



Expanded Campaign Rules

An advanced Mordheim campaign system

By Eddie Barnes

This article adapts the Node-Based Campaign rules presented in Warhammer Realms: Lustria for use in Mordheim and provides a couple of new scenarios, which is particularly useful if you and your friends are mad as hatters and want even MORE to keep track of in your Mordheim campaigns.

OVERVIEW

The core rules of Mordheim are already written with campaigning in mind, but these campaigns are fairly abstract in nature. There's nothing wrong with that, of course, but for the Captain (or Magister, Vampire, or whoever) who wants a little more concrete campaign system, the Node-Based Campaign rules originally presented in Warhammer Realms: Lustria can offer an interesting new way to explore the City of the Damned. So what are you waiting for? Round up the boys and get out there lookin' for wyrdstone!

CREATING THE CAMPAIGN MAP

Number of Territories: To determine how many territories your campaign has, roll a d6 for each player in the campaign and add 4 to the score (e.g. - 2d6+4 for a two-player campaign). Once you have the number of territories, draw a quick map with the territories spread pretty evenly across it. If you already have a map prepared, place the territories around the map in as even a spread as you can manage. A territory near the center of the map should be designated to be the Pit, and there should be a territory in the middle of the Stir River designated as Sigmar's Rock.

Routes of March: Mordheim is a dangerous place; the perils of straying too far from the beaten path make it necessary to travel between locations using established routes of march. For this reason, the territories on a map are connected to each other by a number of routes of march.

To determine where the routes of march lie, start with the territory nearest the center of the map (which should be the Pit) and roll on the Routes of March table below. If you generate a route of march, draw a line connecting that territory to another. You can't draw a route of march so that it crosses another, and two territories can only ever be connected by a single route of march. Use the priorities below to determine where to draw the route of march.

Draw to a territory that has not yet been rolled for on the Routes of March table. If there are two or more territories that have not yet been selected, draw to the one with the least number of routes of march already connected to it (just pick one if there is still more than one possibility). If all the territories have already been selected, then draw a line to the territory with the least number of routes of march already connected to it.

Once you have generated all the routes of march for a given territory (because of a roll on the table, or because you cannot draw a route without crossing another one), then select another territory and continue. If possible, the territory should already be connected to another by one or more routes of march. If you finish with a territory not connected to any others (because you rolled a 1), then draw one route of march using the normal priorities - every territory must be connected to at least one other.

<i>D6</i>	<i>Routes of March Table Result</i>
1	No more routes of march (re-roll on first territory).
2-3	Add one route of march and then finish.
4-6	Add one route of march (to a maximum of six) and roll again. Once a territory has six routes of march, move on to another.

Not All Routes of March Are Created Equal...

To represent the vagaries of travel in Mordheim and the fact that some routes of march might be more difficult to traverse than others, we assign each one a Difficulty Level. Roll a D6 for each route of march on the map and consult the table below to see how much difficulty there is in passing along it.

<i>D6</i>	<i>Difficulty of Route</i>
1-4	Warbands must roll 2+ on a d6 to pass along this route of march.
5	Warbands must roll 4+ on a d6 to pass along this route of march.
6	Warbands must roll 5+ on a d6 to pass along this route of march.



GENERATING TERRITORY TYPE

Once you have the map and routes of march prepared, it's time to see what each territory represents, be it a market, a prison, a secret hideout, or what-have-you. The Pit and Sigmar's Rock are already set, but for all other territories, count how many routes of march are connected to each one and roll on the table below:

<i>No. of Routes of March (D6 roll)</i>	<i>Territory Type</i>
1	1: Secret Hideout 2-3: Stables 4-6: Market
2	1-2: Prison 3-4: Inn 5: Major Street 6: Back Alley
3-4	1-2: Merchant Hall 3: Tavern 4-5: Villa 6: Vital Crossroads
5+	1-3: Mansion 4-6: Garrison

OCCUPYING TERRITORIES

There's only so much space and shelter available in each territory, so in most cases only one Warband of each force may occupy a territory. Some territories have special rules that allow two armies from the same force to occupy them; these will be noted in their territory descriptions.

