

Mordheim Narrative Campaign system

V 1.1

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The Campaign turn.

The campaign turn is played out by first assessing which warband has the lowest rating. If this warband took part in the last turn then choose the next lowest rated warband which did not play in the last turn. This warband becomes the challenger. (The challenger may opt to stay at home in which case chose the next lowest warband to become the challenger, and so on until a challenger is found).

The challenger may choose a warband to fight (the chosen warband may have fought in the last turn). If there is more than one player present the challenged player chooses another opponent, and so on until all players are taking part.

A warband challenged may opt to 'stay at home', the scenario then automatically becomes 'attack the encampment'. The warband which stays at home automatically becomes the

defender. If a subsequent player chooses to stay at home they still choose another player if one is present, this player may now choose which encampment to attack.

The campaign turn therefore now proceeds as follows:

1. Find lowest eligible warband.
2. Choose opponents.
3. Roll Narrative.
4. Play game.
5. Injuries.
6. Allocate experience
7. Roll on the Exploration chart.
8. Sell Wyrdstone.
9. Check available veterans.
10. Make rarity rolls and buy rare items.
11. Look for Dramatis Personae
12. Hire new recruits & buy common items.
13. Reallocate equipment.
14. Update your warband rating.

Choosing the narrative.

If no one has chosen to stay at home the player with the lowest warband rating rolls to see where the encounter takes place. In scenarios where there is an attacker and a defender, the same player may choose which he is.

D10	Encounter Result
1 – 7	In Mordheim
8 - 9	Outside the City
10	Encampment

Next roll to see which scenario will be played.

In Mordheim

Roll a D66 (Some scenarios wording need to be modified to take into account multi players).

11. Defend the Find. – Main rules.
12. Skirmish. – Main rules.
13. Wyrdstone Hunt. – Main rules.
14. Breakthrough. – Main rules. (33 if multi-player)
15. Street Fight. – Main rules. (25 if multi-player)
16. Chance Encounter. – Main rules.
21. Hidden Treasure. – Main rules.
22. Occupy . – Main rules.
23. Surprise attack. – Main rules.
24. Treasure hunt. – Chaos on the streets.
25. Street Brawl. - Chaos on the streets.
26. The Lost Prince. – Chaos on the streets.
31. The Wizards mansion. – Chaos on the streets.
32. The Pool. – Chaos on the streets.
33. Ambush. – Chaos on the streets.
34. Monster hunt. – Chaos on the streets.
35. 0-10. – Hordes of Chaos.
36. 11-20. – Hordes of Chaos.
41. 21-30. – Hordes of Chaos.
42. 41-50. – Hordes of Chaos.
43. 91-00. – Hordes of Chaos.
44. – 66. – Random Narrative.

Outside the city.

Roll a D20

1. Protect Hornsby's ferry. – The Moot.
2. Stop thief. – The Moot.
3. Death in the Mists. – Out of the Mists.
4. Gift of the Truthsayers. – Out of the Mists.
5. The Ogham stones. – Out of the Mists.
6. Finders Keepers. – Blazing saddles.
7. Mule train. – Blazing saddles.

8. Brigands in the Pasturelands. – The province of Reikland.
9. The watchtower. – The province of Reikland.
10. Blood on the pasturelands. – The province of Alverland.
11. Through Black fire pass. – The province of Alverland.
12. Wolf hunt. – From across the Steps.
13. 31-40. – Hordes of Chaos.
14. 51-60. – Hordes of Chaos.
15. 61-70. – Hordes of Chaos.
16. 71-80. – Hordes of Chaos.
17. 81-90. – Hordes of Chaos.
18. – 20. – Random.

Encampment .

1. Attack the encampment.

Game Setup.

In scenarios where there are two players and an attacker and a defender are called for, the warband with the lowest rating may choose which they are. In multiplayer games the warband with the highest rating is the a defender.

