



Forces of Nature

The living conditions in the Northern Wastes are extremely harsh. Here the weather is terribly cold and nature itself is twisted by the corrupting influence of Chaos. Barbarians and mutants live out their wicked lives in these inhospitable climes while foul creatures prey on adventure seekers and tribesmen cast out in exile.

Even the borderlands are plagued by violent storms and infested by the corrupting touch of Chaos. Although the Chaotic influence declines in the South, the Cathayan borderlands are scarred by mutated foliage and lakes filled with acidic water. Here thrive abominations that scour the remaining farmsteads and settlements.

These rules describe the demanding environment and relentless weather conditions of the Northern Wastes and Cathayan borderlands. They are divided into three sections: Territories, Weather Rules and Fire Rules.



Territories



There are different types of landscape in the Border Town Burning setting. The open plains and fir woods of Cathay's borderlands are similar to regions of the Old World.

To the north of the Great Bastion are the Cathayan borderlands. This desolate wilderness is marked by rotting black trees writhing from the unnatural influence of Chaos and deadly bogs waiting to devour careless wanderers who take a wrong step. Here lay the blighted ruins of former civilisations, communities incapable of withstanding the brutal encroachment. Mutated creatures of Chaos spread their corruptive influence across these lands.

To the north and west of the borderlands are the ill defined borders of the Northern Wastes and the dreaded Chaos Wastes. Blizzards, marauders, beasts and the untamed forces of Chaos encourage any sane civilised folk to avoid these inhospitable territories.

the northern wastes

Some scenarios are set in desolate regions of the Northern Wastes. This is always stated with the scenario rules. The following special rules always apply to those specific scenarios.

TERRAIN

The territory is mainly dominated by frozen wasteland and impenetrable forests of darkness and ice. Open woodlands comprising of rotting trees can be found in northerly regions – typically corrupted by the everpresent powers of Chaos that gives unnatural life to everything.

SPECIAL RULES

Bitter Cold: The Northern Wastes are a barren and icy land. They are subject to *Bitter Cold*, see Weather Rules below.

Magical Boon: Radiating from the realm of Chaos, the winds of magic are extremely strong in the Northern Wastes. Spellcasters (no prayer users) get a +1 bonus when rolling for Difficulty. Note that the bonus is not applied if the wizard rolls a natural 2 (see below).

Winds of magic: Due to the powerful Chaotic influence, the winds of magic not only blow strong but uncontrollably! In the Northern Wastes whenever a spell caster (not prayers user) rolls an unmodified 2 for Difficulty they must immediately roll on the Miscasting table below. Any result of a 2 cannot be re-rolled in any way to prevent from rolling on the Miscasting table (e.g. with a Familiar, Rabbit's Foot or the *Mind Focus* skill) and the spell always fails.

miscasting

2D6 Result

- 2 **Aaarrgh!** The powers of Chaos take over the helpless wizard as he horribly mutates into a Spawn of Chaos. Replace the model with a Chaos Spawn from the Bestiary and remove the wizard from your roster.
- 3 **Bleeeuurgh!** The wizard is now *stupid*. Roll a D6 after the battle: on a score of 2+ the effect ends otherwise it is permanent.
- 4 **Dampening:** The wizard cannot cast any spells for the duration of this battle.
- 5-6 **Uh-oh!** The spell has been cast successfully – upon the wizard himself! Any additional decisions (e.g. with *Flight of Zimmerman* from the Lesser Magic) are made by the opponent of the wizard's controller.
- 7 **Failed casting:** Except for the spell's failure there are no further consequences.
- 8-9 **Explosion:** The wizard is thrown D6" in a random direction and then lands *knocked down*.
- 10-11 **What were the words?** The wizard cannot cast a spell in his next shooting phase. Missile weapons may be used as normal.
- 12 **Tchar's blessing:** The uncontrollable powers of Chaos cause the wizard to mutate. After a moment of horror the transmutation ends. . You must choose a free Mutation for the wizard from Mutations available to the Cult of the Possessed (see the Mordheim rulebook).



the cathayan borderlands

Most of the scenarios are set in the Cathayan borderlands. If no territory has been determined in the scenario's description then it will take place in the borderlands.



TERRAIN

The borderlands comprise of blackened forests of rotting trees as well as wide marsh land. Because of the marshy ground the few Cathayan settlers that are living here have built their houses on stakes and at a few places large lake dwellings can be found. On firmer ground there are ruined temples of forgotten Cathayan civilisations that abandoned the borderlands a long time ago.

SPECIAL RULES

Dead Branches: The forest floor is littered with dead branches that will crack, making it impossible to move through the woods without making sound. A model cannot *bide* in the forest section if it has moved during the same turn.



