two warbands, or 4' x 6' if there are three or more players.

special rules

For each participating warband place one monster on the table up to a maximum of four. The corresponding monsters used are those from the monster encounter table, for the result 12 (see Perilous Phenomenon).

Example: If you are playing the scenario with three warbands and determine the Cathayan borderlands as the territory, place three Temple Dogs on the table.



Players should take turns placing monsters. Roll for the monsters' initial alignment and move them in their own turn as described in the Bestiary.

Whenever a monster is wounded, instead of losing a wound it must pass a Leadership test. If the test is failed, move the monster up to 2D6" directly away from the model that delivered the wound. Then roll on the alignment table for it with a -1 modifier for each wound the monster has received this turn. Note that a monster will move the 2D6" distance only once per turn but each time it is wounded still causes a roll on the alignment table. Please note that because monsters lose no wounds in this scenario they cannot be taken *out of action!*



warbands

After the monsters have been placed use the set-up rules for multiplayer games from the Chaos on the Streets article (see Mordheim Annual 2002) to deploy the warbands.

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 except one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end 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 Per Pacified Monster. Any Hero or Henchman group earns +1 Experience whenever their attacks cause a hostile monster to turn passive.

Scenario 6: traces to emprise

The trail of crumbs that passes for information came to the warbands from some dubious sources. In their bid to master the pieces of a puzzle the warbands descend upon isolated dwellings that lie on the outskirts of the borderlands. The search for the truth ends here. Who will be the first to tie together the facts that will uncover a sinister plot?

terrain

The scenario is set in a village in the Cathayan borderlands territory. Beside forest sections, swamps and other terrain features, at least six houses should be placed where the Heroes search for information. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

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

starting the game

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

special rules

The Heroes move from house to house to gather *information points*. Each house can only be visited once per warband. Note down *information points* gathered for each Hero separately. If a Hero is taken *out of action* any points gathered are lost.

At the beginning of their turn a Hero in base contact with an entry point (door, open window etc.) of an unvisited house may enter it. The player then tries to get some information from the inhabitants.

There are two ways of getting information from the houses' inhabitants: either by questioning or by torturing them. It is up to the players, to decide which way works the best for their Heroes. After a turn of questioning, a Hero may choose to torture the inhabitants in the following turn to get more information out of them. Only one questioning and torturing can be done per house, and it is pointless questioning inhabitants that the Hero has already tortured!

Questioning: The Hero makes a Leadership test. For each point the test is passed by, one additional *information point* is gathered. Heroes cannot benefit from their leader's Ld.

Example: Rolling a 5 with a Ld of 7 grants 2 information points but rolling a 7 grants none.

Heroes that don't come from the following races receive a +1 penalty on their Leadership tests because the villagers are less willing to speak with them: all Humans, Elves, Halflings, Dwarfs.

Heroes with mutations or wearing Chaos armour always suffer a +1 penalty on their Leadership tests.

Torturing: The Hero makes a Strength test. For each point the test is passed by, one additional *information point* is gathered. Weapon bonuses and *Mighty Blows* do not apply!

Heroes that cause fear receive a -1 bonus on their Strength tests because they are particularly intimidating.

ending the game

Voluntary routs are not permitted. The game ends as soon as a warband has searched every house. To determine which warband wins the scenario both players compare the amount of information gathered and the one with more *information points* wins. Alternatively a routing warband loses as normal.

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*.

information points

After the battle both players consult the following table to see what the information traces them to. Note that the benefits are cumulative, so gathering 8 information points equates to an additional +1 CP and being able to choose one of your next scenarios.

| Points | Benefit |
|--------|---|
| 0-5 | No benefit |
| 6-7 | May choose one of your next scenarios |
| 8-9 | Additional +1 campaign point |
| 10+ | From now on whenever you may choose a scenario, you may also choose "The Lost Caravans" special scenario. |

In addition, the winning warband may make use of one of the following two special rules once.

Truce: True to the motto "the enemy of my enemy is my friend", the warband may assist their rivals in the hope of benefiting in the long run. At a cost of -D3 campaign points the warband may grant any other warband +1 campaign point once. A warband with the Celestial Protectorate objective may not give the campaign point to a warband with the Scion of Chaos objective. Remember that loss of campaign points will never cause a warband to lose any Achievements already earned.

Misinformation: The warband is spreading falsehoods in order to throw the other warbands off the scent. At a cost of -D3 campaign points the warband may have any other warband lose -1 campaign point once. Remember that loss of campaign points will never cause a warband to lose any Achievements already earned.

Scenario 7: Last orders!

It can be found on the ambiguous borders of the Chaos Wastes. Managed by coolheaded landlord Knute Alsgaard, the Last Hope inn remains neutral ground, a sanctuary where in theory, anyone is permitted to enter. The Last Hope has been built to withstand the worst kinds of predators in the territory. It is as much a fortress as it is a watering hole for exiles.

Visitors relinquish any weapons they are carrying upon strict inspection. Sometimes these are returned to their owners. Alsgaard is an astute dealmaker and the Last Hope acts as a trading post that supplies arms and opulent goods to travellers and warriors. Patrons suffer the Norse proprietor's inflation in isolation. The potent house ale never disappoints a dwarf.