TERRITORY TYPES

Secret Hideout (DV 3): This could be a disused, out-of-the-way building, a concealed door under a secluded bridge, a hard-to-find sewer tunnel, or just about anything else as long as not just anybody knows how to get there - so it's perfect for clandestine meetings. So long as you control this territory, you may hire a single Dramatis Persona without having to roll to search for him/her. You may only hire one character in this way regardless of how many Secret Hideouts you control, the character must be one you could normally hire, and a character hired in this way must still be paid the usual fee.

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

<i>D6</i>	<i>Results</i>
1-2	Skirmish
3-6	Occupy

Stables (DV 2): Domesticated animals of any sort are rare in Mordheim, but you can find them if you know where to look. Looking here, for example, is a good way to go. So long as you control this territory, you may subtract 2 from the Rarity of any animals you are attempting to find.

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

<i>D6</i>	<i>Results</i>
1-3	Defend the Find
4-6	Surprise Attack

Market (DV 0): You've got a line on some quality goods. It may be stolen or looted from the dead, but there's some really hard-to-find stuff here. As long as you control this territory, you may subtract 1 from the Rarity of any weapons, armour, and equipment you are trying to find. This does not apply to animals, who are covered by a different territory.

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

<i>D6</i>	<i>Results</i>
1-4	Skirmish
5-6	Chance Encounter

Prison (DV 2): This is a large, well-constructed stone building that served as a prison before the comet struck Mordheim. Being so sturdy, it is largely intact even now and serves as a defensible position in which a warband could make camp. Warbands moving into a territory containing a Prison that they have not already captured must halt their move there and cannot move further until they have captured it, even if it is not claimed by the enemy. Warbands that are Defeated and need to be brought back to fighting strength will not need to expend a Campaign Point to do so if they fall back to a Prison and roll a 5+ on a D6 in the Rebuild Warbands phase, as described later.

Enemy Warband Present: Play the Mordheim Siege scenario presented at the end of this article, with the warband moving into the territory as the assault force. Defeated warbands must retreat from the territory as normal.

Inn (DV 0): This was one of Mordheim's many inns, but now it's an empty husk of a building. Still, this one seems pretty safe, and it's much larger than most of the buildings in the area. Unlike most territories, two allied warbands may stay here at the same time.

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

<i>D6</i>	<i>Results</i>
1-4	Chance Encounter
5-6	Skirmish

Major Street (DV 0): This is a relatively unobstructed part of one of the major thoroughfares in Mordheim, such as Silver Street or von Steinhart Avenue. Warbands may move from unclaimed Major Streets (or ones it has captured) without expending a Campaign Point on a 3+, though they must still equal or better the Difficulty Level of the route of march as normal. If the Major Street belongs to the enemy, then warbands must expend a campaign point as normal to traverse it until they capture it. Note that this is, in effect, a free move so a player could move his warband from the street and then move again by spending a Campaign Point as normal before any other player gets to act.

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

<i>D6</i>	<i>Results</i>
1-3	Breakthrough
4-6	Street Fight

Back Alley (DV 0): This is a shadowy, possibly dangerous shortcut through the ruins of the City of the Damned. Warbands may move from unclaimed Back Alleys (or ones it has captured) without expending a Campaign Point on a 4+, though they must still equal or better the Difficulty Level of the route of march as normal. In all other respects, it works the same way as a Major Street.

Enemy Warband Present: Play the Surprise Attack scenario from the Mordheim rulebook, with the invading warband as the defender.

Merchant Hall (DV 0): This is a sturdy old market hall or bazaar, and though the wares have long since been looted by other explorers, the structure itself is roomy and relatively secure. Unlike most territories, two allied warbands may stay here at the same time. Also, at the beginning of each campaign turn, roll a D6 for each Merchant Hall you have captured; for every 6 rolled, add +1 to your Campaign Point total.

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

D6	Results
1-3	Skirmish
4-6	Secret Treasure

Tavern (DV 1): Wretched hives of scum and villainy, Taverns are great places to recruit hard-bitten Hired Swords to fight alongside your warband. As long as you control at least one Tavern, you may recruit Hired Swords for half their usual Hire Fee (though their upkeep cost is unchanged).

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

D6	Results
1-2	Skirmish
3-4	Chance Encounter
5-6	Wyrdstone Hunt

Villa (DV 0): This is a large abandoned home with a high fence surrounding it, probably once belonging to one of Mordheim's noble families. It seems devoid of good loot, but it's still a good place for even a large number of people to sleep. Unlike most territories, two allied warbands may stay here at the same time. Also, at the beginning of each campaign turn, roll a D6 for each Villa you have captured; for every 5 or 6 rolled, add +1 to your Campaign Point total.