Howling Wood: Tempered by the grim folk tales of peasants, strange cries and unnatural howling come from the forest filling mortal's hearts with fear. A model must pass a Leadership test to enter any forest section

Acid Ponds: A model that enters a lake must immediately pass a Toughness test with a -1 modifier or is taken out of action. This test is required every turn the model spends in the pond suffering an additional -1 modifier each turn. A model is immediately *out of action* if its Toughness is ever reduced to 0.

other territories

Some scenarios are staged in fir woodlands and the plains of the borderlands, others upon the wide Steppes or the huge Mountains of Mourn. This is always stated with the scenario rules.

TERRAIN

The terrain in the borderlands is similar to that of the Empire in Flames setting. Common sights are: forests, grassy hills, streams and small settlements where peasants build farmhouses and work in fields of crops. In contrast the Steppes are wide plains with scarce vegetation and meandering streams. Cliffs, rocks, rivers strange vegetation and trade routes mark the Mountains of Mourn.

SPECIAL RULES

No special rules apply to scenarios staged in the Steppes or the Mountains of Mourn.

Weather Rules

Before the battle, roll once on the chart below to determine the weather conditions. The result lasts the whole battle. Scenarios set in the Northern Wastes determine weather effects differently to scenarios set in the Cathayan borderlands (see result 8-9).

weather table

2D6	Result
2-4	Blizzard
5-6	Gale
7	Normal weather conditions
8-9	Hailstorm (Northern Wastes) Tempest (Cathayan borderlands)
10-12	Fog

bitter cold



The Northern Wastes are covered with deep snow which makes it challenging to move and fight. The freezing condition takes its toll in a number of ways.

Beastmen, Norse, Marauders of Chaos and monsters encountered at random in the Northern Wastes are immune to the following special rules except the *Ice Field* rule.

SPECIAL RULES

Snowstorm: If a model chooses to cast a spell or shoot at a model when nothing within 6" surrounds it (no models, no terrain features higher than 1") then roll a D6: on a score of 1 or 2 it misjudges the range and cannot shoot or cast a spell this turn. Spells affecting all models in a certain range still work.

Deep snow: All models without Winter Furs treat deep snow-covered ground as difficult terrain.

Wintery chill: All models without Winter Furs suffers -1 Leadership and -1 Initiative. Initiative may never fall below 1. Undead warbands are immune to the chilling cold unless those warband members are not Undead. e.g. Necromancers, Ghouls and Dregs).

Ice field: The Northern weather is so cold that lakes and rivers become frozen. Therefore such terrain can be crossed as if it were difficult ground. If a model *runs* across frozen water it must pass an Initiative test or it slips and becomes *knocked down*. Ignore this during Heavy Snowfall.

Each model standing on frozen water at the beginning of its turn tests if the ice can bear the model's weight. On a score of 1 on a D6 (1 or 2 for large models like Ogres and Trolls) the ice breaks and the model falls into the icy water! Add +1 to the roll for every model within 2" on the ice (+2 for large models).

At the beginning of its turn the model must pass a Strength test to get out of the water. If the test is failed the model suffers -1 Strength for the rest of the game due to the episode. If its Strength is reduced to 0 the model is taken *out of action*. Models within 1" may help drag the drowning model out of the water by passing a Strength test. Undead models are immune loss in Strength as they do not feel the cold.

A model that fell through the ice and managed to get out again is *soaked with water* (see Tempest rules overleaf) so a Rain Coat will not provide any benefits.

blizzard

Gods of nature can be fickle and merciless. During a whiteout they grant the weak no respite.



SPECIAL RULES

Bad sight: Due to the torrential snowfall the warriors can barely see anything. Every model reduces its sight to 10". The maximum range of missile weapons (except for blunderbusses) is reduced to 10" and no model can charge enemies that are further than 10" away. Modifiers still apply when shooting at long range. Note that the *Eagle Eyes* skill cannot be used to increase the sight of warriors caught in a blizzard.



gale

The landscape is hammered by blasts of wind that must have been blown from the very mouth of the Chaos Wastes.

SPECIAL RULES

Not all cats land on their feet: All attempts to leap over a gap or to perform a jump attack suffer a -1 Initiative modifier. The same applies for climbing attempts. Normal jumping down suffers no modifiers.

Blown out: Roll a D6 to determine the effect when a warrior fires a missile weapon that does not use blackpowder.

1-3: The warrior suffers -1 Ballistic Skill when shooting missile weapons.

4-6: The warrior receives +D6" range upon each shot taken (roll once for each missile fired).