An unlikely mix of clientele frequents the Last Hope. Here is where daring adventurers from Bretonnia may come to discuss music with a Vampire. It is where a Kossar dines frequently with warriors of the Kurgan tribes. Imperial soldiers exchange information with elves while casting a shifty gaze over at the ogres who brought in whoever they pleased to do illicit trade with.

On this particular evening the owner of the holding decided to turn in early. Taking the evening off Alsgaard leaves his customers in the capable hands of a full complement of bar staff. A drink is spilled! The brawl begins...

terrain

This scenario takes place inside a large inn. The layout of the inn is decided by the players using any suitable terrain that they have available, although we would suggest the following:

The site of this 'battle' should consist of two or three sections, at least 10" x 10", and not needing to be more than 18" x 18". There is one section to represent each floor of the inn.

The ground floor is the location of the bar room. It should be relatively open. It should include a bar, a few tables plus several chairs or benches scattered around. Stairs lead up to the upper floor. There might be a wine cellar, a kitchen, a store room or a lavatory.

The upper floor of the inn consists of a series of rooms off a main hallway. Each room might include a bed. Add other furnishings you desire. Do not forget to include a marker to represent the top of the stairs from below. Add another set of stairs to the next level if you have one! The Last Hope is a fortress so it has another floor, which is in the open air. The roof!

warbands

The player who determined this scenario shall be used may also choose how many and which additional players take part in the brawl. Rather than players fielding their full warbands we suggest a maximum of 30 models in a multiplayer scenario.

In a multiplayer scenario each player randomly determines a Hero from his warband to take part in the scenario. On the second round of selection, each

player randomly determines a non-animal Henchman (only Wardogs are allowed!). This is alternated each until the maximum number of models is reached. Any mounts and vehicles must remain outside.

set-up

The warbands are scattered about the inn when the trouble starts. Randomly determine which floor of the inn each warband member begins on. Then each player takes turns placing each warrior in his warband. Warriors may not be placed in hand-to-hand combat.

starting the game

Each player rolls a D6. The highest scoring player takes the first turn.

special rules

Diving Charges: Warriors may always attempt a Diving Charge from the tables and bar, irrespective of the height of the furniture. Stairs may also be used.

Unarmed: All weapons have been confiscated for this game. Armour can be worn including helmets and shields. Miscellaneous equipment can be carried.

Weapons Amnesty: Due to the generally non-lethal nature of the weapons used in this fight, players should roll twice for Injury for each warrior taken *out of action* during the game, and choose the best result.

Injuries for Heroes are rolled twice. In some cases, which result is determined to be the best may be something the player has to decide for himself!

ending the game

The warriors have been indulging in the inn's refreshments and are now very refreshed indeed! No Rout tests are necessary – the winner is the player with the last standing model. Any player may voluntarily rout if the excitement becomes too much.

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*.

random happenings



The following random happenings replace the events described in the Perilous Phenomenon section when using this scenario.

At the start of each player's turn, roll a D6. If the result is 1 then roll another D6 to determine which event takes place. Random happenings are commonplace in the Last Hope! More than one happening can occur during this scenario so players continue to roll for random happenings.

D6 Result

1 Kitchen Hands

The warbands are not alone in the Last Hope. Nearly a dozen barded warriors are employed to run the inn and keep it safe from outsiders. Kitchen workers and bar staff enjoy a good brawl as well!

One randomly determined member of your warband, that is not *knocked down* or *stunned*, takes a single Strength 3 hit from the inn staff. These attacks will not cause Critical Hits.

2 The Buxom Barmaid

A busty serving wench flits about the bar, flirting with patrons. This barmaid has a body to die for...

The barmaid will approach a randomly determined model from your warband and invite him to defend her honour against the 'nasty man over there'. That warrior must pass a Leadership test or move with all haste, escaping from combat if necessary, to charge a randomly determined model. First the player must roll to determine which warband (including his) and then roll again to see which model is the target. The optional rules for escaping from combat can be found in the rulebook.

The warrior will pursue and fight his new rival until one of them is taken out of action.

Warriors that are immune to psychology may ignore the barmaid's advances.

All of the warriors know that attacking the bar staff can only result in them getting banned. No model will risk attacking the barmaid.

3 Liquid Courage

Heavy quaffing of Alsgaard's intoxicating home brew takes its toll on even the most barded of drinkers.

Randomly determine which model fell off the wagon. The effects of the ale last the remainder of the battle. Models that are *immune to poison* ignore this effect.

D6 Result

- | | |
|---|---|
| 1 | Blurred. The model has -1 Ballistic Skill. |
| 2 | Bungled. The model has -1 Weapon Skill |
| 3 | Drowsy. The model has -1 Initiative. |
| 4 | Sluggish. The model has -1 Movement. |
| 5 | Fortitude. The model has +1 Wound. |
| 6 | Leathered! Roll twice on this table. |

4 Renegade

There is a mercenary leaning against the wall. The veteran casually observes the maybem, quietly sipping from his stein. Ducking crudely improvised projectiles, this renegade waits to offer his services.

The renegade approaches a random unengaged warrior of your warband. The model may pay him 3 gold crowns. Any models are assumed to be carrying some of the gold crowns from whatever is left in the warbands treasury.

If paid, he'll toss a throwing knife at a target of the player's choice. On a 1-3 the renegade pockets the gold and asks for more. The renegade continues to take a further 3 gold crowns until a knife is thrown or until the player chooses not to pay him.