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

D6	Results
1-3	Occupy
4-6	Defend the Find

Vital Crossroads (DV 0): Just as the name implies, this a place where two important streets intersect. Warbands may move from unclaimed Vital Crossroads (or ones it has captured) without expending a Campaign Point on a 2+, though they must still equal or better the Difficulty Level of the route of march as normal. In all other respects, it works the same way as a Major Street.

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

D6	Results
1-3	Breakthrough
4-5	Occupy
6	Chance Encounter

Mansion (DV 1): This might not be the biggest dwelling you've ever seen, but it's pretty close. It probably once belonged to one of Count von Steinhart's relatives (or the Count himself), but now it belongs to the vermin and squatters - who can be cleared out to make room for you and your men. Unlike most territories, two allied warbands may stay here at the same time. Also, at the beginning of each campaign turn, roll a D6 for each Mansion you have captured; for every 4, 5, or 6 rolled, add +1 to your Campaign Point total.

Enemy Warband Present: Roll a D6 to determine which of the following scenarios is played:

D6	Results
1-3	Skirmish
4-6	Breakthrough

Garrison (DV 3): This formidable structure once housed the city guard, or perhaps a contingent of Ostermark's state soldiers. It is completely empty now aside from some broken furniture and tattered uniforms, but it is still a mighty defensive bulwark. Warbands moving into a territory containing a Garrison that they have not already captured must halt their move there and cannot move further until they have captured it, even if it is not claimed by the enemy. Warbands that are Defeated and need to be brought back to fighting strength will not need to expend a Campaign Point to do so if they fall back to a Garrison and roll a 3+ on a D6 in the Rebuild Warbands phase, as described later.

Enemy Warband Present: Play the Mordheim Siege scenario presented at the end of this article, with the warband moving into the territory as the assault force. Defeated warbands must retreat from the territory as normal.

Sigmar's Rock (DV 3, or 0 for Sisters of Sigmar warbands): Sigmar's Rock is a high, craggy island in the middle of the Stir River in Mordheim, and it is home to the fortress-monastery of the Sisters of Sigmar. Sigmar's Rock functions as a Garrison (see above) in all respects, even what scenario is played in the case of an enemy warband's presence. In addition, a warband who controls the Rock may nominate one of his Heroes at the start of each game to roll on the following chart to represent the benefits of the Sisters' friendship. Witch Hunters, Undead, Possessed, Orcs and Goblins, Carnival of Chaos, and Beastmen may not take advantage of this bonus, nor can any other "evil" warband. All benefits are for the duration of one game only.

D6	Results
1	The nominated Hero begins the game under the effects of "Shield of Faith" – see the Prayers of Sigmar in the Magic section for description.
2	The nominated Hero gets a minor blessing. This has the same effect as a Lucky Charm; if he already has a Lucky Charm, the roll to ignore a hit is reduced to 2+.
3	The nominated Hero is granted use of a Holy Relic; if he already has one, he may pass it to another Hero in the warband.
4	The nominated Hero is given a vial of Blessed Water.
5	The nominated Hero is given a vial of Tears of Shallaya.
6	One of the nominated Hero's weapons (your choice) is blessed against Sigmar's foes. While this blessing is in effect, the weapon will wound any Undead or Chaos models on a 2+.

The Pit (DV 2): Deep in the heart of Mordheim, the Shadowlord makes his home. Here, in close proximity to the crater left by the twin-tailed comet, exploration is both highly lucrative and highly dangerous. The warband that controls the Pit may automatically cast "Eye of God" once per game on any one of its Heroes - see the Chaos Rituals in the Magic section for description. There is no roll necessary to cast this spell, as it represents the warband's patron god turning his attention to the battle of his own volition. On a roll of 1, instead of the target Hero going Out of Action, the enemy warband must nominate one of his own Heroes to be the target of the spell. If THAT roll is also a 1, nothing happens; apparently the gods didn't see anyone worth paying attention to in this fight.

No warband may start the campaign at the Pit, and all routes of march attached to this territory are automatically counted as Difficulty Level 5.

Enemy Warband Present: Play The Shadowlord's Doorstep scenario presented at the end of this article.

