

THE MORDHEIMER'S CAMPAIGN AID v1.20

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In the last year of the second Millennium, five hundred years before the rule of the most benevolent Emperor Karl Franz, there fell a time unlike any other. Just as they had before the birth of Divine Sigmar, the wings of fire in the sky again heralded the coming of great things; the coming of Plague, the coming of War, the coming of Pestilence and Hunger.

Though its unholy name is now stricken from the records of the Great Library at Altdorf, and its ruins razed by Magnus the Savior of the Empire, I would tell you the tale of the cursed city, brought low by the wrath of gods. I would tell you the tale of...



The City of the Damned

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Dedication

To my wife, Eliza, who can not understand why a grown man would ever like to play with miniatures, and to my daughter, Valeria, who can not comprehend why anyone would not like to!

Edwin "[The Mordheimer](#)" Molina

Acknowledgements

First I wish to thank Robert Layne, who is the author of the inspiration for this work, "Mordheim Campaign Rules v1.1." He not only created and shared his work with kind and enthusiasm, but allowed me to further develop his concepts. Following his spirit of camaraderie, this work will also be shared freely with the rest of the gaming world.

I wish to thank, and honor, Tuomas Pirinen; the Father of Mordheim. I wish to express my gratitude to Nuala Kennedy for the spectacular art that is Mordheim's map... editing it to create a poster has made me realize that your art and skills are superb. Also I would like to thank profusely Chris Blair, Mark Havener, Nick Jakos, Oliver Martinus, Space McQuirk and Stephanus Harburgh for authoring a series of articles describing the city of Mordheim (Town Cryer 22-27) Thanks for bringing Mordheim to life... or dead. ☺

Finally to the unsung anonymous heroes who wrote the Town Cryers and that now write The Fanatic, my complete admiration. Keep up the good work guys!

Prologue

The Mordheimer's Campaign Aid is my personal way to cope with the complexity of running a good Mordheim campaign setting. While the game of Mordheim is very well balanced on itself, there is no easy way, in my opinion, to run a campaign. My previous role-playing (*D&D*, *Gurps*, etc) and my recent board game (*El Grande*, *Puerto Rico*, etc) experiences have taught me that players want to be immersed in complex worlds, but care little of running them or how the organizer actually manages to oversee everything.

Robert Layne's "Mordheim Campaign Rules v1.1" was based on the WH40k CityFight Campaign rules (<http://uk.games-workshop.com/cityfight/studio%2Dcampaign/1/>), heavily modified to suit his Mordheim campaign. I realized that I could use my experiences to create a basic system that would allow anyone to run a campaign with ease. After all, Mordheim is not about directing a campaign (like D&D, and other RPGs) but about actually collecting & painting miniatures, clashing your warbands in combat and seeing them grow. So, armed with my books, references and Town Cryer, I decided to further adapt the original concept to fit Mordheim even tighter.

This resource would allow any campaign organizer to integrate new strategy, story-telling and continuity elements, while keeping things easy, balanced, fair and **fun!** Once you can decide whose warbands will battle against each other, then you should follow the existing Mordheim combat rules.

Read the rules... experiment with them. Share your findings! Email your suggestions to webmaster@mordheimer.com.

HAVE FUN!

Edwin "[The Mordheimer](#)" Molina

Continued Prologue

The original purpose of these rules was to get around the entire 'tree system' of a Mordheim gaming group, to give the whole game a feel of exploring the Damned City instead of a fantasy Necromunda.

These rules are not the end-all-be-all rules for a campaign. We are always trying new ideas to enhance the feel and flow of the Mordheim Campaign. The rules here can easily be used as a basis for a Lustria, Albion, Mousillon (Archeonicus, yours I believe), or any other campaign setting. The best thing about these campaign rules is that they fit well for a weekly get together, which would work nicely at your local store or such.

The goal here was to make it a campaign quick and simple. We do not want to slow the game down in any way as everybody wants to try his or her mettle against another warband. The idea is to have each meant to be a discovery of boon or bane, and to see our Night Runners grow up to be Black Skaven.

Please feel free to send ideas, suggestions, or questions to Edwin or myself. We are always looking to improve and extend the Mordheim game, neek neek.

Robert Layne

Campaign's Objectives

The objective of a campaign is to create a series of story-driven scenarios, linked together to form a continuous game-play setting. These allow players to advance their warbands stats, equipment, etc in a logical and balanced fashion. It also encourages storytelling and role-playing elements in the game.

There is no "right way" to run a campaign setting. This is just one of many possible suggested paths that a group of players may follow. The campaign setting suggested below minimizes the complexity of creating a campaign from the ground up.

This can be a finite resource. This campaign aid offers, unlike many RPG campaigns, a clear ending and a winner can be determined; it can be played as a board game, or better yet in a tournament. A winner can be declared when at the end of a determined number of turns (see below) a player has the most points (see below).

Also, by allowing new players and/or new warbands to join "in the middle" of a campaign, randomly removing areas from player's control (see below), special events (i.e. tournaments within the campaign, etc) you could easily create an open ended game.

Overall Rules

1. All battles must follow established Mordheim skirmish game rules.
2. The campaign organizer is the ultimate arbiter. His/her word is final.
3. The campaign organizer will keep a record of warband rosters, equipment, experience, movement, points, etc.
4. Mordheim optional rules, such as mounts, weather, random happenings, hired swords, etc must be clearly established by the campaign organizer **before** the campaign starts.
5. All rolls must always be made with another player or a campaign organizer present. This includes combat, searches, and injury chart rolls.
6. If there is a discrepancy between players regarding rules and no middle ground can be met the campaign organizer can make a judgment call or simply ask disputing players to roll a D6 and the player with the highest roll gets to decide. This ruling is final, and it is done this way to keep the game moving along.
7. Use your common sense. **Remember this is a game and we are here to have fun!**

Basic Rules

The city of Mordheim's map (see Appendix A) is provided to aid the campaign organizers run the different events, track warbands' movement, etc. The map will be divided in several areas, all interconnected by specific paths that warbands must travel to reach a particular destination. The areas vary in size and point value, to simulate difficult terrain, excess of potential treasure, etc. Some of the areas have specific scenarios and conditions that all the warbands controlling and/or contesting it must meet.

Each player has a number of colored pins, which should bear the initials of the owning player. A *Primary Marker Pin* will depict the warband's actual location. *Secondary Marker Pins* will show the warband's controlled territories. These will be color-coded depending on the warband. Suggested coding:

-  Green for Orcs/Goblins
-  Blue for Shadow Elves
-  Red for Undead
-  White for Sisters of Sigmar
-  Yellow for Skaven
-  ...and so on

Each player will start at random in one of the six starting locations, areas marked with a red pentagon (see Appendix A), on the edge of the Mordheim map. See ADVANCED RULES section if there are more than six players. This represents where the warband has breached the walls/gates and is their HQ. Any area with a player's primary pin is considered to be currently occupied and/or patrolled by the warband. Areas with secondary pins are considered to be controlled by the warband.