The thrown knife will hit the target on a roll of 4+ with Strength 4.

5 Ogre Bouncer

The landlord has hired an ogre to work on the door. The bouncer is not at all happy that he has suddenly got so much hard graft to do.

Place the ogre bouncer at the doorway to the inn. See the Bestiary for the profile and rules of an Ogre. No roll for alignment is required. The bouncer is employed to charge towards the nearest hand-to-hand combat, engaging as many models as possible.

If no hand-to-hand combat is taking place then the ogre bouncer will stand his ground, watching for any further trouble.

Re-roll this result if the ogre has been placed already.

6 Ornamental Weapon

A member of the clientele has located a sword among the many trophies and decorations on display at the inn. The warrior sets to work trying to prise it free from the wall fittings. It appears to be stuck fast.

Determine a random model from the warband. If the warrior passes a Strength test he finds a sword.

Improvised weapons

Being forbidden to bring their weapons into the bar means that the warriors must make do with whatever comes to hand in the Last Hope. At the start of any turn, a warrior can search the inn for a blunt implement to use as a bludgeoning weapon. This could be a bowl, a stein, a cooking ladle, the leg of a chair or a local codger's walking stick!). Only warriors capable of gaining experience may attempt to search.

If a search is attempted the warrior may not charge. Roll a D6: on a 3-6 the fighter finds something suitable, but on a 1-2 nothing close by will work and the warrior will have to make do with his fists. A warrior searching for a weapon in combat will strike last that turn, regardless of success. A warrior with a weapon may not improvise another. If a weapon is found, treat it as a club with the following features:

Range: Close Combat; **Strength:** As user;

Special Rules: Concussion, Breakable, Projectile

SPECIAL RULES

Breakable: If the warrior attempts a close combat attack with an improvised weapon and rolls a 1 to hit, the item has broken and becomes useless. The warrior must resort to his fists for the rest of the combat and may search for another weapon in the next turn.

Projectile: Alternatively, a warrior may treat the improvised weapon as a missile. The weapon is automatically lost after it has been thrown. A weapon is thrown as a missile using the following features.

Range: 6"; **Strength:** As user;

Special Rules: Thrown Weapon



Scenario 8: the enemy of my enemy



When a party of warriors is found to be growing too strong even bitter enemies may bury the hatchet for a short while to gang up on the mutual threat. Even in alliance they never truly trust each other. After all there is no proof for either side that they are not walking straight into a trap.

terrain

The player who chose this scenario may also choose the territory where it is set. Each player takes it in turn to place a piece of terrain, either a ruined building, forest section, or other features appropriate for the region. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

This is a multiplayer scenario and uses the rules from the "Chaos in the Streets" article (see Mordheim Annual 2002). The scenario requires three warbands. The player who chose this scenario may choose which warband is the defender and which two are the attackers.

The defender deploys first within 8" of one table edge. Then the attacker with the lower warband rating sets up within 8" of the opposite edge. Finally the second attacker deploys in the same area as the first attacker.

starting the game

The attacker with the least warband rating takes the first turn, followed by the defending player and finally the second attacker.

special rules

The attacking warbands are paired up from the beginning of the game. They are not allowed to shoot missiles at, attack or cast harmful spells on each other due to their alliance. Any attacker can have their warband leader take a Leadership test at the beginning of their turn to ignore the alliance. If the leader is *out of action*, test on the next highest Leadership for a warband member. If the test is passed, the player may attack his partner this turn and if this happens it immediately breaks the alliance. Once the initial alliance has ended, further alliances are formed and broken following the normal multiplayer rules.

Note that the alliance restrictions from the warband Objectives are ignored for the alliance described above. They apply only after the attacker's initial alliance has been broken.

ending the game

The game ends when all warbands except one fail their Rout test. The routers automatically lose. An alliance of two or more warbands may choose to share the victory and end 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*.

Zelius looked at the barbarian in front of him. The man was hardy and strong. An ideal slave because the master of the gaol could get years of labour out of him alone, decades of toil from the whole group of them. Presently they needed help to conquer a more hated foe.

"You are strong in ways we are not, small one. Together we can take the men in dragon robes to the clutches of the worms."

Zelius nodded. The warrior monks of the east were a power unto themselves. They never lived to become prisoners. Even so, it was distasteful for the children of Hashut to ally themselves with savages. With a little luck the gaolers could imprison both groups.

Producing a knife, the Hung slit open the palm of his hand, letting the blood drip. He extended his hand and waited for Zelius. "We seal with the blood of binding. Make sight under firm oaths."

Sickened, Zelius thought the practice primitive. He took the bone knife and slit his palm open, shaking the hand of the barbarian, sealing the oath.

The Hung nodded. "Now all shall fear us. To arms! To spill the blood of our enemy! To victory!"

Zelius grinned with forethoughts about this victory.



Special Scenarios

The scenarios in this chapter can only be used if a warband is allowed to play them through achievements in their objective or other explicit circumstances that arise in the campaign.