Roll for warriors with old battle wounds to see whether they can take part or not.

Set up the terrain and warbands according to the rules for the scenario you are playing.

If playing any scenario other than the Random narrative scenario, roll a D10, on a roll of 1-5 nothing has changed, on a roll of 6-8 use the random happenings rules, on a 9-10 use the subplots rules.

Play.

Scenarios.

Scenario: Random Narrative.

The warbands are searching the ruins of Mordheim.

Terrain

Starting with the warband with the lowest rating each player places a piece of terrain.

Set-up

Roll a D10, on a roll of 1-2 nothing has changed, on a roll of 3-6 use the random happenings rules, on a 7-9 use the subplots rules, and on a 10 use both.

Roll a D6 on a 4-6 D4 warpstone shards are randomly placed on the table no further than 8" from the centre of the table.

Roll a D6 on a 4-6 a likely looking building has been spotted (the defender will be in this building at the start of the game), mark this building. The warband in control of this building at the end of the game may loot the building for 5D6 gc

Roll a D6 for each warband on a 5-6 they may hide one hero anywhere on the table – he is visiting a contact. (This is marked on a map before setup).

The warband with the lowest rating goes first.

Ending the game

The game ends when only one warband remains on the table.

Experience

+1 Each Hero or Henchman that survives

+1 Winning Leader

+1 Per enemy put out of action by Hero

Scenario: Attack the encampment

A warbands encampment is attacked.

Terrain

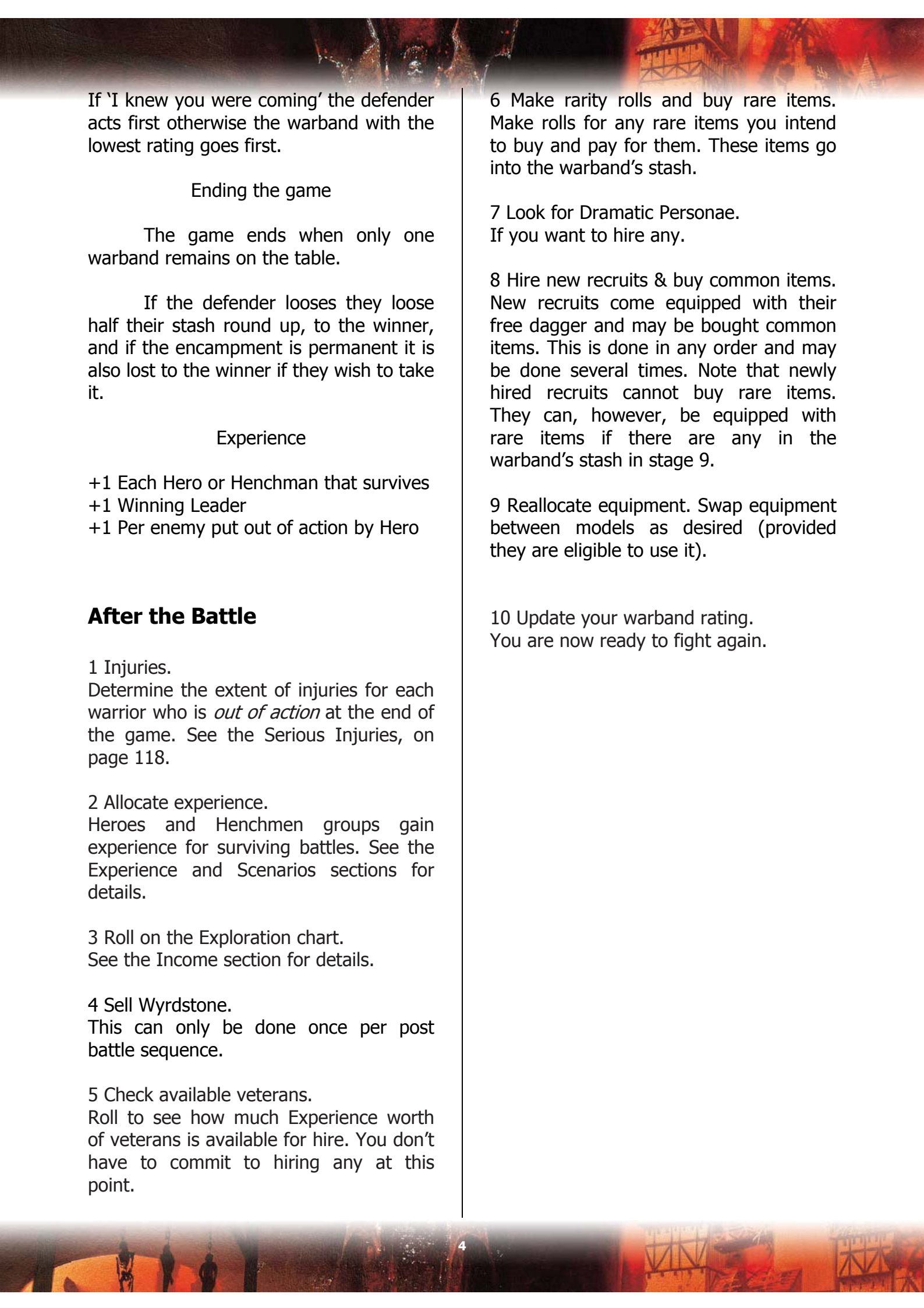
The warband that is the defender places a piece of terrain in the centre of the table to be the encampment. Then start with the defender who places two pieces of terrain for every piece the other players place. If this is a permanent encampment make a map of the layout for future battles – if of course the defender wins!