At regular intervals during the campaign each player may move the primary pin into a continuous area using the designated direct path. Once the warband moves from an area, a secondary pin should be placed, to depict that the area is still controlled by the warband. During special and/or random events, the games organizers may randomly select any of the warbands paths (i.e. where the warband will move); this will simulate the warbands' wandering in the City of the Damned.

If two pins of different players occupy the same area, then the corresponding warbands will battle against each other. Besides defending the area where a warband is moving (a.k.a. where the *Primary Marker Pin* is located) a warband may choose to defend **only one** of their continuous controlled areas. Non-defendable areas can be captured uncontested by rival warbands (see below.) The battles scenarios will be determined randomly unless the area has specific instructions. The loser will remove their pin and the other remains in place. If there are already two pins of different colors in place, you may not move into the area (see ADVANCED RULES).

The player's warband who loses all of their pins (a.k.a. has no more *Controlled Areas*) is out of the campaign. In case of open-ended games, the player may create a new warband and select a new starting location from where to enter. If the area is already controlled by another player, then they must follow the protocol mentioned above. Note that most of the starting locations may be controlled by experienced warbands, so it is to the new player's advantage to choose an undefended area to give the new warband a chance to gain experience.

At the end of the turn, players may recalculate the point values of their controlled locations. At the end of a finite campaign, the player with the most points will be the winner.

Terminology

1. *Action Sequence* → At the beginning of every *Turn*, each player must follow this sequence of events. They encompass movement, acquisition and spending of gold, and distribution of experience. The sequence of these events is in the following order: Movement Phase, Battle Phase, Advancement Phase, and Trading Phase
2. *Area* → A pre-determined section in the Mordheim map (see Appendix A) that has specific combat rules, scenarios, conditions and *Value*.
3. *Campaign Points* → Campaign points are calculated by adding each player's *Occupied* and *Controlled Areas* (i.e. areas with primary or secondary pin markers) and their *Value*, if any.
4. Example: The area 'Barracks' listed as having a Value of 1 point. This means that to a player that occupies the area it is actually worth 2 points; 1 point for occupying an area, plus 1 point value designated to it.
5. *Condition* → Specific situations, scenarios, treasure, etc that are in effect in a particular *Area*.
6. *Controlled Areas* → These are the *Areas* in which a player has a *Primary Pin Marker*.
7. *Defendable Areas* → Any *Occupied Area* that is directly adjacent to a *Controlled Area*.
8. *Occupied Areas* → These are the *Areas* in which a player has a *Secondary Pin Marker*.
9. *Primary Pin Marker* → This marker depicts a warband's specific *Area*. A warband may defend this location.

10. *Secondary Pin Marker* → This marker depicts an Area already explored by a warband's. A warband may defend this location **only** if it is directly adjacent to the Area that contains the warband's *Primary Pin Marker*.
11. *Campaign Turn* → Also known simply as a *Turn*, this is a period of time determined by the campaign organizer (i.e. 3 days, 2 weeks, etc.) During their *Turn* a player is exploring new terrain, hunting down enemy warbands/monsters, patrolling the adjacent occupied areas, planning an attack on a neighboring warband, or focusing on particular territory to cleanse it of all valuables.
12. *Value* → Inherit value of an Area, previously assigned by its description (see below.)

Gameplay

At the beginning of every *Turn*, each player must follow this sequence of events. They encompass movement, acquisition and spending of gold, and distribution of experience. The sequence of these events is in the following order:

-  Movement Phase
-  Battle Phase
-  Advancement Phase
-  Trading Phase

Movement Phase: A player may decide to either move to an adjacent area or remain in the area it currently occupies.

MOVE: A warband may move into any area adjacent to its *Primary Marker Pin*. If no other warband has laid claim to the area (i.e. no other pin markers) the area will be controlled unopposed by the players. This does not mean there will be no combat, as some Area's specific scenarios against specific opponents must be completed before claiming its ownership.

If any player moves into an area occupied by another player's pin, then a battle will commence in the Battle Phase. The victor will lay claim to the Area (its *Conditions* and *Value* will affect the player) and the loosing warband is forced back to one of the warband's *Defendable Areas*.

REMAIN: A warband may remain in the same area for up to 2 *Turns*. This is seen as the warband is taking longer time exploring the terrain, hunting down vermin, establishing defense perimeters, setting-up booby traps, patrolling the adjacent occupied areas, planning an attack on a neighboring warband, or focusing on particular territory to cleanse it of all valuables.

A warband that *remains* in its area can...

-  ... as a ~~sitting target~~ waiting warband; be attacked by a warband that moves in.
-  ... as a waiting warband; heal all wounded if warband does not engage in battles.
-  ... as a defender; choose which warband has a starting turn in combat.
-  ... as a defender; D3-1 models may *Infiltrate* (as Skaven skill)

As you can see, Moving and Remaining have different advantages and strategic values. *Remaining* in an area will give a clear defensive advantage, but this is at the cost of experience. Much less is learned by just sitting around and waiting for things to happen! At the beginning of the campaign, a player may choose to *remain* and get some items but less experience, while other player may try to move to another areas, get more experience and *hope* to gain control of powerful magic.

Battle Phase: Battles are fought when two or more warbands have pins in the same area, using the Mordheim miniature game rules. The scenario for the battle is either predetermined by the area where the battle takes place (see below) or it can be randomly generated. No more than three battles per warband per *Turn* are allowed.

Injury Rolls, as per Mordheim rules, are conducted after the battle is completed. If a Hero suffers an injury that requires them to miss a certain number of engagements, the Hero must remain sit-out that many combats, even if it takes several campaign turns while the warband is engaged in combat.

After each battle, each player will roll for Exploration as normal. If a warband has any items or skills to assist in the search, they will apply for the Exploration. Any Wyrystone found during exploration is hoarded until the Trading Phase. Any items found during Exploration can be distributed amongst the warband, even if the warband has more battles to fight for that turn; "Hey guys, I found a great-sword!"

Experience is noted next to the Hero or Henchmen, but is **only** added in the Advancement Phase, just after all the battles for the campaign turn are completed. That is when warriors gets some rest and goes over the battle in their head/s and thinks about what can be done next time or takes the time to rest or exercise. This also keeps play flowing if a warband has multiple battles that campaign turn.

Advancement Phase: As a player battles and his troops gain experience, mark the gains on your roster next to the model that acquires it. When all the battles for the turn are complete, the warband takes time to reflect on the previous day's fights. A model can conceivably gain a gourd of experience points by then time a turn is done, provided he survives. If a model gains several levels, then by all means roll for each gain, in front of the campaign organizer or another player of course. All normal rules apply for the gains of each 'level'. Remember, experience points are added to a model once for each turn and that happens after all battles are complete. Once again this is to speed up play when multiple battles are being conducted for a warband in a given turn.