PLAYING THE GAME

Deploying for Battle: Once you've generated the map, each player chooses two warbands as normal from his or her warband list. When the players have chosen their warbands, they need to be deployed on the map. Players roll a d6 and whoever scores highest gets to place one of his warbands first, placing it anywhere he likes on the map (with the exception of the Pit). Whoever scored next highest then places his first warband, though he must leave at least one clear territory between him and his opponent(s). Once all players have placed their first warbands, the first player then places his second warband, also leaving at least one clear territory between himself and any enemy warbands, and the deployment continues as it did with the first round of warbands. Note that you may place your own warbands as close together as you like, even in the same territory if it can support two warbands. Once all warbands have been deployed, you're ready to begin playing. The territories your warbands start in count as automatically captured.

The Campaign Turn: The campaign is broken down into campaign turns, in which each player gets to move his warbands around the map, capture territories, and fight his enemies. During a turn each player starts by generating a number of Campaign Points - the more points he has, the more he can achieve in a turn, be it moving a warband from territory to territory or fortifying one of his own territories. The campaign turn is further broken down into four phases: Generate Campaign Points, Rebuild Warbands, Spend Campaign Points, and Resolve Battles.

Order of Play: The player who rolled highest on the d6 roll for deployment gets to act first in each phase of the first campaign turn. When there are more than two players, play then proceeds to the next lowest-rolling player, and so on until all players have a chance to act. In each subsequent campaign turn, roll a d6 to determine the order of play.

Generate Campaign Points: At the beginning of the campaign turn, each player generates $d3+1$ Campaign Points, though they may be able to generate more as their holdings increase and they achieve certain objectives. You can use all, some, or none of your Campaign Points as you see fit, though any unused points are lost at the end of each campaign turn. How you use Campaign Points is detailed later, but the more you have the easier it will be to move your warbands and strengthen your power base.

Rebuild Warbands: Any warbands that were Defeated in previous turns must be rebuilt, with troops being recruited from the local populace, weapons being issued, and supplies being distributed to the warband members. If one of your warbands is defeated, you must spend a Campaign Point in the Rebuild Warbands phase to restore the warband to full fighting strength before you can send it back into battle.

Spend Campaign Points: In this phase you may use your Campaign Points as you see fit, moving your warbands across the map, fortifying buildings, clearing roads, etc. (note that you may have already spent one or more points during the Rebuild Warbands phase). These actions are detailed below. The process of spending campaign points is carried out as follows:

Keeping the order established by the d6 roll at the start of each campaign turn, players take it in turns to spend ONE Campaign Point, resolving any movement or actions before moving on to the next player who also gets to spend a Campaign Point. This proceeds until all players have spent all the Campaign Points they wish (or can), whereupon players must resolve any battles of Mordheim that have been initiated. This will be described later.

There are some actions that require more than one Campaign Point, so these will require more than one chance to act in your campaign turn. You may spend the required Campaign Points over more than one campaign turn in order to complete the action if you wish.

Campaign Points can be spent to take the following actions:

- **Moving Armies:** It costs one Campaign Point to move one warband from one territory to another. Warbands can only move along established routes of march, and only if the controlling player rolls equal to or higher than the route of march's difficulty level on a d6. A failed roll means that the Campaign Point is still expended, but no movement takes place. For example, moving along a route of march with a difficulty level of 4 would require the roll of 4, 5, or 6. A result of 1, 2, or 3 means the warband in question cannot move at this time, but their Campaign Point is still spent. Only warbands that are at full fighting readiness can move in this way; Defeated warbands must be rebuilt first. If a territory is unclaimed or belongs to you, your warband may move onward freely, but if it belongs to an enemy, you must capture it before you can move further. If two opposing warbands find themselves in the same territory, neither can move on until they fight and one is forced to retreat.

- **Fortifying Prisons:** Prisons make great defensive bulwarks and can be used by warbands in much the same way a full-scale army would use a castle. You can choose to fortify any Prison you control by spending a total of 2 Campaign Points, which will increase its Defence Value by +1. You can fortify a Prison to a maximum Defence Value of 3.

- **Fortifying Encampments:** Not every location is ideal for mounting a rock-solid defence, but you can make it more difficult for your enemies to capture your campsites by building improvised barricades, digging ditches, or otherwise hindering your foes. You can choose to fortify any Market, Inn, Merchant Hall, Villa, or Mansion you control by spending 1 Campaign Point, which adds +1 to the territory's Defence Value. These territories can be fortified to a maximum Defence Value of 2.