Scenario 9: the Heist

Rumours have spread that a warband has obtained a magical artefact. A thief has been hired to steal the powerful item! Now everyone is chasing after him – the warband that were robbed is hunting him down while his employers are trying to organise his escape.

terrain

Each player takes it in turn to place a piece of terrain. We suggest that the terrain is set up within an area roughly 4' x 4'. The first six pieces should be buildings or sections of wood in which the thief seeks to hide out. There can be more than six buildings and forests, of course, but six of them must be marked as hideouts for the thief.

warbands

The warband who chose to play this scenario is automatically the defender.

The attacking warband is deployed first within 8" of a table edge of the player's choice. The defender sets up within 8" of the opposite edge. Defending Skaven and Dark Elf warbands with *Infiltration* must determine one of their Heroes to act as the Thief (see below).

starting the game

The attacking warband takes the first turn.

special rules

The attacking warband has to search the six buildings/forests in the hope of uncovering the thief's hideout. If one of their Heroes moves inside one of these buildings/forests and it had been empty before, then the player rolls once on the following table.

2D6 Result

- 2-6 Nothing!** There seems to be nobody around.
- 7-8 Coins.** The thief lost a part of his loot on his hasty flight. The Hero finds D6 gc.
- 9 A trace.** The Hero finds some traces leading to the thief. The next time the player rolls on this table he gets a +1 bonus.
- 10-11 Zing!** A knife is thrown at the Hero and causes a S3 hit unless he passes an Initiative test
- 12 Discovered!** The Hero has found the thief. The defending player places the thief inside or within 1" of this building/forest.

The attacking player only gets to roll on the table once during each turn. He also gets a +1 bonus on

the result for each of the hideouts after the first that is occupied by at least one attacking Hero. If more than one Hero moves into a new hideout the player chooses which of them rolls on the table. When the sixth hideout becomes occupied by an attacking Hero the thief is discovered automatically.

As soon as the thief has been discovered he is being moved by the defending player like any other member of their warband using the thief's profile.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Thief | 4 | 3 | 4 | 3 | 3 | 1 | 4 | 1 | 7 |

Weapons/Armour: Sword, Dagger, Throwing Knives

Skills: *Hide in Shadows* (see Mordheim Annual, page 18).

When a Skaven or Dark Elf warband is the defender, instead of hiring an incapable human thief, they have the artefact stolen by one of their Heroes instead.

The Skaven or Dark Elf player determines one of his Heroes to steal the item. This Hero is not placed at the beginning of the game. When the thief is discovered, that model is placed instead of the normal thief.

ending the game

The attacking warband has to find the thief and take him *out of action* in order to win the game. There is no need to take any Rout tests as the game lasts for a maximum of eight rounds. If the attackers fail to find the thief in this time or if the thief reaches the defending player's table edge, the defender 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*.

the artefact

The winning warband gets the stolen artefact. If the attacking warband had more than one magical artefact, the winning leader takes a Leadership test. If he passes, he may choose which item was stolen. If the test is failed the item is determined at random. If the attacking warband has no artefacts then the defending player can select any other item from the attacker's warband roster, excluding animals and vehicles.

Scenario 10: the lost caravans

The warbands encounter a destructive trail. Countless caravans obliterated! The caravans have lost their way upon entering the wilds that border with the dreaded Mountains of Mourn. Following the debris leads to a grand looking wagon belonging to a renowned Cathayan merchant. Standing in the corpses of their fellows the last remaining guards are defending the merchant against a rampaging party of ogre raiders. Since they are out-sized and out-numbered it will not be long before this wagon is decimated.

terrain

Each player takes it in turn to place a piece of terrain appropriate for the Mountains of Mourn territory, either a set of rocks, hills, forest, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'. In the centre of the table place a wagon representing the ambushed caravan.

warbands

Both players roll a D6 to see who deploys first. The player who 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.

special rules

The ogre raiding party consists of one Ogre for every 50 points worth of warband rating for each warband. Place the models in base contact with the wagon. They are attacking the caravan crew until the crew is taken *out of action*. They will then turn their attention to the models from the warbands, attacking the closest and dividing attacks among any other models from the warbands in base contact.

The surviving crew of the caravan consists of as many Guards as Ogre models plus a Cathayan merchant. These models are standing on the wagon cart. Since the draft animals have been slain and the wheels have been ripped off by the ogres the cart cannot move.

The characteristics and special rules for Ogres and Guards are included in the Bestiary. Since the merchant hired some of the better sell-swords available all of his Guards have the *Step Aside* skill. The Cathayan Merchant is described in the Hired Swords section.

ending the game

The first warband to fail its 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 Per Raider Out of Action. Any Hero earns an additional +1 Experience for each Ogre from the raiding party he puts *out of action*.

+1 Merchant Rescued. If the merchant is still alive after the battle the warband leader gets +1 Experience.

grateful merchant

The Cathayan merchant will generously reward any warband for saving his skin from the blood-thirsty raiders. Roll a D6 on the following table to see what he offers:

| D6 | Reward |
|-----|--|
| 1 | The merchant helps the warband purchasing some rare items. When searching for rare items after the battle, the warband gets +2 on all rarity rolls. |
| 2 | The merchant organises some underground contacts for the warband. This allows them to hire a Ninja for free once. |
| 3-4 | The thankful merchant gives the warband a valuable item from his stock. Determine one item at random from the Black Market or Exotic Wares tables described in the Cathayan Merchant rules in the Hired Swords section. |
| 5-6 | The merchant can help the warband with their search for the Chaos artefacts. He gives them some rare books and maps from his secret treasure bag. Roll another D6: 1-3: The documents lead to the whereabouts of Belandysh. In the next battle the warband plays, the first random happening that occurs will automatically be "Belandysh comes!" (42-43). 4-6: The map leads to the Chaos Dragon's lair. From now on whenever the warband may choose a scenario, they may also choose the "Chaos Dragon Hunt" special scenario. |

If any warband already possesses Belandysh's Broadsword of Damnation or the Dragon Scale armour, apply the respective other result.