Trading Phase: Once all the battles are complete and the warriors have all rested, then the loot gets divided. A warband may sell as much Wyrystone as they have. A warband only gets one chance to sell Wyrystone a turn. Once the amount chosen to sell is decided, a warband cannot go back to sell more, the merchant has traveled on to the next warband.

After the Wyrystone is sold, a warband may then purchase any normal equipment available to them. A warband cannot equip their members with items that are not listed on their equipment list, following Mordheim's established rules. If what you want is not listed on your warband, in the Mordheim rulebook under *Trading* (pg 144), or on the distributed material then it is not available to your warband.

i.e. Skaven fighting claws are not accessible to any other warband for purchase. They can be acquired in other means, such as a captured Hero or Found. The Hero would still need the Weapon's Master skill in order to use them.

If a warband wants to search for rare items, then choose which Heroes are going shopping and roll for the search in front of another player. Do not forget any special skills or items you have.

Special Characters

Hired Swords

Hired Swords are available to employ at anytime during the campaign, as long as the campaign organizer approves. Not every warband may get a specific Hired Sword and not every Hired Sword will be available. Hired Swords will get experience, equipment and advancement as long as they remain contracted with the specific warband, but their wages **must be paid after every battle!** If a warband cannot afford the Hired Sword, the mercenary will leave and, if hired again, he will have the starting stats.

Dramatis Personae

Dramatis Personae will not be available for hire during the first three campaign turns. As the campaign progresses, they may become available following the appropriate rules. If two or more players wish to hire the same person; then the Dramatis Persona will go to the highest bidder. If Dramatis Persona is freed from service of a warband, for whatever reason, then another warband can hire them. The Dramatis Persona will again go to the highest bidder.

Each Dramatis Persona is unique. They will not gain experience or advancements, as stated in the main rulebook, but will retain any injuries. There will only be one Dramatis Persona available and if they die, that Dramatis Personae will not reappear for the remainder of the campaign.

Advanced Rules

These optional advanced rules are design to increase the complexity and realism of a campaign game. While they certainly may complicate matters to the campaign organizers, they also increase the intensity of the campaign. We suggest you try one or two at a time, experiment with them and send us your comments at webmaster@mordheimer.com.

- I. Alliances: Players are divided into looses alliances (good vs. evil, human vs. non-human, countries vs. countries, etc.) The campaign organizer will determine a time period (i.e. 3 turns, 10 turns, etc) in which members of the same alliance cannot attack members of their own side. After that period of time, it will be up to the players to decide how the alliances will stand, how long they will remain, how and when they will be modified, add or substract conditions, etc. Suggested conditions for alliances:

- 🔥 Beastmen Raiders: Any Chaos or generally evil warband
- 🔥 Carnival of Chaos: Any Chaos band with Nurgle tendencies.
- 🔥 Cult of the Possessed: Will never ally with Chaos bands dedicated to one of the 'Big 4' Chaos deities, as they serve the Shadow Lord Malal, who was cast out of the Chaos realms after failing to kill the other Chaos gods.
- 🔥 Dwarf Treasure Hunters: Practically any human warband without Elves.
- 🔥 Shadow Elves: Practically any human warband without Dwarves.
- 🔥 Mercenary warbands: These are your generic groups and will tend to ally without exception unless noted in your warbands description, i.e. Kislevites will not ally with a Chaos warband of any sort, Amazons, no allies.
- 🔥 Middenheim Mercenaries: With a Priest of Ulric, Middenheimers may not ally with Witch Hunters or the Sisters of Sigmar.
- 🔥 Orcs & Goblins Hordes: Never ally anyone with a Dwarf among them. Can ally with Possessed (they don't know better), and basically any other evil warband excluding Undead. Dey don't smell right!

- ☛ Sisters of Sigmar: should never ally with a Witch Hunters band or a force that has any form of wizard on its roster, including Heroes who have attained the Spell casting ability, or any warband connected in anyway with Chaos or the Undead.
- ☛ Skaven Warband: Never ally anyone with a Dwarf among them.
- ☛ Undead: Only Chaos may ally with them, as any other run the risk (and care) of being killed and reanimated to fill out the Undead ranks. Shall not ally with anyone who has a Priest of Morr.
- ☛ Witch Hunters: See Sisters of Sigmar, but may not ally with them.

- II. Fog of War: Instead of having a public map the map is to remain hidden. The campaign organizer will secretly keep track of the warbands locations. Instead of allowing players see where their warband (and other players) is located and decide their warband's movement, players can only choose a general direction (north, south, east or west). This simulates the players' unfamiliarity with the city of Mordheim, and adds a mystery element.

If a team finds or purchases the item *Mordheim Map* (Rule book, page 55) and rolls a 6 (Master Map) on the item, then that player may get to see ONLY their location in the city and decide on their movement.

Mordheimers' Fanatics warbands (unofficial warband, see www.Mordheimer.com for details) always count as having a map, when using Fog of War. They have lived in the city their whole life and they know where to go!

- III. Loot Rule: If a warband does not have a battle for a turn, either by Remaining on their Movement Phase, by not being attacked, by not rolling any random combat, etc. then the warband may still gain gold. The warband gains 1D6 gc for every *Campaign Point* value they have in adjacent areas only (i.e. defendable areas.) This cannot be done more than once a turn. It represents the warband receiving awards for returning family heirlooms, rescuing people, or looting households.

This can be used if you are too busy to play or as an alternative to fighting. Some areas have rules regarding Looting that override this rule. Those areas are the Wizard's Mansion and the Great Library. In those occasions a warband can gain the gold from their territory and search the area. This is to represent the value of these areas.

- IV. Movement After Routing: If a warband is forced out of an area by failing a Rout Test (see Mordheim rules for details), the warband will fall back to **any** adjacent area, to be determined at random. If the warband moves to an occupied territory by a warband, which is defendable, they may be forced to fight them in order to stay, else they will keep moving randomly.

- V. Multiple Opponents: Campaign organizers must decide the campaign policy on multiple opponent battles at the beginning of the campaign. They may allow multiple opponent battles following the Mordheim advanced rules (see Annual 2002 article "Chaos on the Streets", by Mark Havener.) or in a guerrilla warfare fashion.

The first method uses the rules already established, and it is favored for special events and a grand campaign battle royal! The other method would fit more of guerrilla warfare, much like Mordheim. In this method, multiple warbands do not clash at the same time, but one at a time... "Let them attack first, and weaken our prey!" The warband with the highest rating (see Mordheim rules for details) can decide which order the battles will be engaged.

If bands A and B are both attacking C, and C has the higher rating, then C can decide to fight A first then B. If A has the higher rating, then A can decide to let B attack first in order to weaken warband C. Wicked!

Warbands who have chosen to *Remain* during their *Movements Phase* always have the advantage, regardless of their rating, thus will choose the battle engagement order.

