

Fighting Battles in Stirland

Like many of the provinces in the Empire that are situated away from the large urban city-states like Altdorf and Middenheim, Stirland is something of a backward, rural land. The people of Stirland are made up of farmers, poachers, wise folk and other earthy professions. There is also a strong community of Halflings in evidence, which is explained by Stirland's close proximity to the Moot.

Stirland is poor; an indisputable fact that riles and rankles its proud people when they consider themselves alongside their neighbours in Talabecland and Averland. There are no cities to speak of, with Wurtbad the only major town of note. These facts tend to conspire to make Stirlanders openly reckless, with an eagerness to prove their worth alongside their wealthier counterparts.

One of Stirland's principal neighbours is the dark and haunted province of Sylvania. At the time of the three Emperor's Sylvania was still a state in its own right and it too had a powerful claimant who sought the throne. Rumours persisted across its borders of dark deeds and fell creatures which engendered fear and suspicion in the Stirland folk. Fear of the things that crossed the borders at night, of the evil men under cloaks of shadow, slipped past their vigilant River Patrol and into their villages and homes. Accounts are many of men driven mad for no reason, of dark cults daubing evil sigils in the wild and dark places, of children taken from their beds and never seen again. Such a reputation draws the servants of Sigmar like a moth to a flame and the wild rural lands of



Stirland are often visited by Witch Hunters and Warrior Priests. It had also drawn the attention of the Count of Stirland, Demitri Jaeger, who watches the border astutely, ready to defend it should the evil lurking there decide to stir.

One of Stirland's few saving graces is the great River Stir which runs along its border. Not only does it provide a



natural defence against enemies north in Tatablecland, it is also an important ferry way. However, this river also runs through the cursed city, Mordheim and while it is long and deep, there are times when plague and worse things still come washing up on its banks.

Fighting battles in Stirland is similar to most provinces of the Empire. Stirland is largely flat, wild and rural. There are a few low-lying hills and many modest settlements, small hamlets, dishevelled villages and isolated hovels. There are also many ruined places. Of particular note is the Blighted Towers, a place recounted in dark fables, but whose legend is saved for another chapter. Since its peoples are poor, loved ones succumbed to plague or some other malady are often buried away from the towns and villages, lest their taint somehow return and so the countryside is pockmarked by crude stone cairns.

The River Aver and the River Stir both have tributaries that lead into the province and these are often forded by crude bridges. All along the Stir itself there are stout watchtowers, garrisoned by the River Patrol, the one true military force in the area. Stirland's standing army, such as it is, is made up mostly of local levies and militia.

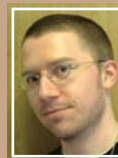
Games in Stirland are played in exactly the same way as they are in Mordheim. Although the scenery here should be represented by barren plains, hills, rivers, villages and isolated ruins rather than a sprawling devastated cityscape. The Empire in Flames book has some excellent scenarios and rules that are suited perfectly to a game set in Stirland and is a perfect accompaniment to this setting.

Stirland Warbands

The mercenaries of Stirland are drawn mainly from the River Patrol. Whilst the province is not as wealthy as some others, its mercenaries tend not to suffer from this, their weapons and armour as readily available as any other of that profession. The common colours of Stirland are predominantly green and yellow. They favour traditional motifs – the crowned skull, eagle and sword – are popular. The warriors of Stirland, although few, are well-trained and disciplined, as Stirland warbands are treated in exactly the same way as Reiklanders. Their River Patrol boast excellent archers and so their Marksmen add +1 to their BS, and the rash bravery of their leaders is an example to all of the warriors in the warband, allowing them to use their Captain's Leadership within 12". The remainder of the warband is often made up of militia troops, which are armed and equipped as well as any other poor sell-sword, with ramshackle armour and ageing weapons.

Author

Nick has been writing about Mordheim right from the early days of Town Crier magazine. Since then he has joined White Dwarf and has just had published a cracking series of articles set around Bugman's Brewery.



Further Information

Mordheim's next set of releases will be a brand new human warband, due out in June. In the mean time the current Mordheim range is available from Games Workshop Direct.

Websites

www.Mordheim.com



Scenario 1: River Watch

The waterways of Stirland are rife with piracy, smuggling and other even less salubrious dealings. Often, mercenaries are hired to garrison the many watchtowers at the Stir's banks, keeping a sharp eye for any ne'er do wells trying to cross into Stirland unbecked.

One of the warbands has been hired by a local Burgomeister to watch over part of the River Stir at one of its many crossings. Another warband, laden with smuggled loot, is trying to cross unseen.

Terrain

A river 6" wide runs across the table east to west, 18" in from the north table edge. There is a narrow bridge roughly half way down it. A watchtower or similar piece of terrain should be placed within 3" of the river bank, around 3" away from the bridge, on the north side of the river. The rest of the terrain should be placed by the players in turn. Trees, small outbuildings, low walls and so on are particularly suitable, although the only high vantage point should be the watchtower. The battle takes place in an area roughly 4' x 4'.