If the merchant was killed during the battle, the winning warband may search the remains of the caravan. Roll a D6: on a roll of 1-3 the warband finds nothing. On a roll of 4-6 apply the respective result from the rewards table above.

Scenario 11: Chaos Dragon Hunt

Many brave warriors have scoured the Northern Wastes in their search for a terrible monster's lair where it is rumoured that unimaginable riches and an unholy prize of unmeasured power can be claimed. Few find much more than a cold death on the quest for a magical plate armour that can only be acquired by hewing the scaly hide from a Chaos Dragon.

Finally, the signs observed in either portents or rituals (carried out using the entrails of animals and humans) have revealed the whereabouts of a hideous Chaos Dragon! Now daring adventurers and soldiers of fortune finalise the preparations to move in and raid its hoard.

terrain

Each player takes it in turn to place a piece of terrain appropriate for the Northern Wastes territory, for example a frozen river or lake, a ruined Chaos shrine or monument, a snow-covered forest section or other similar terrain. We suggest that the terrain is set up within an area roughly 4' x 6'. The first ruined building should be large (at least 6" x 6") and open-topped. This ruin should be placed in the centre of the table, and this is where the monster's lair is located.

warbands

Use the set-up rules for multiplayer games from the Chaos on the Streets article (see Mordheim Annual 2002).

starting the game

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

special rules

The monster's lair is located in the central ruined building. This is where the beast will be. The monster will not leave its lair for any reason, though it will use its breath attack against any model in range that it can see and will strike any model entering its lair. It will charge all models entering the lair if possible. The monster's turn is performed before whichever player won the dice roll to go first, though it will do nothing unless a model comes near its lair. For the monster's stats and special rules, see the Bestiary.

ending the game

When one player (or more if an alliance of players have agreed to share the monster's hoard) controls the only warband to have any models within 3" of the monster's lair, and the monster has been put *out of action*, that warband is victorious and claims the monster's hoard. If two or more players have decided to share the hoard, they must be able to decide how to split the spoils. If they cannot determine this peacefully, their warbands will have to decide it for them by continuing the battle!

When there is only one warband left and the dragon is still alive, then the player may choose whether he wants to end the game as the winner or continue fighting until either the dragon is taken *out of action* or the warband fails a Rout test.

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

+2 Defeating the monster. The Hero that puts the Chaos Dragon *out of action* gets a bonus +2 experience.

spoils

Whichever warband has control of the monster's lair at the end of the game will find the much sought-after artefact, the Chaos Dragon Scale Armour (unless any warband is already in possession of it!). In addition, the warband may search the dragon's hoard to see what it contains. Note that you roll for each item separately, apart from the artefact, which is always found if still available.

| Item | D6 Result Needed |
|---------------------------|------------------|
| Chaos dragon scale armour | Automatic. |
| D3 Shields | 2+ |
| D3 Shortbows | 2+ |
| D3 Swords | 3+ |
| D3 Helmets | 3+ |
| D3 Cathayan silk cloaks | 4+ |
| D3+1 Treasures | 4+ |
| Suit of heavy armour | 5+ |
| Map of Cathay | 5+ |
| Lamellar armour | 6+ |
| Cathayan longsword | 6+ |

Once the Chaos Dragon has been taken *out of action* in a battle, this scenario can not be played again for the remainder of the campaign.

Scenario 12: the horde approaches

One of the Chieftains has gathered his tribe's warriors to lay siege to the border town where one of the fabled Chaos artefacts has reportedly been concealed. On their march to the town they come across one of the Cathayan's fortified outposts, the Crimson Tower.

From this decadent watchtower disciplined soldiers complete their protectorate duties. Enacting daily drills in preparation for a woeful time when they must defend their lives and warn the town militia of a threatening encroachment.

terrain

Place a building roughly 10" x 10" in the middle of the board. This represents the Crimson Tower. Then each player takes it in turn to place a piece of terrain. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

The warband which chose to play this scenario is the attacking warband. The defending warband is placed inside the tower. Determine a random table edge where the message can be sent to the border town militia. Then the attacker may place his models anywhere on the board but at least 15" away from the tower.

The defender in this scenario is always the Battle Monks of Cathay or another warband which has chosen the Celestial Protectorate objective. If there are no warbands with this objective then randomly select another warband as the defender.

starting the game

The attacking player takes the first turn.

special rules

The soldiers of the watchtower send a mounted messenger off to the border town to inform the town militia. Place the messenger next to the tower. He is controlled by the defending player.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Messenger | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 7 |

Weapons/Armour: Sword, light armour and shield. The messenger rides a warhorse and wears a lucky charm.

ending the game

If the messenger is taken *out of action* before he can escape, the attacker wins the game. The defending warband wins the game by moving the messenger off of the table edge designated before the battle.