Set-up

The defender may place two hidden models up to 12" from the encampment as sentries. All other warband members are in the encampment.

Roll a D6, 1-2 dawn raid, 3-4 daylight robbery, 5-6 Night attack (defending figures wake up on a D6 roll of 4-6 each turn, or if another figure touches them).

Roll a D6, on a 4-6 (-1 if dawn raid, -2 if night raid) 'I knew you were coming', the defender has had time to prepare and has dug D4 extra 2" x 2" pit traps (write the number on a piece of paper and keep it hidden), When an attacker moves at faster than the normal rate roll a D6 on a 4-6 they have found a pit (place it on the table), roll an initiative test, if they fail the roll they have fell into the pit and take a S3 hit. These are in addition to any defences the player may have already bought if it is a permanent encampment.



If 'I knew you were coming' the defender acts first otherwise the warband with the lowest rating goes first.

Ending the game

The game ends when only one warband remains on the table.

If the defender loses they lose half their stash round up, to the winner, and if the encampment is permanent it is also lost to the winner if they wish to take it.

Experience

- +1 Each Hero or Henchman that survives
- +1 Winning Leader
- +1 Per enemy put out of action by Hero

After the Battle

1 Injuries.

Determine the extent of injuries for each warrior who is *out of action* at the end of the game. See the Serious Injuries, on page 118.

2 Allocate experience.

Heroes and Henchmen groups gain experience for surviving battles. See the Experience and Scenarios sections for details.

3 Roll on the Exploration chart.

See the Income section for details.

4 Sell Wyrdstone.

This can only be done once per post battle sequence.

5 Check available veterans.

Roll to see how much Experience worth of veterans is available for hire. You don't have to commit to hiring any at this point.

6 Make rarity rolls and buy rare items. Make rolls for any rare items you intend to buy and pay for them. These items go into the warband's stash.

7 Look for Dramatic Personae.

If you want to hire any.

8 Hire new recruits & buy common items.

New recruits come equipped with their free dagger and may be bought common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy rare items. They can, however, be equipped with rare items if there are any in the warband's stash in stage 9.

9 Reallocate equipment. Swap equipment between models as desired (provided they are eligible to use it).

10 Update your warband rating.

You are now ready to fight again.