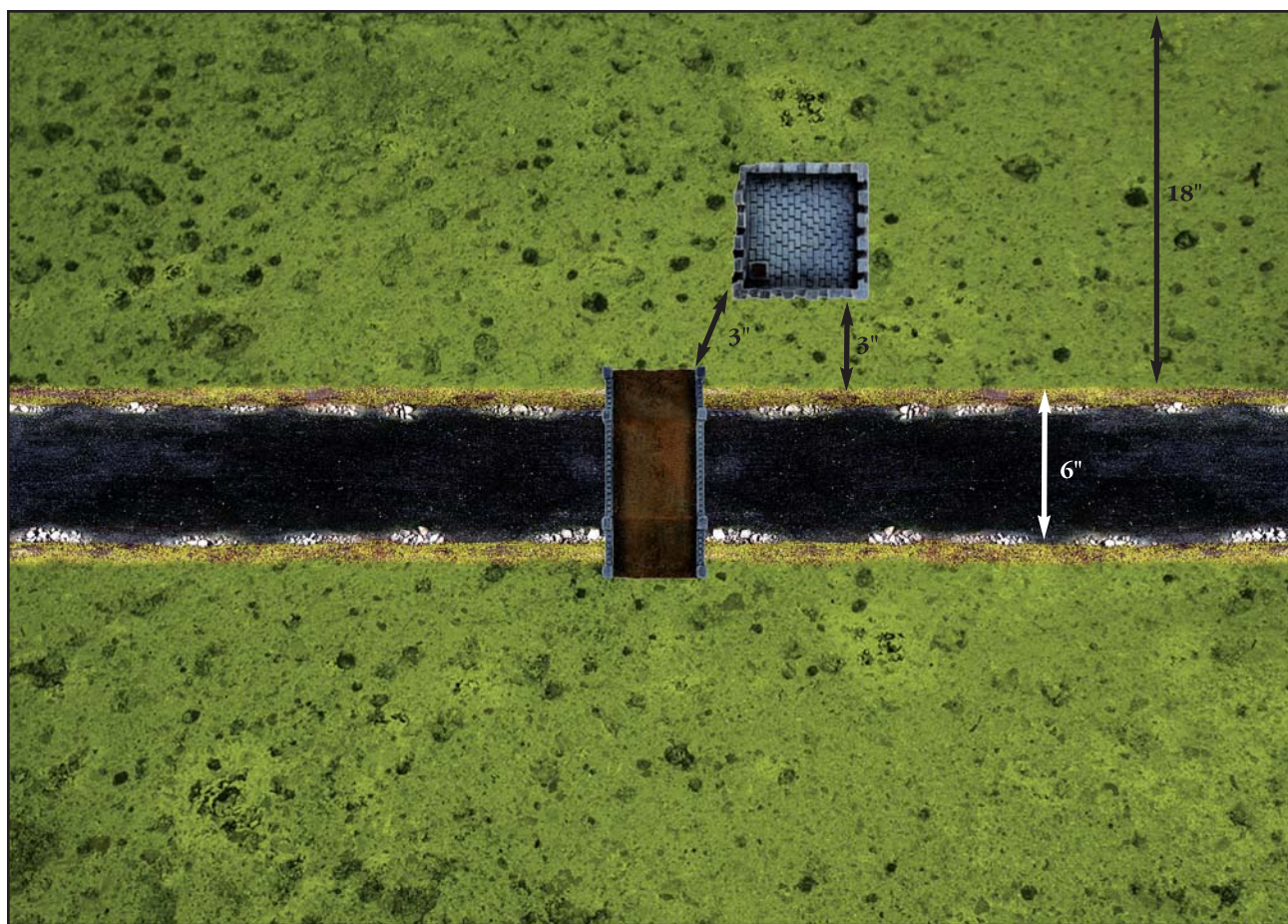
Set Up

Both players roll a D6. The highest roll may choose whether to be the attacker or the defender, unless one of the warbands is overtly 'evil' in its alignment eg, Possessed, Skaven, Undead, etc. This type of warband will always be the attacker in this scenario, unless both players have 'evil' warbands, in which case roll off as normal and devise some other likely narrative for them fighting each other (perhaps one warband has slain the tower garrison?).

The defender deploys his entire warband first within 18" of the north table edge on the north side of the river. They may set-up in the watchtower if they wish. The attacker then sets up his warband within 8" of the south table edge (ie, opposite the defender).

Special rules

Creeping in the dark: The attackers choose wisely to conduct their raid at night. Vision is reduced to 2D6x3", which must be rolled separately for each model when they intend to charge, shoot or cast spells at an enemy. Any





model beyond another model's vision is considered hidden and so cannot be targeted. Any model with a lantern/torch or within 3" of a lantern/torch may multiply the amount they can see by 5 instead of 3. The watchtower counts as a lantern/torch for this purpose. Any model within 3" of a lantern can automatically be spotted, regardless of distance.