- VI. Random Warbands: The city of Mordheim is constantly attracting new warbands. Players that move to a non-occupied or a non-defendable area could run a chance, 1 on a 1D6, of finding a new warband that is also exploring the city. This warband will be built depending on the table below and can be played by any player, giving them a chance to try new warbands, fighting styles, etc. Take the opportunity to have fun, not to destroy the other players!

Subtract 100 from the warband's rating to see what is available to build the random warband. Random warbands do **not** gain experience or equipment. This is a one-time use warband, but the campaign organizer may keep the records to re-use later, thus providing nasty enemies!

Difference	Gold	Special
0-50	400 gc	On a roll of 6+, "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings) offers service to Player (not random warband)
51-75	400 + 2D6x10 gc	Random warband; 1 Heroes +2 XP
76-100	500 + 2D6x10 gc	Random warband; 2 Heroes +1D6 XP
101-150	600 + 2D6x10 gc	Random warband; 2 Heroes +1D6 XP; 1 Henchmen Group +1D6 XP
151-250	600 + 4D6x10 gc	Random warband; 3 Heroes +1D6 +2 XP; 1 Henchmen Group +2 XP; 1 rare items
251+	800 + 4D6x10 gc	Random warband; 3 Heroes +2D6 +2 XP; 2 Henchmen Group +1D6 XP; 2 rare items

- VII. Retirement: It will happen sooner or later! If a player wishes to retire his/her warband then he has the option of making his heroes one of the Dramatis Personae.
- VIII. Substitute Warbands: If someone is contesting an area, but you cannot play for some reason, (holiday, too chicken, etc.) you may arrange, with the campaign organizer and the other players permission, to have an allied player to fight in your place. All the rewards will be credited to the players' warband who actually do all the fighting!
- IX. Winner Takes All: There may be certain situations in which two warbands contest two of their territories; i.e. each moved randomly or purposely into each other's adjacent controlled territories. The domination of the contested areas will be resolved by one battle, thus the winner gets the benefit of winning both areas.

Mordheim Locations

1. Black Pit Settlement	21. Mordheim University
2. Brigandsburg	22. Nightshade
3. Cemetery of St. Voller	23. Palace Gardens
4. City Hall & Constabulary	24. Pleasure District
5. Clock Tower	25. Quayside
6. Common Neighborhood	26. Raven Barracks
7. Count Steinhardt's Palace	27. Rat Hunters – Poor Quarter
8. Crimson Lights	28. Rich Quarter
9. Cutthroat's Haven	29. Rupert von Endon's Amphitheater
10. Executioners' Square	30. Sigmarheaven
11. Great Library of Mordheim	31. Statue of Count Gotthard
12. Halibut	32. Steinhardt Memorial Gardens
13. Herring	33. Temple of Morr
14. Imperial Armory	34. Temple of Sigmar
15. Imperial Stables	35. The Devil's Den
16. Inventors	36. The Gaol
17. Market Square	37. The Pit
18. Merchant's Quarters	38. The Rock
19. Metal Workers	39. The Shades
20. Mordheim Breweries	40. Wizard's Mansion

1. Black Pit Settlement

CPV: 1/2; 2 pts to for Undead, 1 for everyone else.

The most brutal of all encampments, is home of the most cruel of all human decadence shows; the gladiatorial pits. Not only this, but it is rumored that the Shadow Lord himself roams its streets and it is common to see Necromancers, mutants, Possessed and even Rat-Men in its streets.

Evil Warbands willing to enter the encampment must follow the Settlement Rules: Town Cryer 29. Play as Sigmarheaven with the following changes: No tithe to pay, no militia assistance. All goods are available to find at normal chances and costs. Non-Evil warbands are attacked on sight by a random evil warband (same as militia, but of its respective characteristics.) Non-Evil warbands winning this battle can use optional rules, but items and services costs four times what they would normally cost. Scenarios 1-9 (RB), "Ambush" (A02), "Encampment Raid" (TC28); Optional "Peddler", Optional "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings)

2. Brigandsburg

CPV: 1/2; 2 pts to for Undead, 1 for everyone else.

Brigandsburg tends to house the more unsavory characters. Middenheimers abound here as do Witch Hunters. Some Reiklanders set up camp here and very few Marienburgers (after all it is too filthy for them). The Sisters have a presence here but it is only a safe house. Possessed are a rare site but do appear at times. *Warbands willing to enter the encampment must follow the Settlement Rules: Town Cryer 29. Hired Swords contracted out of Brigandsburg they are hired at 75% of the base cost but their upkeep is the same. Heroes that go out searching for Rare items they must roll a d6 under their Initiative to keep careful watch of them selves or risk ambush. If the test is failed they do not get to search for items as they have to avoid the roving street thugs. Scenarios 1-9 (RB), "Ambush" (A02), "Encampment Raid" (TC28); Optional "Peddler", Optional "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings)*

3. Cemetery of St. Voller

CPV: 1/2; 2 pts to for Undead, 1 for everyone else.

The Priests of Morr did their best to keep up with rising tide of the dead. The furthest areas of the Cemetery were the first to be filled. All of their toiling was for naught. This was the location where the Necromancer Marius Dire, began his grisly work and slowly began to bring the executed back to life. If he was able to finish his hideous work, no one knows. He has not been seen or heard from since the last horde of wandering zombies was sighted heading east.

Scenarios 1-9 (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Skeletons" or "Itsy-Bitsy Spider" (A02 - Random Happenings)