In addition, the first warband to fail its 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 a 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 Shooting the Messenger. Any Hero earns an additional +1 Experience if he puts the messenger *out of action*.



Campaign progress points

+1 Tower raided. The attacking player gets +1 campaign point, if the defender routs or the messenger is taken *out of action*.

+D3 Border town alerted. The defending player gets +D3 campaign points, if he manages to bring the messenger safely off the table.

On to the Border Town!

A player with the Scion of Chaos objective automatically plays the "Siege!" special scenario as their next battle if he won this scenario. Otherwise he may now choose when to play the siege.

If a player with the Scion of Chaos objective won this special scenario he leads his horde against the border town while they are still unprepared. All players with the Celestial Protectorate objective subtract -1 Raging Peasant for every four campaign points the Scion of Chaos has from the number of peasants granted through the *Divine Retribution* achievement.



Scenario 13: siege!

A dark secret has been kept by one of the brotherhoods of monks defending the Cathayan borderlands. Their ancient monastery stood on these slopes long before the fortress town which now surrounds it. One of the eldest Dragon Monks now comes to the Emissary to reveal a shocking truth. In the heart of the temple is a vault which holds a powerful artefact.

Some years ago, a tome of pure evil fell accidentally into the hands of a greedy merchant travelling to Cathay. When the warrior monks learned of its presence they swiftly took custody of the blasphemous grimoire and locked it away from prying eyes.

A powerful vision came to a seer from one of the northern tribes. Using the sight he was able to divine through examining various intestinal body parts, that he would lead the chieftain of his tribe to a mighty tool of the Dark Gods. Wary of his shaman's gift, the war leader has followed the anointed guidance.

The Emissary is angered that he was not kept informed. The monks only share this information now for the herald of Chaos reportedly approaches.

terrain

As depicted overleaf the defence wall of the besieged fortress town goes across the table, dividing it in two parts: inside the town and outside. We suggest an area roughly 4' x 6'. Place four wooden houses or huts inside the town. Outside there can be several sections of forests, small hills or even small farms. It makes sense to place the scenery in a way that the various deployment zones are separated from each other.

warbands

This is a multiplayer scenario and uses the rules for alliances from the "Chaos in the Streets" article (see Mordheim Annual 2002). This scenario is an important event in the campaign and therefore all participating warbands should take part in it.

All warbands with the Celestial Protectorate and the Damned Shall Burn! objectives are placed anywhere inside the besieged fortress town. They start the game in an alliance which can be broken in accordance with the normal multiplayer rules.

All warbands with the Scion of Chaos and the Silent Threat objectives are set up outside the town walls. They also start the game as allies.

For warbands with the Lure of Fortune objective, their player may choose whether they are placed in an alliance with the Celestial Protectorate warbands inside the town, or allied with the Scion of Chaos outside as illustrated. Chaos Dwarfs are always placed outside.

The Scourge of the Realm objective places warbands as individual attackers outside the town.

The starting positions described are only suggestions and might not work so well for your individual campaign, depending on how many players participate and which objectives they chose. You may have to make adjustments to the suggested alliances, re-arrange the set-up or expand the gaming table size.

special rules

Defence Walls: The sheer surfaces of the walls surrounding the fortress town are too smooth to be climbed. No model can attempt to climb them unless it has the Wall Runner or Scales Sheer Surfaces skill, or it uses a rope & hook, a ladder or fighting claws.

Main Gate: The fortress town must have at least one wooden gate. The gate is locked from the inside but can be opened by any model inside the fortress by spending a full turn in base contact with it. From the outside the gate can only be opened through its destruction. A warrior may attack the gate in close combat just like any other enemy model. Treat the gate as Toughness 8, Wounds 4 and being immune to critical hits. Once it is opened the gate remains open.

starting the game

A randomly determined defending player takes the first turn followed by the other players in random order determined at the beginning of the game. Depending on the number of players you might want to write down the order to avoid confusion.

ending the game

The Scion of Chaos warbands and their allies win the game, if they manage to set all of the houses inside the border town on fire. They must either agree to share the victory (and agree upon who receives the artefact) or go on fighting.

In addition, the game ends when all warbands except one have failed their Rout test.

experience

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

+1 Winning Leader. The leader (or leaders) of the winning warband (or warbands) gains +1 Experience.

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

+1 Gate Opened. If a Hero or a Henchman of the attackers side opens the front gate – be it from the inside or with force – they gain +1 Experience.

the chaos artefact

The winning warband takes possession of the Chaos artefact which was hidden inside the monastery: the Liber Chaotica.