Sentry duty: The defenders are initially unaware of the attacker's presence. They can only move D6" each turn, until one of the attackers has been spotted or when one of the defenders is hit by shooting, magic or is charged in close combat. Until this happens each players must roll a D6 for every model in the defender's warband. The player that rolls the highest may move that model this turn up to the amount rolled for its movement, although the attacker may not move a model off the board or into the river. If the result is a draw then the defender may move his own model. Whilst in 'sentry duty' the defender may not shoot or cast spells. As soon as an attacker is spotted the entire warband may move and fight as normal.

The river: The river follows the rules given on page 14 of the Empire in Flames rulebook. It counts as deep and flows from east to west.

Starting the game

The attacker automatically goes first.

Ending the game

The game ends as soon as one warband fails its Rout test, with that warband losing. The game will end immediately if the attacker gets 25% or more of his warband off the north edge (animals do not count for this purpose). Note that because the defender is in a well-fortified position they will only have to take a Rout test when 50% of the warband is *out of action*.

Experience

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

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

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts *out of action* (this also counts for Outriders too).

+1 Escapes: Each Hero or Henchman group that manages to escape off the north board edge in the attacking warband gains +1 Experience.

Reward

If the defender wins they are paid D6x20 gold crowns + 5 gold crowns extra for each enemy they take *out of action*.



Scenario 2: Hunt the Heretic



The rural provinces of the Empire, like Stirland, are a haven for warlocks, necromancers and other foul creatures. Too easily in the wild and untamed backwaters do dark deeds go unchecked and unchallenged. Such men are hunted though, by men of courage and steel – those who would not sit idly while evil was wrought...

One warband has been hired to aid a Witch Hunter who has tracked down a nefarious Warlock of some local repute. However, the Warlock has allies of his own and the hunt for his head won't be as straightforward as was first supposed...

Terrain

There is a ruined tower in the centre of the board which represents the Warlock's lair and the place to which the Witch Hunter and his allies have tracked him. Other than that players take it in turns to place a piece of scenery; a rocky outcrop, scrub or anything to represent the wild and distant outskirts of a town or village. The battle is fought over an area roughly 4' x 4'.

Set Up

Each player rolls a D6. The highest roll may choose to fight for the Witch Hunter or the Warlock. If one warband is overtly 'evil' (see the previous scenario) then they will automatically fight for the Warlock, and if a warband is overtly 'good' eg, Witch Hunters, Dwarfs, etc (but not Sisters of Sigmar) then they will fight for the Witch Hunter. (Note: if you want to use Sisters of Sigmar in this scenario they will fight for the Warlock, having been duped and believing him to be some wandering hedge wizard, wrongly accused. A fact they are all too familiar with).

The Warlock and up to four members of the warband protecting him are set up first inside or within 3" of the ruined tower.

The Witch Hunter and his allied warband are then set up within 8" of any table edge.

Special rules

Witch Hunter: The Witch Hunter counts as a Witch Hunter Captain. He may use his Leader skill along with the warband's leader for the Leadership tests of the allied warband. He has +1 Wound, +1 Attack and +1 Leadership. He wears light armour and carries a sword, a torch (see Empire in Flames page 16) and a brace of pistols. He has the skills Fearsome and Resilient and also carries a Holy Relic and three vials of Blessed Water.

Warlock: The Warlock counts as a Warlock hired sword. He has +1 Wound and +1 Leadership. He carries a sword and staff and has a Tome of Magic and the poison Black Lotus (which is upon his sword). He has the skill Sorcery and knows the following three spells from the Lesser Magic list: Fires of U'Zhul, Dread of Aramar and Silver Arrows of Arha.

The trap is sprung: The Warlock, knowing the Witch Hunter was on his trail, has lured him and his allies into a trap. Starting with the second turn roll a D6 at the start of each of the Warlock player's turns. On a roll of 4+ the rest of the warband protecting him arrives from any table edge. They may move onto the board as normal, but are unable to charge that turn. On the third turn the reinforcements will arrive on a 3+, the fourth turn a 2+ and on the fifth turn automatically.

Rout tests: As it is the Witch Hunter's will that drives the allied warband, they must take an immediate Rout test if he is taken *out of action*, regardless of casualties. This is in addition to any normal Rout tests that need to be taken.

The Warlock's warband are effectively cornered in the tower and so will only have to take a Rout test when 50% of the warband have been taken *out of action*.

Starting the game

Each player rolls a D6 with the player rolling the highest choosing whether to go first or second.

Ending the game

The game ends as soon as one warband fails its Rout test, with that warband losing. The game will end immediately if the Warlock is taken out of action with a win for the Witch Hunter's allied warband.

Experience

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

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

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts *out of action* (this also counts for Outriders too).

Reward

If the Witch Hunter's warband win they gain D6x15 gold crowns as payment and D3 vials of Blessed Water.

If the Warlock's warband win he concocts D3 doses of any poison or drug of their choice.