- **Clearing Roads:** Having trouble traversing a route of march? You can make things easier by clearing away rubble, shoring up crumbling walls, or simply searching out a less precarious way to reach your destination. You can "clear the roads" along any route of march attached to one of your territories by spending 2 Campaign Points. Every 2 Campaign Points spend clearing a particular route of march lowers its difficulty level by one point, to a minimum difficulty level of 2+.

- **Espionage:** You may dispatch a spy or assassin into an enemy's territory to sow discord or otherwise disrupt his plans by spending 3 Campaign Points. The target must be nominated when the first point is spent, and cannot be changed once nominated. You may have multiple active spies in play, but each one requires a separate expenditure of Campaign Points. Once you have spent 3 Campaign Points on a single act of espionage, roll a d6 and consult the following chart:

D6	Results
1	The spy is captured and interrogated, giving up vital information. The enemy adds +1 to his Campaign Point total in the next campaign turn.
2-3	Clever misinformation hinders the enemy's movements. The enemy subtracts 1 from his Campaign Point total in the next campaign turn..
4-5	The tricky spy snares the enemy commanders in his web of lies. You may spend one of the enemy's Campaign Points to move one of his warbands in the next campaign turn, following all normal rules for movement.
6	The spy stabs, poisons, or otherwise seriously injures an enemy commander. You may choose any one character in one of the enemy's warbands who will play no part in any battles his warband is required to fight in the next campaign turn.

Once every player has spent as many campaign points as he wishes, any unused points are lost and it's time to get fighting!

Resolve Battles: Any opposing warbands that end the campaign turn in the same territory must fight a game of Mordheim; battles are resolved in the order in which they were initiated. Details of which scenario to play, along with any special rules, can be found in the section that deals with the various territory types. In situations where it makes a difference, treat the last warband to move into the territory as the attacker. After all battles have been resolved, the campaign turn is all but over - all that's left is to work out retreating warbands and figure out which territories change hands (see below).

Retreating Warbands: A warband beaten in the Resolve Battles phase of the campaign turn will retreat along a route of march to an adjacent friendly or unclaimed territory that can support it (i.e. - the territory is empty or can support more than one warband but only contains one at present). If it cannot retreat to any such territory, it will retreat along the shortest route to the nearest friendly or unclaimed territory that can support it, as above. In either case, the warband now counts as Defeated.

Defeated Warbands: Defeated warbands cannot move or claim new territories until they have been restored to full fighting strength, usually by expending Campaign Points in the Rebuild Warbands phase of the next campaign turn. If for any reason you cannot rebuild a Defeated warband in the next campaign turn, it remains Defeated for the entire campaign turn. In the event that a Defeated warband is attacked by an enemy warband, they must fight a battle as dictated by the territory they are in, counting as the defenders where such a distinction is made. If the Defeated warband loses, they must retreat again, but suffer no further ill effects; however, if they win, they immediately count as having been Rebuilt without having to expend any Campaign Points. The enemy warband would then retreat (and become Defeated) as normal.

Capturing Territories: How a territory is captured depends on a couple of factors. One is the presence or absence of an enemy warband; the other is the territory's Defence Value. The various situations are described below. Any benefits accrued from captured territories will apply in the following campaign turn. When you capture a territory, it's a good idea to use a coloured pushpin or similar object to mark that the territory belongs to you.

- **Empty/Undefended:** An empty territory with a DV of 0 is automatically captured if a warband ends a campaign turn on it, but not if a warband merely passes through on its way to another territory. Alternately, you may spend a Campaign Point to immediately bring the territory under your control should you wish to take control of the territory and then move on to another, as described below.

- **Empty/Defended:** An empty territory with a DV greater than 0 can only be captured by the expenditure of a number of Campaign Points equal to its DV, representing the resources and manpower necessary to bring the territory under your control. You can combine this with movement to get to the territory and/or move again. For example, if you had 3 Campaign Points, you could use 1 Campaign Point to move into a Mansion territory, then when your turn to act came around again, you could spend another Campaign Point to capture it, then later spend your third Campaign Point to move to another territory. Territories with a DV of 0 can be captured

in this way as if their DV were 1 instead of 0, as mentioned above. Remember that you can only spend one Campaign Point at a time, so it's possible that if an enemy territory has a high DV, its owner might come to its aid before you can break down its defences! In this case, the warband owned by the territory's controller may choose to count as attacker or defender where such a distinction is made (ignoring the normal rule that the last warband in is always the attacker).