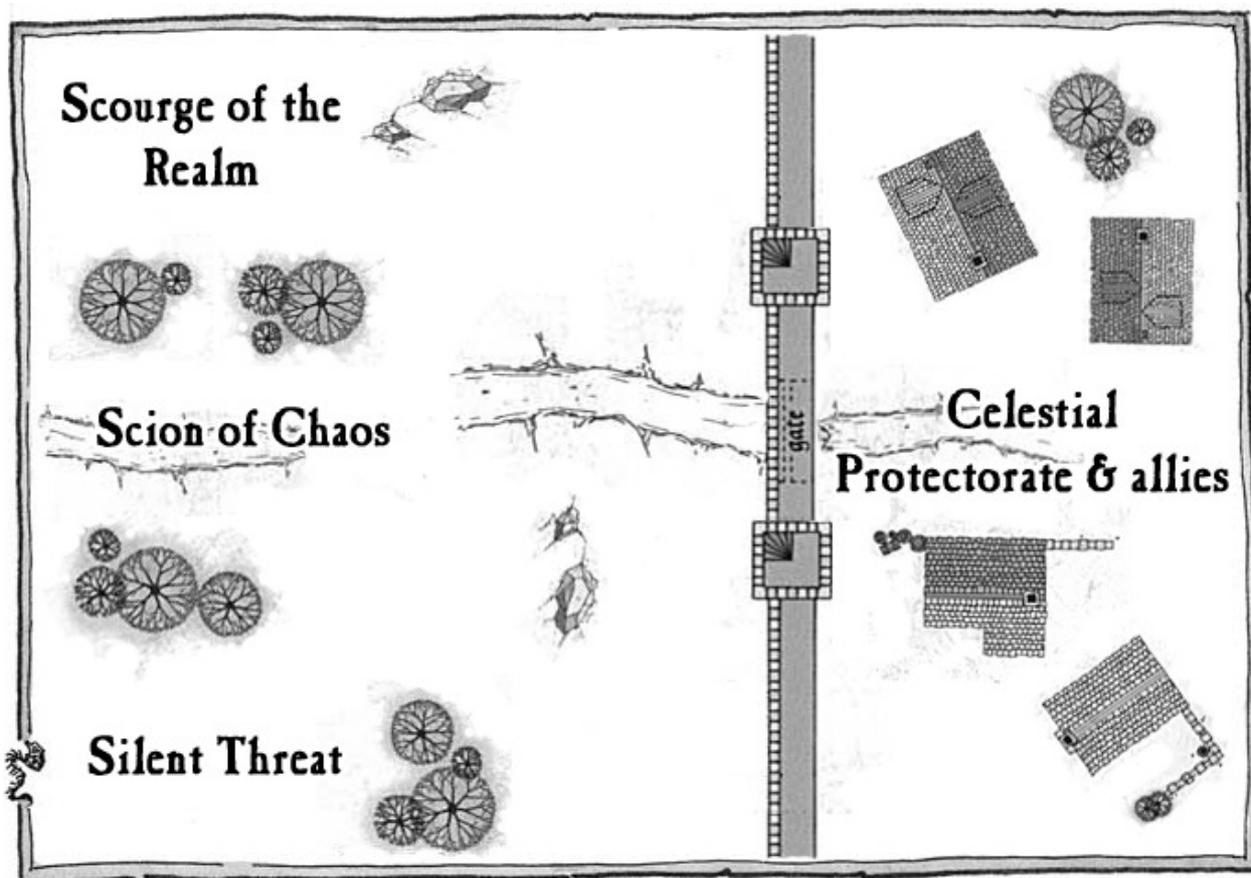
If the winning side contains a warband of the Celestial Protectorate the artefact will be given to that warband for safekeeping, as it no longer safe in this pillaged town. If there is more than one warband with the Protectorate objective determine at random which of them gets the artefact.

All other winning warbands would find the artefact while plundering the city. In an alliance the winning warbands must agree upon who gets the artefact or else they continue the battle until an outright winner can be established to claim the prize.

Hints and tips

The defence walls are difficult to overcome. Note that the rules for ladders in the Spoils of War chapter include extra detail for this very purpose.

Remember that Heroes from all warbands have access to purchase torches and fire bombs. Any models which can use a bow can use fire arrows. All of these weapons can be used to set buildings (including walls and watchtowers!) on fire as described in the Fire Rules section of the Forces of Nature chapter. They count as stone buildings for this purpose.



sample set-up

In lands so bleak, so haunted, few tribes would willingly stay for longer than a day at a time, so a viki exists in solitude, exploiting their residence to glimpse the future, twisting the fates of the northmen. To harm one with the sight is to invite the wrath of the gods, so shaman are respected by the tribes that employ them and more than a little feared. They pierce the veil of life and see through the darkness. With divination the witch doctors command powers not easily comprehended and even Tchar's sorcerers cannot match the vitki in their ability to manipulate the death winds.



Scenario 14: Hostile embargo



After restoring the abandoned trading post, business starts rolling in. Unfortunately for the aspiring entrepreneurs a gang of fortune seekers has discovered the location. Jealousy leads the rival warband to place an embargo on the sale of exotic wares from the enterprise...

terrain

Place a piece of terrain of roughly 8" x 8" size representing the trading post within 12" of a table edge. We suggest that the terrain is set up within an area roughly 4' x 4'.

starting the game

The defending warband sets up anywhere within 4" of the trading post. The attacker sets up within 4" of the opposite table edge. The defender takes the first turn.

special rules

The roof of the trading post is equipped with a bolt thrower to help defend it from predators. Place a bolt thrower model on the roof to represent it. The bolt thrower is stationary and cannot be moved.

Range: 48"; **Strength:** 6;
Special Rules: Stationary

SPECIAL RULES

Stationary: The Bolt Thrower is stationary and cannot be moved. Any warrior standing in base contact with it may use it.

The attacking warband controls a munitions wagon which is loaded with ten powder kegs (see Spoils of War). The wagon is pulled by two draft horses.

