

MORDHEIM

The Frenzied Mob

New scenarios to use your frenzied mob.

By Ian Davies

TO THE VICTOR, THE SPOILS – ANOTHER WAY OF WINNING

His rival's force decimated and with no enemies in sight, Tempus, your battle-scarred Captain is inches away from dragging that booty-laden chest into the quiet sanctuary of the side-streets. But before you can even begin planning that dizzy shopping spree, your Captain has a better idea, "We're done for lads!" he shouts, "Run!". And with that he disappears, screaming, into the darkness.

Meanwhile, in the real world, your much-relieved opponent proffers his hand with a slightly sheepish grin.

Ever had an enthralling and absorbing game of Mordheim cut short by the small matter of a failed Rout Test? Ever had a certain victory snatched from your hands by your no-good yellow-bellied gang deciding that violence is no longer the way? Yep, me too.

Mordheim, splendid game though it is, can have one frustrating aspect. It's a harsh fact that often the most effective method of winning a game is to disregard the scenario objective and instead concentrate solely on forcing a Rout Test upon your opponent.

Last year, when myself and a few friends hosted a MH open tournament at Yeovil Games Club, we put a lot of thought into ensuring that the players had a genuine incentive to achieve the scenarios' objectives, as these related closely to the unfolding campaign's storyline.

The solution was to introduce the idea of Victory Points. Put simply, while failing a Rout Test still ends the game, and is generally something best avoided, the warband that has achieved more of the scenario's objective is hailed as the ultimate winner. This means that it's actually possible for the routing warband to still be the winner, which is why it's important that Voluntary Routs are not permitted in this type of scenario.

Instead of tying myself into verbal knots, the best way to explain how this all works is by giving some examples. Once you get the general idea I'm sure you'll be able to think up loads of other scenarios where Victory Points can be used to raise the importance of the objective and so enhance the battle.

Although the total Victory Points, and hence the winner, can be totted-up at the end of the game, we found that it's much more fun to keep a running total of the Victory Points scores as this lends an added edge of tension to proceedings.

THE FRENZIED MOB

The scenarios I've used to illustrate the Victory Point idea all involve "Non Player Character" townfolk, which can be nicely represented by Fanatic's new Frenzied Mob figures. These battles can take place anywhere in the Empire, using the Empire In Flames rules, or in the City of the Damned itself.

With a little imagination it's possible to dream up plenty of other new scenarios involving these resolute yet dishevelled fellows. Perhaps the superstitious villagers are marching upon the Vampire's castle, determined to raze it to the ground. Maybe they've been whipped into a fervour by a zealous Warrior Priest and are about to burn an innocent maiden at the stake. Then again, maybe she's not so innocent and has a surprise or two for her rescuers.

One brief note about the mob's weapons. You'll notice that I've assigned each villager with a standard hand-weapon, irrespective of how he or she is modelled. This is mainly for simplicity and to keep the game flowing. If you like to play with the Optional Critical tables on page 160 of the rulebook, you should simply choose the weapon chart that corresponds to the weapon modelled on the figure.

Don't forget the official rules for frenzied mobs can be found on page 44 of the Empire in Flames supplement.



The badlands of the Empire are a haven for outlaws looking for easy money. Many villagers live in fear of being captured by these rogues and sold to one of the slave-lords that thrive in the lawless and ungoverned lands of the Empire.

SCENARIO 1: SLAVERS

An amoral warband has been commissioned by a slave-lord to capture some slaves from a defenceless township. Thankfully for the townsfolk, a more noble warband is on hand to help.

The frightened peasants will fiercely fight off any attempts to enslave them but unfortunately, due to their panic, might also resist any assistance from their would-be rescuers.

Deployment

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

In addition, 2D6 townsfolk should be grouped at the centre of the board.

Starting the Game

Both players roll D6, the player with the higher result taking the first turn. The other player takes the next turn. The townsfolk go last, moving as detailed below.

Special Rules

The peasants are panicked and so move D6+2" in a random direction, each turn. Roll separately for each model. If their move would bring them into contact with a slaver or rescuer model, they will stop 1" short instead.

If a peasant should move randomly off the board, remove the model from play. He has escaped on his own and so neither side will gain any victory points (see Winning The Game) from this.