4. City Hall & Constabulary	CPV: 1
The former Mordheim Constabulary was based here. This was a different branch of the Military arm of the city. The Constabulary would do the dirty work that the Guards of the Barracks were exempt from. This would include keeping the Black-market in check whenever possible, and to prevent behind the scenes actions interrupting the Count's rulings. In this building was housed many secrets of every inhabitant in Mordheim. The Town Guard was the muscle while officers of the Constabulary were the brains. <i>Controlling warband can construct, based on hidden documentation, a Mordheim Map (+4 to roll.) Scenarios 1-9 (RB), "Ambush" (A02); Optional "Peddler", Optional "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings)</i>	
5. Clock Tower	CPV: 1
The Clock Tower of Elector Count von Guyen was a gift from the city of Altdorf. The tower would ring the bells signaling the birth of Princes and Princess among other royal occasions. The tower is the tallest structure in the city itself and, for the most part, is still standing. This tower allows an unobstructed view of the entire city. Once the trademark of the market town, now desperate men (and worse) fight and die over its ruined landscape. <i>The defender of this territory can choose to go first, place first, and infiltrate (as per Skaven skill pg93) up to 3 models onto the board. If neither player is the defender then play as normal battle. Scenarios 1-9 (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Peddler" (A02 - Random Happenings)</i>	
6. Common Neighborhood	CPV: 0/1; 1 pts for Mordheimers' Fanatics, 0 for everyone else.
This is a common residential area. Most of the inhabitants where ill prepared for Sigmar's Judgment, so they had to leave most of their few valuables behind. The ruins are in a decrepit state, and wandering in this area is very dangerous. Anyone visiting this area could rescue trapped family members, heirlooms and other valuables. <i>Warband is affected by Looting (Advanced Rules) even if battles took place during the turn. Scenarios 1-9 (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Peddler" (A02 - Random Happenings)</i>	
7. Count Steinhardt's Palace	CPV: 1
This once ostentatious palace is now but a ruin and its walls no longer manned by brave and loyal men-at-arms but by things of a far fouler breed, things best left unnamed... <i>The winning warband finds equipment that used to belong to the Palace guards. Roll 1D6 for each Hero: 1: Mace, 2: Sword, 3: Spear, 4: Bow, 5: Halberd, 6: Helmet. Scenarios 1-9 (RB), "Treasure Hunt" (A02), "The Headless One" (TC12)</i>	
8. Crimson Lights	CPV: 1
Where it was once possible to purchase more than just ale and stew. Also where the Thieves Guild were to be found. The gaudy signs and colorful silk and satin interior decoration now contrast strongly with the dusty grey of the rubble. <i>Scenarios 1-9 (RB), "Ambush" (A02), "Street Brawl" (A02); Optional "Screaming Walls" (A02 - Random Happenings)</i>	
9. Cutthroat's Haven	CPV: 1/2; 2 pts to for Skaven or Dark Elf, 1 for everyone else.
The most infamous and thrice cursed of all the encampments is the home of the scum of the land. Evil and unsavory characters walk on the area without fear, as if they own it ... and they probably do! Anyone with gold is allowed in and those without tend to find their hands in other people's pockets. In Cutthroat's Haven (if you can call it a haven) possessed walking the streets is a common site, as are undead and even Skaven. Fights break out routinely and only the most daring or stupid of merchants sell there wares here. It is said, "Anything can be bought for a price in the Cutthroat's Haven!" <i>Warbands willing to enter the encampment must follow the Settlement Rules: Town Cryer 29. All goods are at a +2 to find but cost twice what they would normally, plus other benefits and special locations. Scenarios 1-9 (RB), "Ambush" (A02), "Encampment Raid" (TC28); Optional "Peddler", Optional "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings)</i>	

10. Executioners' Square	CPV: 1/2; 2 pts to for Witch Hunters, Possessed and Undead, 1 for everyone else.
Before the comet hit, facing exorbitant taxes, the good people of Mordheim became desperate and crime began to escalate. As The Gaol became full with petty criminals, public executions seem like a good measure of determent. Farther than that, the public sadistic tendencies created this as entertainment ventures, and soon the city started charging fees for those attending the macabre spectacles. Further more, the executions became increasingly gruesome and cruel. When the disaster struck, a record crowd was gathered here to enjoy the execution of Gunther Griswald. This petty thief was condemned to be fed alive to stripper worms. Now it is rumored to be haunted by those who, unjustified, were tortured and executed here. <i>Scenarios 1-9 (RB), "Ambush" (A02); Optional "Catacombs" (A02 - Random Happenings)</i>	
11. Great Library of Mordheim	CPV: 3
The Great Library of Mordheim has been a shining star in the Empire. Many ancient tomes regarding everything from unusual anatomies to old family recipes can be found here. When the rioting crowd reached the Library, many of the priceless tomes were either ruined or stolen, especially the entire Martha Steinhart (not related) on cooking series. Not all the books left behind were worthless though. Many of the books written in long dead languages were ignored and can still be found amongst the destroyed shelves. <i>If a warband wishes to spend a Turn Looting, instead of advancing, they may find some of the lost tomes. Roll a d6 for each item on the list, an item is found if the roll meets the requirements. Any Warband may only loot the Library once. Book of the Dead (6+); Tome of Magic (6+); (Un) Holy Tome (5+); (Un) Holy relic (4+); Halfling Cookbook (3+); Lantern (used but usable) (3+) Scenarios 1-9 (RB), "The Wizard's Mansion" (A02), "The Mummy!" (TC15); Optional "Peddler" (A02 - Random Happenings)</i>	
12. Halibut	CPV: 1/2; 2 pts for Mordheimers' Fanatics, 1 for everyone else.
Located between the Great Library and the City Walls, this was formerly a predominantly Sigmarite residential area and also the only area that was left virtually intact. <i>Scenarios 1-9 (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Peddler" (A02 - Random Happenings)</i>	
13. Herring	CPV: 1/2; 2 pts for all human mercenary, 1 for everyone else.
Located near Raven Barracks, this used to be the Ulrican Quarter and where the Middenheimers, Ostlanders and Kislevites lived. Ulricans used to keep vicious guard dogs to discourage Sigmarite visitors. Now the area is abandoned and the effects of the Wyrddstone had mutated the dogs to an even higher level of horror. <i>Middenheimers, Ostlanders and Kislevites warbands know the general layout of this area very well (it is modeled after a military standard pattern) so they may infiltrate (as per Skaven skill p93) up to 3 models onto the board. Scenarios 1-9 (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Dog Pack" (A02 - Random Happenings)</i>	
14. Imperial Armory	CPV: 1/2; 2 pts for Pit Fighters, Bretonnian Knights and all human mercenary, 1 for everyone else.
In this former collection of buildings was located the Imperial Engineers of Mordheim and their Armory. Much of what was value has already been confiscated. Still, people have come out of Mordheim with weapons of tremendous power and unusual human design. The only place in Mordheim they could have come from is here at the Armory. There must be some secret rooms located in the basements. <i>The Imperial Engineers guarded their secret designs well. Many of the Engineers left before the comet fell, seeing the madness of Count Steinhart growing. They were able to lock up their constructions many levels underground in vaults that could rival Dwarfs in their strength. If a warband spends an entire turn looting this area they will get to roll once for each hero: on a roll of 4+ roll again for the Gunsmith (pg 138), on a roll of 5+ roll again for the Armourer (pg138), on a roll of 6 roll once for the Dwarf Smithy (pg 140). A warband can only roll once and can only get one roll on each table so there is no need to search it twice and it is best done when you have a full amount of Heroes. Scenarios 1-9 (RB), "Ambush" (A02); Optional "Peddler", Optional "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings)</i>	