- **Enemy Warband Present:** If there is an enemy warband in a territory, you must fight a game of Mordheim in the Resolve Battles phase to decide control of the territory. The winner takes (or retains) control of the territory, while the loser must retreat and becomes Defeated. This method of capture bypasses the usual requirement of wearing down a territory's defences with Campaign Points, but obviously carries substantial risks of its own.

When a territory with a DV greater than 0 is captured, either by expenditure of Campaign Points or by winning a game of Mordheim, reduce its DV by 1 (to a minimum of 0). The exceptions to this are Secret Hideouts, Stables, and Taverns, which never have their DV lowered.

WINNING THE CAMPAIGN

In a campaign with two players, the campaign ends when one player controls 75% of the territories on the map (for example, on a map with 12 territories, a player would need to control 9 of them to claim victory). If there are more than two players, the requirement drops to 50%. Alternately, you could decide that whoever controls the most territories after a set amount of time or number of campaign turns is the winner. Whatever method you use, the winner will have fought harder and more courageously than any other leader. Well done!

ONE LAST THING

There are obviously going to be some turns, especially in the early stages of the campaign, when your warband won't do any fighting. This is fine, but there are probably some people out there who are thinking, "Shouldn't my warband be able to explore the city even if they haven't fought a battle this turn?"

The answer is yes, they should, if common sense had anything to do with it, which it doesn't. In the interest of game balance, the Exploration phase needs to remain part of the Post-battle Sequence, which means that no warband may make any Exploration rolls unless it has just fought a battle. If it makes you feel better, just think of it like this: if there's anything worth finding in the area, somehow your enemies know about it, too.

Also, there are certain conditions that will cause a Hero to miss the next game, or the next D3 games, or some such thing. If a warband containing such an absentee Hero does not fight a battle in a given campaign turn, this counts for one such missed game. The Hero's wounds will heal at the same rate whether or not his friends are out getting beat up, after all.

For example: Captain Eberhard von Bohsenfels and his men come across a Well in the Exploration phase. Thinking there might be wyrdstone in it, he sends Josef Kasch in to investigate. Josef fails the requisite Toughness test, so he swallows tainted water and must miss the next game while he recovers. Even if his warband does not fight a battle in the next campaign turn, Josef's recovery will take place then, and in the campaign turn afterwards he may fight as normal.

ABOUT THE AUTHOR

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SCENARIO: URBAN SIEGE

Terrain: The only terrain needed for this scenario is one wall of a massive fortified structure, which may or may not contain a gate. This is placed along one table edge, as shown in the map. The battle should take place in an area roughly 2' x 2'.

Warbands: The warband moving into the territory is automatically the attacker.

The attacker may hire 8 additional henchmen (though not animals or Large Targets) from his own warband list, each equipped with up to 15 gc worth of gear. This group must obey your warband's numerical restrictions, but the members of your existing warband do not count toward these limits (e.g. a Mercenary warband could hire 5 Swordsmen whether or not it already contained any). These additional warriors will disperse at the end of this scenario, win or lose. In addition, the attacker is equipped with four ladders and a log ram (see Special Rules).

The attackers are deployed first, anywhere along the table edge opposite the wall and at least 16" away from it.

The defenders are then deployed on the wall, ready to repel the attack. For the duration of this game, all defending models are armed with rocks (see Special Rules) in addition to their normal gear.

Starting the Game: The defender has the first turn.

Ending the Game: The game ends when one warband routs or at the end of the eighth turn. If neither warband routs by that time, the warband with the most models on or behind the wall wins (in case of a tie, the defender wins).

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 gains +1 Experience for each enemy he puts Out of Action.

+1 First on the Wall. The first attacking Hero to get on the wall gains +1 Experience.

+1 Breach. Any Hero who is manning the log ram when the wall is breached gains +1 Experience.

