

MORDHEIM SCENARIO

THE FORBIDDEN SQUARE

By Christian

The red sun stood low; half of it was beyond the horizon. In a couple of minutes it would vanish into unknown parts of the World. Master Rudiger stirred at the sunset. Mordheim, the cursed city in the northeastern corner of the Empire, rised two miles away to continue as long as the eyes of a man could reach. The river Stir ran slightly through the landscape and disappeared under the first walls into the sewer channels. "Who knows," thought Master Rudiger, "what kinds of plague fleets along these waters."

Jaakop the Archer, Master Rudiger's companion, sat down on a ston and drew a map from his traveling bag. The map showed the known parts of Mordheim; the unknown parts were crossed over with black ink.

"So," said Jaakop in an attemp to gain Master Rudiger's attention. "It is told that these ruins in the north-eastern quarters," he pointed out the area on the map and continued. "That they are infested by the followers of Chaos."

Master Rudiger stepped to the riverbank and watched himself in the dark water. "So what?" he said. "The powers of Chaos are not to be underestimated. I have fought dozens of beasts and broods and monsters in my days, and I know them. One hound can scare ten men, and they will have nightmares the rest of their lifes ... no, my dear friend. We will go the safe way through the old streets and avoid unnecesary fights. The worshippers of Chaos are by Sigmar the last ones I will ever meet."

Jaakop the Archer, who led a group of dogs of war, answered in a deep voice: "Master, we are sent by the Duke himself. In a search for Wyrystone. We have accepted our mission ourselves, we are not here for watching the sun going down. We are here for adventure - for fame, for honor, for treasure. Let me tell you somthing, Master."

He closed the map and returned it to the bag. "The are here is called the Forbidden Square. It is closed - totally closed. Surrounded by impassable ruins and deadly walls. It is the most sacred and holy area of the Chaos cults, and rumors from Toville says they have gathered all their Wyrystone here in the Forbidden Square. They wanted to sacrifice it to their dark gods, but now an in-fight has started, and they are no more in peace with each other."

"Oh, they never are," murmed Master Rudiger. "They bribe, they kill, they lie, they slaughter, they break treaties and they assassinate each other every day. Peace is not an option in the Chaos circles."

"Listen up now," said Jaakop. "The Forbidden Square is the holiest area for the Chaos possessed. Weapons are not allowed there, neither swords nor bows. We can infiltrate them, steal their Wyrystone and quickly get out again before anyone found out that the stones are gone. Very easy."

Master Rudiger considered the plan. "And how do we get there?" he asked. "I suppose the entrance has been heavily guarded by their toughest warriors."

"Yes it is. But who says we will have to fight them. I know a tailor in Toville. He can provide us some suitable cloth, and with a bit of cleverness we will all look like cultists. They will let us in immediately."

"Are you sure?" asked Master Rudiger.

"I am sure." answered Jaakop.

"Then," said Master Rudiger thoughtful. "I will consider it."

The two men stood up. Jaakop lighted his lantern, and together they went towards Toville along the river.

The Scenario

This scenario takes place in the north-eastern parts of Mordheim, the city of the damned. Here the Chaos cultists have gathered their Wyrystone in a great sacrifice for the Chaos gods. The gods have promised them horrible mutations and infinite power in reward for the stones. However, as the greatest priests have begun to argue with each other about who are actually the rightfully owners of the magic stones the rumors have passed over the nearby towns like a lightning bolt striking down from heaven.

The scenario should be fought between two or more warbands. An equal number of warbands must fight on each side, or the weaker warband must be allocated some advantages to counter their weakness. This could be additional soldiers (either Chaos priests who patrol the Forbidden Square or supporting farmers from the surrounding towns), special deployments, weapons or any other similar advantages. One of the sides represents the Chaos worshippers, and the other side is the good races of humans, Dwarfs and Elves. If only evil warbands are available then one of them should represent an independent warband launching an attack against their rivals; in the opposite case one side could be a group of weak men who have sold their souls to the Chaos gods and their old friends are trying to kill them before they become too mighty. Players may attack each other if they want - nothing can prevent a Chaos warband from attacking another warband on its own side, and warriors from the infiltrating side may charge each other too. This represents the inside fights and envy for each other when they capture the stones.

Set-up

The gaming table must be set up under some certain restrictions, and the players must deploy under special rules. Before you begin the scenario make sure you have the terrain and buildings required. It may be necessary to create special terrain, or you can alternatively use some other objects to represent the terrain. The size of the table should be about 4' times 4'. This map shows roughly how to set up, and it defines where to deploy the warriors.

The Gate: One of the sides must have a gate from which the infiltrating warbands enter. If you have got a gateway from the Warhammer Fortress this would be excellent, otherwise you must create your own. It is very easy to make, and it adds some variation to the work. You can make the gateway very interesting by adding ladders, balconies, small towers and so forth to the building.