Capture!

A slaver may come into base contact with a peasant by following the normal rules for a charge. A tussle will then ensue, with the charging model striking first as normal. In subsequent turns, higher Initiative takes precedence as usual.

The townsfolk's stats are as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
Townsfolk	4	2	2	3	3	1	3	1	6

Weapons: The peasants will attempt to fight with pitchforks, broken bottles or whatever makeshift weapon comes to hand. Treat as a hand-weapon with no special rules.

The slavers will try to subdue the peasant. To do this they must hit & wound the peasant as normal. If they cause a Knock Down or Stun then the civilian is successfully subdued (but is not actually Knocked Down or Stunned). If the slaver causes an Out Of Action result then he has been too heavy-handed and the poor peasant has been killed. Remove the model from play.

Once subdued, the victim is considered to have been bound and must now tag along with the slaver. The slaver may fight or run as normal. If the slaver can get the peasant off the board then the poor fellow has become permanently captured.

For Rout Test purposes the temporarily absent slaver still counts as if he were on the table. On every subsequent Recovery Phase roll D6. On 4+ the slaver will return to the battle at the point where he departed. He may charge during that turn.

If the captor should become Knocked Down or Stunned then the peasant will revert to moving randomly as previously.

Each slaver may only control one subdued peasant at a time.

To The Rescue

A slaver may come into base contact with a peasant by following the normal rules for a charge. Once in base contact he may try to calm him. To do so the rescuer must pass a Leadership test. The Leadership test will not be affected by the rescuers' warband Leader.

If the test is unsuccessful then the peasant will bolt 2D6" directly away from the would-be rescuer, but avoiding any other model where necessary. Thereafter the peasant will move as detailed previously.

If the Leadership test is successful the rescuer has won the peasant's trust. The peasant will now follow him wherever he goes, whether walking, running or fighting. The rescuer may attempt to guide the peasant from the table. Once off the board the peasant will successfully escape to safety.

For Rout Test purposes the temporarily absent rescuer still counts as if he were on the table. On every subsequent Recovery Phase roll D6. On 4+ the rescuer will return to the battle at the point where he departed. He may charge during that turn.

If the rescuer should become Knocked Down or Stunned then the peasant will revert to moving randomly as previously.

Each rescuer may only escort one peasant at a time.

Winning the Game

The game ends when one either warband fails a Rout Test or when all the peasants have been enslaved, rescued or taken Out Of Action. Due to the slavers' greed and the rescuers' conscience, no voluntary routs are permitted.

The winner is the warband with the most Victory Points, awarded as follows:

- +1VP for every peasant led from the board
- +1VP for every peasant being subdued or escorted as the game ends
- 1VP for the warband that fails its Rout Test

Rewards

The slavers will receive 2D6 Gold Crowns for every slave dragged from the board.

The rescuers will receive 2D6 Gold Crowns as a token of gratitude from every peasant escorted from the board.

Both warbands may explore as normal.

Experience

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

+1 Winning Leader The leader of the winning warband gains +1 Experience. In the event of a draw, neither leader receives this bonus.

+1 Per Enemy Out Of Action Any Hero earns +1 Experience for each enemy (but not townsfolk) that he puts Out Of Action.

+1 Per Slave Captured A slavers' Hero gains +1 Experience for every slave he drags off the board.

+1 Per Peasant Rescued A rescuers' Hero gains +1 Experience for every peasant he rescues from the board.



SCENARIO 2 MOB RULE

A powerful Vampire Lord, his army defeated, is holed up with his unholy escorts in a small village to the east of the empire. The foul beast is exerting his will over the people of the village, who are compelled to defend the creature in an eerie frenzy.

The warbands must destroy the vampire to negate its hold over the townsfolk, but without killing them in the process. A tricky proposition.

Deployment

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

The Vampire Lord and Thralls should be placed at the centre of the board, tightly surrounded by D6+6 frenzied villagers. Divide the number of villagers evenly between the Vampires, with the balance attaching themselves to the Lord.

Starting the Game

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

The Vampire Lord, his Thralls and the bewitched mob take the final turn, behaving as detailed below.