Special Rules

Hard to Climb: The structure being assaulted has been constructed in such a way that it is much tougher to climb than a regular building. Without the aid of a Rope & Hook, Fighting Claws, or the skills Scale Sheer Surfaces or Wall Runner, the wall cannot be climbed. The usual bonuses of those skills and items do not apply to this wall, but allow the model possessing them to attempt to climb the wall normally.

The rear of the wall is considered to have stairs or ladders in place, so any model may freely move from the back side of the wall to the rampart without penalty (i.e. this movement is not considered climbing).

Attacking the Wall: Generally speaking, the walls of a stone building are too tough for ordinary warriors to knock down. Some exceedingly powerful models may be able to damage a structure, though, due to sheer brutality and awesome strength. Models may make one attack (and only one, regardless of how many attacks they may have on their profiles) against a wall section or gate in the Close Combat phase. For purposes of keeping track of damage, divide the wall into 4" sections (a gate should replace one of these sections). All attacks against such a structure hit automatically, and damage is resolved as described below. Shooting and spells have no effect on the structure itself, though obviously they can be targeted at models on the ramparts.

To find out what damage an attack has caused, roll the number of wounds the attack would normally cause (this is typically just 1) and add the strength of the attack. Then consult the Wall

Damage Chart below to see what affect the attack has had. If attacking a gate rather than a wall section, add +2 to the result. All results are cumulative.

<i>Wall Damage Chart</i>	
<i>Damage</i>	<i>Effect</i>
2-10	Thud! No effect, try harder.
11-12	Crack! Add +1 to further rolls on this chart.
13-14	Crunch! Add +2 to further rolls on this chart.
15	Breach! There is now a sizeable opening in the wall or gate. Models can move through this, but only at half speed. You can attack this section again to completely destroy it, in which case add +3 to further rolls on this chart.
16	Destroyed! The wall section has been thoroughly opened up, or the gate is completely destroyed. The way inside is clear – models may move through this section as if it were simply not there.

Note – regardless of how badly damaged a wall section or gate may become, the ramparts above it are unaffected. Actually bringing a fortified wall down is simply not possible without proper siege equipment.

Falling Off: A model that gets knocked down or stunned while on the wall must test not to fall off, as described in the Mordheim rulebook (see "Warriors Knocked Down or Stunned" in the Movement section). If the model has just climbed a ladder, it will fall to the outside of the wall. If not, you should randomly determine which side of the wall it falls from.

Rocks: These are large, heavy rocks that the defenders throw at the attackers from the wall. Treat the rocks as a shooting attack with a Strength of 4 and a range of 3". These attacks do not suffer penalties for range, but can only be made by models on the wall, and can only be aimed at models on the ground. Rock attacks may cause Critical Hits, but always use the generic table for these, not the optional ones from the back of the Mordheim rulebook.

Ladders: The attacking warband has brought some ladders to help get over the wall. They must be carried by at least two models, which will move at normal speed, but be unable to run or fire missile weapons while carrying the ladder. If four models carry the ladder, they may run as normal (though they are still unable to shoot). No more than six models may carry the ladder.

To place the ladder against the wall, the front models carrying it must simply move into contact with the wall. The ladder is now in place, and can be climbed like any other ladder in Mordheim. Note, however, that the ladder cannot be climbed on the turn it is placed, and only one model may climb the ladder per turn.

Log Ram: At least four man-sized models are needed to carry a log ram. Large creatures, such as Ogres, count as two man-sized creatures. The models carrying the ram form an impromptu unit, as in Warhammer, which means they move together at the speed of the slowest member of the "unit" and use the highest Leadership value of the members of the "unit." This "unit" cannot run, jump, climb, or shoot while carrying the log ram, but otherwise act as normal.

The "unit" carrying the ram may charge a gate or wall section, and make a single combined attack during each Close Combat phase. The strength of the attack is equal to the number of models carrying the ram, up to a maximum of 6. Log rams cause d6 wounds per attack. The "unit" carrying the ram fights normally in other close combats (as individual models), but the ram itself can only be used to attack a gate or wall section. The models carrying the ram are also treated as individual models for purposes of directing shooting or magic at them.

The "unit" can abandon the ram at any time (e.g. after breaching a wall), immediately becoming a group of individuals again. If the "unit" moved before abandoning the ram, all members count as having moved. If not, each member can move as an individual model. The "unit" will also abandon the ram if it is forced to flee for any reason - just remember to use the highest Leadership value in the group, if applicable.