15. Imperial Stables	CPV: 1/2; 2 pts for Bretonnian Knights, 1 for everyone else.
Once the home of the finest of horses outside of Araby, the Emperor's own horses were once raised here in Mordheim. Count Steinhardt spent lavishly on the stables. The horses were equipped with the finest leather saddles and ate the finest oats. In the last days of Mordheim, the Count unleashed his mounted troops on the people. They were able to clear entire streets at a time until the townsfolk eventually brought down the mounted knights. <i>Warband is affected by Looting (Advanced Rules) even if battles took place during the turn. Scenarios 1-9 (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Peddler" (A02 - Random Happenings)</i>	
16. Inventors	CPV: 1
Located north of The Gaol, this is where the engineers and scholars lived, many libraries, workshops, apothecaries and small colleges once stood. Now the area is abandoned and the inventions and knowledge there spawned, now lays corrupt waiting for its next victim. <i>The winning warband may find one item, roll twice 1D6: 1-2 Lantern, 3: Halfling Cookbook, 4: Healing Herbs; 5: Tome of Magic; 6: Mordheim Map. Scenarios 1-9 (RB), "Steake-Out" (TC8) as a warband is leaving through the Western Gatehouse; Optional "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings)</i>	
17. Market Square	CPV: 2
The center of Mordheim's commerce, the Market Square sold anything that was available to the Empire. Fine wines from Bretonnia, soft silks from Tilea, and warm furs from Kislev. Everything could be found here, if you knew whom to ask. Now, the only thing one could surely find within is a horrible death. <i>The area is so rich, that a controlling warband that Remains looting it, and does not engage in any battle, may roll an additional time during their Explorations, based on the number of uninjured heroes. This may be done once per game. Scenarios 1-9 (RB), "Cry of the Banshee" (TC18), "Kidnapped" (A02), "The Lost Prince" (A02); Optional "Carriion Creatures" (A02 - Subplots) or "Plague of Flies" (A02 - Random Happenings)</i>	
18. Merchant's Quarters	CPV: 2
The fat moneylenders had to live somewhere, where better than near the Barracks. Everyone knows the Merchant's kept the valuable items at their own homes. The problem was nobody could get them when the entire Town Guard was house across the street. <i>The area is so rich, that a controlling warband that Remains looting, and does not engage in any battle, may roll 4 times during their Explorations, based on the number of uninjured heroes. This may be done once per game. Scenarios 1-9 (RB), "Cry of the Banshee" (TC18), "Kidnapped" (A02), "The Lost Prince" (A02); Optional "Carriion Creatures" (A02 - Subplots) or "Plague of Flies" (A02 - Random Happenings)</i>	
19. Metal Workers	CPV: 1/2; 2 pts for Dwarf, 1 for everyone else.
Part of the Rich Quarter, this is where the metals workers lived and worked. This busy district also housed a small Dwarf community. <i>Dwarfs get an additional dice for the Exploration chart, as they know this Quarter better than anyone else... alive that is! Scenarios 1-9 (RB); Optional "Peddler" (A02 - Random Happenings)</i>	
20. Mordheim Breweries	CPV: 1/2; 2 pts for Dwarf and Pirate, 1 for everyone else.
Not long before the fall of the comet, local breweries were all the rage. Mordheim had a special ale called Serpent's Bile that could rival Bugman's Brew in taste and efficacy. Every Dwarf knew this brew must have come from a fellow dwarf, but who would give their secret to the humans? There are some who would pay a dear price for the recipe of Serpent's Bile. The Dwarf's would like to prevent that. <i>The winning warband may find a couple of items in an abandoned warehouse. Roll 1D6 for each Hero: 1-3: Bugman's Brew, 4: Serpent's Bile (same as Bugman's Brew + 1S, +1T, -1WS, -1BS), 5: Lantern, 6: Gromril Axe. Scenarios 1-9 (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Peddler" (A02 - Random Happenings)</i>	

21. Mordheim University	CPV: 2
Once, Mordheim University aspired to be the center of learning of the Empire, as the race for the largest library intensified. The University itself was scattered amongst several buildings, many of them former small homes. The school is now in ruins, any books or articles of importance have been removed. Oddly enough though the grounds of the Botany Department still seem to be untouched. Their scholastic recruitment slogan, "Come join us at MU, you have a blast!" proved to be prophetic. <i>There is a Witch that still lives at the College refusing to leave. A warband can buy poisons, drugs, garlic, healing herbs, or Tears of Shallaya at base price. The hero still has to roll for availability. She cares for her plants too much to hand them over and if you kill her how will her garden grow? Scenarios 2, 4, 6 (RB), "The Pool" (A02), "Monster Hunt" (A02); Optional "Man Eater", "Reflecting Pool" or "Forbidden Fruit" (A02 - Random Happenings)</i>	
22. Nightshade	CPV: 1/2; 2 pts for evil, 1 for everyone else.
Just east of The Pit, the Nightshade is a devastated collective ruin. One of the most dangerous areas of Mordheim. <i>Scenarios 1-9 (RB), "Monster Hunt" (A02); Optional "Extremely Dirilect" and "Collapsing Grounds" (A02 - Subplots)</i>	
23. Palace Gardens	CPV: 1
These lushly overgrown gardens were once the decorated walkway to the Palace. While the Palace itself sustained heavy damage by the comet, its gardens seem almost untouched. The plants here grow at an alarming rate, and mutations are starting to occur. Due to the thick canopy, the trees have completely blocked out the sun. <i>This area allows the Elf heroes (only) to ignore a result requiring a character to miss a game due to injury. The healing power of the 'Life Glade' magically brings the character back to full health. Scenarios 2, 4, 6 (RB), "The Pool" (A02), "Monster Hunt" (A02); Optional "Man Eater", "Reflecting Pool" or "Forbidden Fruit" (A02 - Random Happenings)</i>	
24. Pleasure District	CPV: 1/2; 2 pts for Orcs & Goblins Hordes and all human mercenary, 1 for everyone else.
The once very prosperous Wench Alley, with its red tinged lanterns, was popular with the poor and the rich as well as locals and visitors alike. Of course there were those against these adulterous and seedy acts. Still, this lively street had a large, if quiet, backing from the town itself. <i>Scenarios 1, 5, 6, (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Swarm of Rats" (A02 - Random Happenings)</i>	
25. Quayside	CPV: 1/2; 2 pts for Pirates, 1 for everyone else.
A suitable name for the docks and warehouses along the Stir. At one time this area, including the Middle Bridge, was the center of all river-bound commerce of the area and its surrounding market places the envy of the Empire, and later defiled by the corrupted Trade Guilds. Now the quarter is a diabolical mockery of all that it once was. Supernatural fires still burn in many places and at night the whole area glows with a macabre orange hue. <i>The winning warband may find a couple of items in an abandoned warehouse. On a roll of 4+ on each Hero, roll 1D6 for each: 1-3: Net, 4: Rope & Hook, 5: Lantern, 6: Boat Hook (Pirate Warband - TC9). Beneath the docks is an entrance into a series of secret tunnels, presumably to move fenced goods around the city, which could potentially lead to any location in Mordheim. If player wish to use them, roll 1D6: 1-Trapped!: Miss a turn, unable to defend any areas, return to the same area; 2-Lost: unable to find any other exit, return to the same area player may only defend (no Remain benefits); 3-Goal: Warband exit at The Goal (see below); 4-6Random location, warband emerges in a random location at the Mordheim map. If area is unoccupied or undefendable, simply place a pin there. This location needs not be adjacent to an occupied area. If the area is occupied or defendable, warband may infiltrate (as per Skaven skill, RB p93) up to 3 members deep in enemy territory. The warband may use the tunnels again (from any area from where they have traveled before). If they want to return to a previously known area use the table below. 1-Trapped!: Miss a turn, unable to defend any areas, return to the same area; 2-Lost: unable to find any other exit, return to the same area player may only defend (no Remain benefits); 3-6: Return to previous area. Scenarios 1-9 (RB), "Ambush" (A02); Optional "Swarm of Rats" and/or "Thick Fog" (A02 - Random Happenings)</i>	