Special Rules

The Vampire Lord's stats are as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
V. Lord	6	6	4	6	5	2	7	2	8

Weapons: Claws (treat as a hand weapon with no special rules).

Skills

Focussed: When in hand-to-hand combat the Vampire Lord will aim all his attacks at a single randomly determined standing opponent.

Leader: The mob may use the Vampire's Leadership value when within 6" of him.

Fearsome: The Vampire Lord is a terrifying Undead creature and therefore causes *Fear*.

No Pain: The Vampire Lord treats a Stunned result as *Knocked Down*.

Immune To *Psychology*.

Immune To *Poison*.

In addition he has the following spell, which he will cast against the nearest enemy model, even when in hand-to-hand combat. If two or more models are equally close then determine the target randomly.

Hypnotic Gaze: Difficulty 8

The spell has a range of 24" but may only be cast on a visible model. Roll a D6 and add the Vampire's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Vampire beats his opponent's score he gains control of the model. The model may attempt to pass a Leadership test in the next-but-one Recovery Phase and so regain control.

The hypnotized model may not commit suicide but will attack models on his own side, and will not fight the Vampire Lord nor his retinue. If he was engaged in hand-to-hand combat with the Vampire or the townsfolk, they will immediately move 1" apart.

The mesmerized victim moves and fights during his own turn.

The Vampire Thralls

Profile	M	WS	BS	S	T	W	I	A	Ld
Thralls	6	6	4	6	5	2	7	2	8

Weapons: Claws (treat as a hand weapon with no special rules).

Skills

Focussed: When in hand-to-hand combat the Thralls will aim all their attacks at a single randomly determined standing opponent.

Fearsome: The Thralls are terrifying Undead creatures and therefore cause *Fear*.

No Pain: The Thralls treat a Stunned result as *Knocked Down*.

Immune To *Psychology*.

Immune To *Poison*.

The Possessed Mob

The townsfolk have the following stats:

Profile	M	WS	BS	S	T	W	I	A	Ld
Townsfolk	6	2	2	3	3	1	2	1	6

Weapons: The peasants will attempt to fight with pitchforks, broken bottles or whatever makeshift weapon comes to hand. Treat as a hand-weapon with no special rules.

Once all the Vampires have been taken *Out Of Action* the villagers' free-will returns. Remove any remaining villager models from play.

Movement

If there are no models within charge range then each of the Vampires move, independently, 2D6" in a random direction, closely attended by their assigned townsfolk cohorts.

Any warriors within range of any Vampire or townsfolk models will be charged. The distance should be measured first, as they will never fail a charge. The townsfolk will target their charges so as to share their attention evenly between opponents. Where it is not possible to divide the attacks evenly, they will target the nearest models first.

If unable to charge, the townsfolk will always move so as to be as close to the Vampire as possible.

Winning the Game

The game ends when either warband fails a Rout Test. Owing to the high rewards on offer, warbands may not voluntarily rout.

The winner is the warband with the most Victory Points, awarded as follows:

+2VP for every wound inflicted on a Vampire. Note that once a Vampire is reduced to zero wounds no further VPs may be gained, other than for dealing the killing blow (see below)

+4VP for taking a Vampire Out Of Action. This is cumulative with the +2VP/wound

-1VP for every peasant taken Out Of Action

-2VP for the warband that fails its Rout Test

Rewards

The town elders will reward the warbands with D6 Gold Crowns for each Wound inflicted on the Vampires. The warband that deals the killing blow to the Vampire Lord may add a further 2D6 to their total.

Experience

+1 **Survives** If a Hero or Henchman group survives they gain +1 Experience.

+1 **Winning Leader** The leader of the winning warband gains +1 Experience. In the event of a draw, neither leader receives this bonus.

+1 **Killing a Vampire** Any Hero earns +1 Experience for inflicting the wound that banishes a Vampire. Note that this is cumulative with the previous experience bonus.

NOTE: The Vampire Lord and his retinue have been designed to be suitable foes for two relatively low level warbands. If the warbands are reasonably experienced then the Vampires and townsfolk should be bolstered accordingly. If playing with two starting warbands then the Vampires may be trimmed back.