The Totem: In the middle of the Forbidden Square the Chaos cultists have built a big totem to honor their gods. The totem can be made in a load of different ways: From a single rod or stone glued on a cardboard base to a finely structured and detailed totem sculpted from Green Stuff or cut out of tree. Or if you have a Chaos monument or totem for your Warhammer Fantasy Battle army this might fit too.

Buildings: You will need a couple of buildings to represent the borders of the Forbidden Square. If you have some card buildings these can do it very well, otherwise you can easily create your own buildings. Your buildings should roughly cover the edges of the table - maybe a single house or two in the Square itself. If you do not have enough buildings the gaps can be closed with walls or a steep hill.

Terrain: To make the scene more interesting you can use additional terrain pieces such as cargo boxes (between three and seven boxes glued on bases do not only look great - they also provide excellent covers for the warriors and add a lot of tactic to the game), dead trees, rocks and meteor craters, pillories, gallows and so forth.

Wyrdstone Counters: A set of Wyrdstone counters must be made. The Warpstone counters from Warhammer Magic can be used here, or you can either paint or model your own counters.

Special Set-up Rules

The Forbidden Square is the most sacred place for the Chaos worshippers, and carrying weapons is not allowed for neither the Chaos nor the infiltrating warbands - all warriors have been thoroughly inspected by the guards. However, it has been possible for the infiltrators to smuggle in daggers. The Chaos are also armed with daggers - the Old World is a dangerous place, and no-one would ever leave his own home without at least having a knife or dagger in his belt.

That means that no warbands may use their weapons. Only daggers and armor are allowed. Some races, however, count more on weapons than others, and that means that all weapons carried by all warriors in all warbands are counted together and noted down on small counters representing the weapons. Before the warbands deploy each player in turn rolls a D6. On a roll of 3+ he randomly draws a weapon counter and puts it anywhere he likes at least 12 inches from his own deployment zone. On a roll of 1 or 2 the weapon counter is discarded.

When all weapon counters have been placed the Wyrdstone must be placed. Each player in turn rolls a D6 again. On a roll of 2+ he may position a Wyrdstone counter. This must be placed at least 14" from his deployment zone and at least 4" from the totem base. When he has positioned the counter he must roll the Scatter dice and move the counter D6 inches in the direction shown by the dice. If a "HIT" is rolled the counter ends up where it was placed. Each player continues placing Wyrdstone counters until one player rolls a 1. When that happens no more counters may be placed. Counters may be placed in the enemy's deployment zone if players wishes to do so.

Starting the Battle

When all Wyrdstone and weapon counters have been placed the warbands must deploy. The Chaos side deploys first under the following restrictions: All henchmen groups must be placed in the buildings at the table edges. Only one group may be deployed in each building. If your buildings are closed like card-buildings the warriors must be set up behind the buildings. When the Chaos have deployed the infiltrators must deploy. They deploy under and behind the gate, but they may not enter the Square itself. The infiltrators get the first turn.

The Counters

When a warrior enters a weapon counter he may pick it up. This costs nothing, and the warrior may use that weapon if it is on the warrior's Equipment list. If it is not, then he may choose to keep it anyway instead of just leaving it. If he keeps it he may hand it over to another warrior from his own side, or he can just keep it until the battle is over. Or he may choose to throw it away somewhere so that another warrior may later pick it up. Warriors can carry any number of weapons, but they cannot use all their weapons. For example, warriors with two bows can not shoot with both bows in one shooting phase, and warriors with two swords can only use one of them in close combat.

If a warrior enters a Wyrdstone counter he may pick it up or leave it (I can't see why not to pick up a piece of Wyrdstone ... but who knows!). As with weapon counters, Wyrdstone can be thrown away and handed over, and warriors can carry any number of Wyrdstone counters. When a warrior has got a counter, simply place it at the warrior's base or beside its base if there are no more empty space left for the counter. If a warrior at any time is knocked down, stunned or wiped out he will lose all Wyrdstone counters he is carrying. Warriors will lose any additional weapon counters they cannot use - i.e. a warrior with two axes will lose one of the two counters that he cannot use, and warriors

with a long bow and throwing stars will lose one of the two missile weapons he is carrying (the player may choose what weapons to throw away).

Ending the Game

When an infiltrating warrior has got a Wyrystone counter it is his job to get away as quickly as possible. The only way out is through the gate... The Chaos players must carry the counters into the totem. Every counter that is put beside the totem will vanish into other dimensions where the Deamons and the Dark Gods rule. These are the main objectives of the two sides. When all Wyrystone counters have been carried away or switched to the Gods the game ends, and each player counts together the number of counters they have brought away. The player with the highest number of stones is the winner of the scenario. If the result is draw, then the side which scored most casualties win the game.