Blaze spreading: The fire from burning trees or buildings can jump over to other objects or features. See Fire Rules for details.

hailstorm

A piercing hail is falling from the sky bringing misery and suffering to all who are struck by it.

Hail normally lasts for the opening D3+1 game turns.

SPECIAL RULES

Freezing hail: Any model that is not standing below any cover, suffers -1 to hit in combat and -1 Ballistic Skill. Spellcasters and prayer users find it so hard to concentrate that all Difficulty tests are made at -1.

Skull sized hail: Each player rolls a D6 at the beginning of their turn: if a 6 is rolled the size of the hailstones increases dangerously and last for one game turn (i.e. until it is the player turn again). Every model that is not in cover suffers a Strength 1 hit. In addition, all modifiers described in *Normal Hail* are at -2 instead of -1.

tempest

While skalds from the Norscan tribes sing of stormy weather to the riotous patrons of the Last Hope inn, other less fortunate warriors face the elements...

The following modifiers refer to swamp and water rules described in the Empire in Flames Supplement.

SPECIAL RULES

Swamps: Swamp holes are filling with water, and become even more dangerous. Swamp holes sink area grows with 1" in every direction. So, if a model stands



1" next to a swamp hole, it has to test, whether it sinks or not.

Muddy soil: The ground has become very muddy and slippery. Running or charging models, which move up a hill have to pass an Initiative test. If they fail, they may only move with half speed. If you run or charge down a hill, you have to pass an I test. If failed, it rolls down the hill D6" and is *knocked down* afterwards on a roll of 4+.

Roaring rivers: Rivers are running damn fast! Any model may not swim either with or against the current, even *aquatic* models. While crossing a shallow river, the model has to take an Initiative test every turn, or is *knocked down* (a non aquatic model gets swept away 6" with the current).

If a any model fails the Initiative test in a deep river, it gets swept away 6" with the flow of the river. It has D3+1 rounds to swim ashore. It has to pass an Initiative test every turn, or is swept away another 6". If it passes the Initiative test in the given time, it may end its turn at the nearest bank and may leave the river the following turn. If the model did not made it out of the river in the given time, it is taken *out of action*.

A model that fell in water gets *soaked with water* and even Rain Coats will not protect it from being so.

Soaked with water: The model's equipment gets *soaked with water*. If a model is not equipped with a Rain Coat, it must score a 4+ on a D6 in order to use the following equipment: All blackpowder weapons, Explosives, Fire Arrows, Fire Balls and Fire Bombs. *Torches* are completely useless for the duration of the battle, however lanterns will still work with no restrictions.

Quenches the fire: While it is raining nothing can be *set on fire* except by lightning – neither models, nor buildings or trees. Models, buildings and forests already *set on fire* are immediately extinguished. However, buildings that were burning once cannot be entered for the rest of the battle.

fog

Disturbing veils of mist swirl across the battlefield.

SPECIAL RULES

Roll a D6 to determine what kind of fog veils the battlefield.

1 Haze: The maximum range for all missile weapons is reduced to 18" following the same rules as described in the *Bad Sight* special rule under blizzard.

2-5 Thick mist: Sight is further reduced to 12". In addition, every model suffers -1 BS.

6 Pea soup: Every model reduces its BS by -2 and maximum sight becomes 2D6". Any model unable to see a friendly model becomes despondent and is subject to the penalties for being *all alone*. This requires an immediate Leadership test.

thunder and lightning

Black clouds roll ominously across darkened skies. Those with the witchsight reel off portents foretelling this nasty weather signals an untimely demise.

Roll 3D6 at the beginning of each turn.

3D6	Result
1-11	Nothing happens
12-15	Thunder
16-17	Lightning
18	It must be fate...

SPECIAL RULES

Thunder: The roar of thunder unnerves animals. Any ridden mount that is not subject to the *battle-trained* rule must pass a Leadership test or it is unable to move this turn. If any other animal fails a Leadership test (always taken using the Leadership of the animal, never a warband Leader) they won't be able to move or charge, will strike last in close combat and require a 6 to hit before any modifiers are applied.

Lightning: A random forest section or building is *set on fire* (see Fire Rules below).

Must be fate...: Determine a random warrior wearing a suit of armour (not Lamellar armour, toughened leathers, nor a helmet, or shield) who is not standing inside a building (ruins do not count) or cave. The warrior is struck by a lightning bolt and is immediately taken *out of action*.

Any models within 2" of that model are *knocked down* and suffer a Strength 4 hit, no armour saves allowed. This event only occurs once during a battle. If rolled again treat the result as *Lightning* instead.

The rising popularity of Cathayan silks across the Old World has not gone unnoticed in certain mercantile circles and this has led to a number of Tilean merchants selling fine fabrics merely purporting to be silks from the Far East.