Given this final scenario's objective, the Victory Point concept is not appropriate. However, while playtesting the scenario we quickly discovered that, if the standard Rout Test rules are used, neither warband will get anywhere near to achieving the objective. So, after several prototype versions, we found that simply disposing of the mandatory Rout Test meant that the objective became a critical part of the players' considerations and made for a far better game.

SCENARIO 3: THE SNATCH

The superstitious townsfolk, concerned that their crops have again failed, have accused the blacksmith's daughter of witchcraft. The desperate fellow has offered a handsome purse in return for the safe return of his daughter.

He has informed the warbands that she is being held in a locked building in the centre of the village and has issued both warbands with a key to the building.

He advises that the rescue would be best attempted at night when the captors are likely to be off their guard.

Under the cover of darkness, you creep into the village.

Deployment

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

Each warband should indicate which model is carrying the key. It may be transferred between models. If the key-holder is taken Out Of Action then place a token where he fell. This may be subsequently picked up by any model ending its turn in base contact.

In a central building place the blacksmith's daughter.

Around this building place four groups, each consisting of three townsfolk guards.

Starting the Game

Both players roll D6, the player with the higher result taking the next turn. The other warband goes next, with the captive's guards taking the last turn. The process then repeats.

Special Rules

The Patrols

The guards have heard a noise and decide to patrol the village.

For each group of guards, roll a scatter dice (one roll for each group) and move them D6+2" in the direction indicated. The patrols will not leave the board. If this is indicated by the die then simply move the group along the perimeter instead.

A group of guards within 8" of an invader to whom they have line of sight will spy them.

A group of guards within 4" of an invader, even with no line of sight, will detect them.

A group of guards within 16" of an existing hand-to-hand combat will hear it. Beyond this distance the other patrol groups, in the darkness, are uncertain from which direction the noise is coming and so continue their patrol as previously.

If more than one of the above conditions apply, the guards will move towards the closest source.

Once detected the villagers will move towards the invaders at full speed, charging if within range. The distance should be measured first as the villagers will not fail a charge (they know their own turf too well). They will attempt to split their charges so as to target the maximum number of enemy. Where an even split is not possible they will prioritise the nearest models first.

Town Guards

The guards are no mugs, being the fiercest men of the village. Their stats are as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
Guards	4	3	0	4	3	1	3	1	7

Weapons: Hand weapon (pitch-fork, wood axe, etc), dagger.

The guards have leather jerkins, which count as light armour

Darkness

Due to the darkness the warbands may not run except to charge. A failed charge results in the model moving only 2". The patrol may run as they carry torches.

Missiles may only be fired a maximum of 8", with any shot over 4" being considered long range.

As luck would have it, upon killing the last of the town guards the sun begins to rise, making the above darkness rules obsolete.

The Prison

Any model holding the blacksmith's key that finishes his turn in base contact with the door may easily unlock the door. Alternatively the door may be opened by using the methods detailed in the Empire In Flames supplement.

Any warrior within base contact may attempt to rescue the blacksmith's daughter. She will follow any such model as long as he remains on his feet. Should the rescuer become Knocked Down, Stunned or Out Of Action she will wander D6" randomly in the darkness.

Neither warband will attack the girl as the rewards for rescuing her are too high.

Wining the Game

The first warband to lead the blacksmith's daughter off the table is the winner and will receive 6D6 GC from her grateful father. They may also keep their key, which will open locked doors on a 4+.

There are no Rout Tests in this scenario although a warband may choose to voluntarily rout once they have lost 25% of their force.

Experience

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

+1 Winning Leader The leader of the winning warband gains +1 Experience. In the event of a draw, neither leader receives this bonus.

+1 Per Enemy Out Of Action Any Hero earns +1 Experience for each enemy he puts out of action.

+1 Rescuer Any Hero that escorts the blacksmith's daughter from the table gains +1 Experience.

ABOUT THE AUTHOR

Ian is a prolific Mordheim player, winning the last tournament held at Warhammer World. He is also on the Mordheim rules committee, so he knows his stuff! Ian would like to thank Simon Atkinson, Steve Johnson & the guys at Portbury Knights Gaming Club for their help with playtesting these scenarios.