If the munitions wagon is crippled then the attacking warband can still attempt to transport the powder kegs on foot as per their usual rules.

ending the game

Rout tests are taken as normal and the last remaining warband wins the game. In addition, the attacking warband wins by having at least six powder kegs from the munitions wagon reach base contact with the trading post when the driver or another Hero model is able to light the fuses. If the trading post is destroyed then it is treated as abandoned. The defending warband wins if the munitions wagon flees from the table carrying the powder kegs with it.

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 Crippling the Wagon. The Hero or Henchman who permanently disables the munitions wagon earns +1 Experience.

+1 Destroying the Trading Post. A Hero who lights the fuse which destroys the trading post earns +1 Experience.



Scenario 15: Ghartok's tomb



An unholy barrow marks the final resting place of Ghartok, a fallen Chaos Champion. The cairn is at the heart of a deadly landscape blasted by inhospitable conditions. In this hazardous environment the adventuring warbands believe they may have found the fabled location of a Chaos artefact with magical properties.

Situated treacherously as it is, in a basin that lies on the south eastern region of the northern wastes, the warriors wisely choose to approach with due caution.

A band of Chaos Trolls have unwittingly taken up residence in the cairn. The foolhardy creatures are clueless to the worth of any of the tombs contents. Having tried and failed to consume all or any solid objects in the champion's crypt the trolls will be elated to have some new company.

terrain

Place a piece of terrain of roughly 5" x 5" size representing the cairn in the middle of the table. Then each player takes it in turn to place a piece of terrain appropriate for the Northern Wastes territory. We

suggest that the terrain is set up within an area roughly 4' x 4'.

starting the game

Each player rolls a D6. The player rolling the highest result has the first turn.

special rules

Use monsters as described in the "Man Hunt" scenario, except that three Chaos Trolls are placed within 3" of the cairn. Do not roll for the Trolls' alignment, as they are hostile. In addition, these belligerent monsters are not *stupid* like the rest of their kind. The same rules for fighting off monsters apply. Make the Leadership tests to see if a Troll retreats only after it has failed its Regeneration roll as otherwise no significant wound has been inflicted.

A Hero may enter the tomb by moving into base contact with its entrance. The Hero will spend D3 turns inside the cairn (remove the model from the table in the meantime if the terrain piece is not



accessible). When it returns from Ghartok's tomb, roll immediately on the following table to see if anything has been found. Each item can be found only once.

- 2+ Shield
- 3+ Sword
- 4+ War horn (see Mordheim Annual page 87)
- 4+ Banner (see Mordheim Annual page 16)
- 5+ D3 pieces of treasure
- 5+ Ghartok's Skull (see Chaos Artefacts)

If Ghartok's Skull hasn't been found already the last available Hero to search the tomb automatically finds the artefact.

ending the game

The first warband to take Ghartok's Skull off the table via the edge they started from wins the game. Routing warbands lose the game automatically and the winning warband claims Ghartok's Skull if one of its Heroes is still in the cairn at the end of 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 Finding the Artefact. The Hero who loots a Chaos artefact from the cairn earns +1 Experience.

Hide and seek

Play this scenario only if Ghartok's Skull hasn't been found already or if the Celestial Protectorate tries to hide the Chaos artefacts in the tomb.



Scenario 16: journey home

After lots of trading and travelling it is time for the warband to return home. They somehow managed to survive the dangers of the Cathayan borderlands while also accumulating notable riches.

The warband is already on their way back home when they are attacked by hostile warbands. Will this be the last fight they have to endure before they are finally home?

normal multiplayer rules apply so alliances can be made during the battle.

The defending player sets up his warband in the middle of one of the long table edges. The attackers are set up in the middle of the two shorter edges.

terrain

The player who chose to play the scenario randomly determines the territory for this battle by rolling on the following table. Apply the appropriate special rules from the Winds of Change chapter.

2D6 Effect

- | | |
|-------|--|
| 2-3 | Northern Wastes |
| 4-6 | The Steppes |
| 7 | The player may choose the territory (Northern Wastes, the Steppes, Mountains of Mourn, or the Cathayan borderlands). |
| 8-10 | Mountains of Mourn |
| 11-12 | Cathayan borderlands |

Players alternately place scenery pieces appropriate for the determined territory. We suggest that the terrain is set up within an area roughly 4' x 6'. There should be a free passage between the centres of the two longer table edges indicating the road the caravan is travelling on.

warbands

The player who chose to play this scenario is the defender. There are two other warbands – the attackers. They do not start in an alliance but the

starting the game

The caravan player takes the first turn.

ending the game

The game ends when the defending player manages to take at least one cart or wagon (Opulent Coach, Trade Wagon, Prison Wagon, etc.) off the table via the opposing table edge from where they started. Rout tests are taken as normal and the last remaining warband or alliance of warbands 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 Caravan Halted. If a Hero or a Henchman from any of the two opposing warbands causes a cart of the caravan player to be permanently immovable the ambushing warband gains +D3 Experience that can be divided among the warband's Heroes. This can be done by destroying the cart entirely, by destroying all wheels or by cutting off or killing the draft animals. Note that as long as the defending player has a model with the *Handyman* Strength skill (e.g. a Coachman Hired Sword) the wagon can still be repaired and thus is not permanently immovable.