26. Raven Barracks	CPV: 1
The Mordheim Guards were once housed here. The stone walls could not hold back the anger of the city. This was the last bastion of the Town Guard as the city rose up against them and their draconic measures to secure peace. Some say the Guards were simply being heavy handed in order to use fear to quell the crowds. Still others say the Town Guard appeared to smile as they swung their swords and loosed their arrows. Either way, this was their final home. <i>Any warband that captures this area may roll once for the Smithy (RB p137) from the Exploration Chart. Scenarios 1-9 (RB), "Ambush" (A02); Optional "Peddler", Optional "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings)</i>	
27. Rat Hunters – Poor Quarter	CPV: 1/2; 2 pts for Skaven, 1 for everyone else.
The poor quarter, located south-west between the Temple of Morr and the River Stir, where when even before the comet, plague and hunger were the inhabitants' constant companions. Much has changed now as the derelict hovels were mostly flattened by the impact and the rats are larger and some say bipedal... <i>Any model that is more than 6" away from another friendly unit must make an All Alone Test. If it is failed then the model is taken Out of Action (OOA), but is not injured. Scenarios 1-9 (RB), "Lair of the Snake" (TC9)</i>	
28. Rich Quarter	CPV: 1/2; 2 pts for Mordheimers' Fanatics, 1 for everyone else.
Where the rich and famous lived and died when disaster struck. This was the rich quarter, which means there is more stuff lying around and more valuable items to be found. <i>The winning warband may find luxury items, roll twice 1D6: 1-3: 2D6 gc, 4: Ithilmar Sword; 5: Cathayan Silk Clothes; 6: Crossbow Pistol. Scenarios 1-9 (RB), "Cry of the Banshee" (TC18), "Kidnapped" (A02), "The Lost Prince" (A02)</i>	
29. Rupert von Endon's Amphitheater	CPV: 1/2; 2 pts for Pit Fighter and Carnival of Chaos, 1 for everyone else.
By day the Amphitheatre was a Golden Building known for its puppet shows and other plays put on by playwrights of the Empire. By Night it was known as the Blood Theatre for that was when it became host to the Gladiatorial games. Pit fighting was outlawed in the Empire, but Count Steinhardt denied it existed even though he was the regularly the Host of Honor. One of the more bizarre highlights of the Theatre would be when Hedge wizards and warlocks who had been captured in battle would be forced to fight each other in awesome magical duels. <i>All rolls for magic subtract 1 from their rolls on 2d6 when attempting to cast a spell due to the anti-magic defenses of the building, except for the Carnival of Chaos warband. Furthermore this warband always decides who starts combat. Scenarios 1-9 (RB), "Ambush" (A02); Optional "Peddler", Optional "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings)</i>	
30. Sigmarheaven	CPV: 1/2; 2 pts for Pit Fighter and Carnival of Chaos, 1 for everyone else.
This is the last bastion of hope and goodwill around Mordheim. Founded my Sigmarites, is by far the safest of all settlements as a local militia is maintained by the tithe paid by all its inhabitants. Sisters of Sigmar, Witch Hunters and human mercenaries abound here. <i>Non-Evil warbands willing to enter the encampment must follow the Settlement Rules: Town Cryer 28. Pay two shards of wyrdstone after every battle, militia may intervene in a 5+ per combat turn, plus other benefits and special locations. Evil warbands are attacked on sight by the militia. Evil warbands winning this battle can use optional rules, but items and services costs three times what they would normally cost. Scenarios 1-9 (RB), "Ambush" (A02), "Encampment Raid" (TC28); Optional "Peddler", Optional "Pit Fighter" or "Ogre Mercenary" (A02 - Random Happenings)</i>	
31. Statue of Count Gotthard	CPV: 1/2; 2 pts for Mordheimers' Fanatics, 1 for everyone else.
This remarkable landmark once depicted a statue of Count Gotthard, founder of Mordheim and hero to its people, but was replaced by a statue of Count Steinhardt, which provoked the famous riots of 1979. Nobles and Merchants hired mercenaries to quench the rebels, and after their work was done they stayed, bullying their way around the common folk. People who witnessed the Wrath of Sigmar say that Steinhardt's statue now appears to reflect the Count's decadent soul. <i>Scenarios 1-9 (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Peddler" (A02 - Random Happenings)</i>	