In some cases the quality of the cloth makes it appear obvious that the garments are of dubious providence. More savvy traders have cunningly used raw silks decorated with bogus designs. Fake patterns are being cut by Tilean master craftsmen from imported bolts of Cathayan silk.

So good have these copies become in recent years that only the most dedicated fashion experts can tell them apart. Events at the recent Nuln ball were dramatic to say the least, when Lady Elda Zeisburg of Strasenheim was embarrassed to be found wearing one after a hem line examination by Lord Henriches (a very well travelled gentlemen). Her reputation compromised, Lady Zeisburg is still yet to be seen in public.

It is currently unknown how many Tilean fakes have entered the various Old World markets. One thing is certain – given the number of times wealthy merchant families have returned from the Silk Road the number must be on the rise. Imperial traders muse that con artists will not stop at replicating just the silks.

Fire Rules

There are numerous ways of being *set on fire*. Fire Arrows may cause a model to be set on fire and torches may set houses on fire. Irrespective of the source the following rules should always apply.

The rules for setting models on fire are taken from "Ye Olde Curiosity Shoppe" (pages 84-87 Mordheim Annual 2002). The Burning house table is from the "The League of Ostermark" article (pages 34-39, Fanatic Magazine 1). Both articles are written by Nicodemus Kyme. This summary is no attempt to infringe intellectual property. The rules have been adjusted to the Border Town Burning setting and reprinted for convenience.

setting warriors on fire

Although the probability may be different (e.g. on a 5+ with a Brazier Iron, 4+ with Fire Arrows) the rules for a warrior that is *set on fire* are always the same.

SPECIAL RULES

Set on fire: Warriors *set on fire* must roll a D6 in the Recovery phase and score a 4+ to put themselves out or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful.

setting buildings on fire

Very few types of equipment are able to set buildings/forests on fire. It must be specifically stated in the rules otherwise only models may be *set on fire*.

SPECIAL RULES

Set on fire: Torches, Brazier Irons and Fire Arrows can set buildings *on fire*. A model in base contact with a building may use a Brazier Iron (or Torch) to set it ablaze if it is neither shooting a missile weapon or engaged in close combat that turn. Fire Arrows can be shot in the Shooting phase at a building in order to *set it on fire*. They may also throw the torch/brazier iron up to 6" away to light a building but then the item is lost.

Irrespective of the way a building is to be *set on fire* consult the following table to determine what roll on a D6 is required to successfully start the fire.

Building	D6 result required
Wooden building	4+
Stone building	6+

Modifiers:

Torch, Fire arrows	+1
Fire bomb, Brazier iron & other items	No bonus
After Tempest/Hailstorm or during a Blizzard	-2

Note that during a *Tempest* or *Blizzard* nothing can be *set on fire* and the -2 modifier is applied after one of them set in and lasts for the rest of the battle.

If the model is inside the building (setting fire to furniture and other belongings) the fire starts automatically.

Burning houses: Once a building is lit roll a D6 at the start of each player's turn to see if the fire is spreading. Add +1 to the dice roll for each turn the fire has been burning.

burning house table

D6 Result

- | | |
|-----|---|
| 1 | Gone out: The fire has sputtered out of its own accord. Do not make any further rolls on the table. |
| 2-5 | Rising Flames: Flames and smoke are rising quickly. Any model within 2" and inside the building must take a Toughness test. If they fail, they suffer D3 Strength 2 hits with no armour save possible, as they succumb to smoke inhalation and minor burns. Anyone wishing to enter the building must pass a Ld test to do so. |
| 6 | Raging Inferno: The building is totally ablaze. No model may enter the building and anyone within 2" and inside takes D3 Strength 3 hits from the flames and burning debris. Any model wishing to get out of the building must pass an Initiative test or it will stay trapped within. |
| 7+ | Collapse! The building collapses, its timbers finally giving way as the fire engulfs it utterly. Any model inside the building (and not <i>stunned</i>) must pass an Initiative test to escape (<i>knocked down</i> models suffer -1 to their Initiative for the purpose of this roll). Any model who fails to escape is crushed by the falling debris and taken <i>out of action</i> . The building now counts as impassable terrain. |

setting forests on fire

SPECIAL RULES

Set on fire: Forests follow the same rules for being *set on fire* as buildings (see above) and any item that can set buildings on fire can also be used on forests. Roll on the following table.

Forest section	D6 result required
Rotting trees	2+
Normal forest	4+
Modifiers	Same as chart across leaf

Burning forests: Any model within 2" of a burning forest section suffers D3 Strength 3 hits with no armour saves allowed.