32. Steinhardt Memorial Gardens	CPV: 1/2; 2 pts for Dark Elves, 1 for everyone else.
An eerie place of twisted trees, crumbled fountains, and blasted gardens remains in mockery of this once spectacular garden. The Undead obviously love it here... such a large graveyard will always attract its share of restless dead. <i>Scenarios 2, 4, 6 (RB), "The Pool" (A02), "Monster Hunt" (A02); Optional "Man Eater", "Reflecting Pool" or "Forbidden Fruit" (A02 - Random Happenings)</i>	
33. Temple of Morr	CPV: 1/2; 2 pts for Possessed and Undead, 1 for everyone else.
The acolytes of Morr tended to the gardens of the Cemetery of St. Voller from this small church. The dour faced priests had their arms and temple full from the dead they had to see to. There was no way the priests could keep up; still, they tried. Many townspeople tried to assist in the removal of bodies. Unknowingly, one of these persons was Marius Dire, a Necromancer. The priests had, unwittingly, allowed access to the dead, a person who would undermine their entire effort. Soon, one by one, the bodies rose and began to dig up the newly buried inhabitants. Marius was successful in usurping the priests. Many of the Morr priests were slaughtered, yet one did escape. <i>Scenarios 1-9 (RB), "Cry of the Banshee" (TC18), "Kidnapped" (A02); Optional "Last One Standing" (A02 - Random Happenings)</i>	
34. Temple of Sigmar	CPV: 2/4; 4 pts for Sisters of Sigmar and Witch Hunters, 2 for everyone else.
The most powerful church in the Empire belongs to Sigmar. In most cities the Temple of Sigmar is the seat of political power. In Mordheim, the Temple is practically the center of all activities. From its location it is easily accessible to the rich and poor alike. When the comet hit, the entire city was sure that the Temple was destroyed. When the smoke cleared, by the Grace of Sigmar himself, the Church and all of its spires remained standing and apparently unharmed. The Temple is the only true location of safety in the entire city. <i>Sisters, Witch Hunters, and any other human non-evil warband that holds the Temple of Sigmar can ignore a result requiring a character to miss a game due to injury. The healing power of Sigmar magically brings the character back to full health on a roll of 5+. No effects on previous/permanent injuries. Scenarios 1-9 (RB), "Cry of the Banshee" (TC18), "Kidnapped" (A02); Optional "Last One Standing" (A02 - Random Happenings)</i>	
35. The Devil's Den	CPV: 1
This area of used to harbor many shady characters that normally resided at the Poor Quarters, along with the Rat Hunters. This area was hit the hardest when the comet arrived. The people of this area were not prepared and had the least amount of resources to lose. Many of the inhabitants of this area resorted to many despicable acts in order to survive. If anyone could control or contain the horde of people living here, they could potentially have a mob of eager followers. <i>Any model that is more than 6" away from another friendly unit must make an All Alone Test. If it is failed then the model is taken Out of Action (OOA), but is not injured. Scenarios 1-9 (RB), "Kidnapped" (A02), "Ambush" (A02); Optional "Peddler" (A02 - Random Happenings)</i>	
36. The Gaol	CPV: 1/2; 2 pts for Beastmen and Pit Fighters, 1 for everyone else.
This is where the infamous prison once stood. Unfortunately, the men behind bars survived Sigmar's Wrath better than their guards. Months after the disaster some are still prisoners, now mad by the trauma, and their maddening howls filled the night's air. Other hundreds were liberated by the comet's blast and now roam the area in violent gangs of scavengers and cannibals. To make matters worse, for years a twisted vampire had lain hidden within the cellars and vaults of the old Goal. After a pitiful self-exile, he and his coven used the holocaust as a way to bring chaos and death to all the area inhabitants. <i>Skaven and Pit Fighters get an additional dice for the Exploration chart. Scenarios 1-9 (RB), "Street Brawl" (A02); Optional "Infestation" and "Collapsing Grounds" (A02 - Subplots)</i>	

37. The Pit	CPV: 5
A glimpse of Hell in the very heart of the Empire, this is The Pit! There are no houses nor ruins here... just desolate nightmarish rubble. This is, by far, the most dangerous part of Mordheim. <i>This is a veritable gold mine... Wyrdstone mine, actually! Evil warbands always decides who starts combat. The winning warband gathers an extra D6 wyrdstone beyond what is found. The area all around The Pit's area seems to have been barricaded. A warband needs resources in order to enter into this area. As such, a warband needs to have at least 10 Campaign Points for this undertaking. If a warband loses control of The Pit's area, that warband also loses d3 areas as the band is routed. These must be pins nearest the area. Scenarios 2, 4, 9 (RB), "Scourge & Purge" - no buildings (TC7), "That's All Mine!" - no buildings (TC10); Optional "Wyrdstone Hoard", "Warp Lightning" and "Collapsing Grounds" (A02 - Subplots)</i>	
38. The Rock	CPV: 2/4; 4 pts for Sisters of Sigmar, 2 for everyone else.
The main Abbey of the Sisters of Sigmar is located in a small island on the River Stir. This proud monument has not only stood for centuries, but also remained unharmed by the devastation caused by the two-tailed comet. The Rock is the only beacon of light in Mordheim, as the Sisters continue their never-ending quest against evil, undead, Chaos and criminal masterminds who constantly attempt to take their Abbey and Mordheim for their nefarious intents. <i>If no player controls this area, a random Sisters of Sigmar warband is always in the area. Any warband, except the Sisters, who controls the area, will be attacked by random Sisters of Sigmar warband, who are trying to retake the Abbey. The player may "abandon" the fortress without a fight. Sisters of Sigmar warbands who wish to control the area, may do so without a battle; no XP, but may roll in the Exploration chart with one additional dice. Sisters of Sigmar in this area can ignore a result requiring a character to miss a game due to injury. The healing power of Sigmar magically brings the character back to full health. Scenarios 2, 4, 6, 9 (RB), "The Script of Sigmar" (TC9)</i>	
39. The Shades	CPV: 1/2; 3 pts for Bretonnian Knights, 1 for everyone else.
This dark area borders The Pit and it is almost as bad... Bretonnian Knights, who seek entrance to The Pit, make their first stance against evil here. <i>Scenarios 1-9 (RB), "Monster Hunt" (A02), "Scourge & Purge" (TC7), "That's All Mine!" (TC10); Optional "Plague Victims" or "Sinkhole" (A02 - Random Happenings)</i>	
40. Wizard's Mansion	CPV: 4
The very walls of the Wizard's Mansion are saturated with the magic of slain wizards. Many times strange lights and sounds have been heard coming from the tower. Of all the locales that have been looted, this is one that seems to remain untouched. The Mansion is said to be filled with many wondrous potions and magical items. Only the brave tempt the spells and wards that protect these buildings. Those that do may be brave, but they may also be dead for they are never seen again. <i>Use the Wizard's Mansion Special Scenario for any battles that take place here. Any warband that controls the area is the Defender. Any warband that controls this area may spend a turn Looting instead of placing another pin. Choose a Hero to search, make a Toughness roll on a d6. If the warrior fails, then the search has failed, roll on the injury chart as the Hero has come across a wizard's ward or has drunk something he shouldn't have. If he succeeds, roll 3d6, if the result is an 18, the Hero has found a magical item; any other result is the amount of gold found instead of looting. Scenarios 1-9 (RB), "The Wizard's Mansion" (A02), "The Mummy!" (TC15), "Stake-Out" (TC8) as a warband is leaving through the Eastern Gatehouse</i>	

Document History

- v1.00 Initial release.
- v1.01 Corrected Mordheim Map and typos. Included bookmarks for areas.
- v1.20 Corrected more typos. Balanced many areas (more accurate game mechanics)



LEGEND

01. Black Pit Settlement

02. Brigandsburg

03. Cemetery of St. Voller

04. City Hall & Constabulary

05. Clock Tower

06. Common Neighborhood

07. Count Steinhardt's Palace

08. Crimson Lights

09. Cutthroat's Haven

10. Executioners' Square

11. Great Library of Mordheim

12. Halibut

13. Herring

14. Imperial Armory

15. Imperial Stables

16. Inventors

17. Market Square

18. Merchant's Quarters

19. Metal Workers

20. Mordheim Breweries

21. Mordheim University

22. Nightshade

23. Palace Gardens

24. Pleasure District

25. Quayside

26. Raven Barracks

27. Rat Hunters – Poor Quarter

28. Rich Quarter

29. Rupert von Endon's Amphitheater

30. Sigmarheaven

31. Statue of Count Gotthard

32. Steinhardt Memorial Gardens

33. Temple of Morr

34. Temple of Sigmar

35. The Devil's Den

36. The Gaol

37. The Pit

38. The Rock

39. The Shades

40. Wizard's Mansion