

Heroes of Mordheim

A Mordheim supplement

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Additional information from *Random Happenings*, *Chaos on the Streets*, *Khemri*, *Lustria* and *Empire in Flames* are needed to fully use everything contained herein. Credits also to the *Mordheimer* and writers of the articles mentioned above.

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Introduction



Heroes of Mordheim was created to add more depth to a campaign and as an excuse to use as many of the additional rules as possible. As we've discovered, Warband Ratings aren't really an accurate measure of a warband's power, so we came up with this idea to prove who the real Heroes of Mordheim will be! As the warbands gain control of areas they hire spies, miners or whatever, to help them administer their territories (this aspect is covered by Rewards). These will help them explore their areas in security.

campaign outline

The aim of the campaign is to control various Wards in the eastern parts of Mordheim. This is done by breaking each Ward into three Territories, and each Territory into three Districts. By winning games in the Districts a warband can control more and more Territories, and may finally gain domination over a whole Ward, gaining rewards as they progress. The campaign rules are structured so that it can go on indefinitely, however the warbands will run out of rewards eventually, so ending it when each reward has been found may be the best option.

wards, territories and districts

A Ward represents a large area of Mordheim. A warband controls a Ward by having control of all three of the Territories inside it. When this happens, the warband gains possession of the Wards reward. A Territory is a smaller section inside a Ward and is made up of three Districts, and when a warband controls all three of these Districts, he gains control of the Territory and the reward for that particular Territory. This may sound confusing, but it will make sense when you view the Campaign Chart below. All the special rules detailed in the entry for the particular Ward you're fighting in, only apply to that Ward.

organising games

Players' alternate turns to have their warband go to a district (this is the Selecting Player). There are a few ways that you can select opponents. You could randomise between the available warbands in any way you see fit. For instance if there are 7 warbands in a campaign, one will choose what district he will go to. Since there are 6 opponents to choose from, assign a number to each and roll a d6, which will result in the opponent. You could also go around your gaming group and roll a die; on a 5+ that warband has an interest in the district the Selecting Player is trying to take over. With this, sometimes you'll get one opponent, sometimes more (we found this to be the best option). You could also have anyone who wants to fight in the district do so. This is the simplest option.

There will be times when a warband will have to be one of the opposing warbands, or will not be able to fight at all in that district, for example, if they are *Lost in the Dark* (more of that later).

rewards

A warband gains a reward if it is the first to take control of a Territory or Ward. Subsequent warbands taking control of a Ward or Territory don't gain anything (except glory!). This represents the first warband finding the major items of value as they've explored the area thoroughly and in relative safety after they've kicked out all their enemies. Rewards may take the form of high level encounters or a powerful artifact. The rules regarding them can be found in the exploration charts and artifact sections of the Mordheim Rulebook, or in the attached appendices.

campaign chart

The following chart represents the warbands involved in the campaign, and the various Wards, Territories and Districts that they control. It also displays the rewards for each Ward and Territory.

Nur Al-Din and his White Quill Merchants sit to the side of the Trolls Gut Tavern, drinking their boiled tea. It is rumored that after a rat ogre killed a pit fighter and warlock, that his previous captain has hired for protection, Nur Al-Din decapitated it with a swing of his halberd.

He notices the disapproving glance from a man he knows as a witch hunter. They despise the Arabyans and their foreign ways. The witch hunter captain looks away, though it is hard for him to see anything that would please Sigmar in this bastion of corruption. He has re trained his men to deal with new foes, and his Heralds of Redemption will personally deliver Sigmar's message to the lost of this deviant city.

In the shadows of the tavern lurk three figures, hunched but alert, observing the witch hunters. Their master used to be a great warrior in the service to Sigmar, but during his campaigns in Araby he developed some...disturbing habits. Saint Gilles is his name, and it is still used to strike fear into the village of Ma'arra where he first acquired the taste for flesh. A witch hunt was planned for him though he never arrived at the Empires' docks. It was rumored that he escaped with his most cunning followers and fled to Sylvania. He now searches for an old grimoire of incredible power. The three ex-Empire soldiers in the corner of the tavern know this to be the truth.

Only the halfling barkeep sees the four soaking wet rats, as big as small dogs, slink from the trough room and scamper into the night. He knows many of the Empires' citizens wouldn't believe him, but he's seen bigger rats than them. They lurk in the city and in the sewers under Mordheim. He's heard that there are at least two groups of them, competing with each other for territory within the city's walls. The men in here are dangerous enough, the barkeep thinks to himself, but only a few of them will survive the coming months...

morheim east

This map displays the areas that are spoken of herein...





The Towers

The rich of Mordheim lived in the area known as The Towers and so the buildings were well constructed. When the meteor came, this meant that The Towers were less damaged than most others. The long gone residents left many of their precious belongings behind when they fled, and so this area can yield much treasure. The Great Library of Mordheim still contains many ancient volumes of lore that are often overlooked by uncultured looters, but will fetch a high price if offered to the right buyer. Rich shopkeepers and moneylenders dwelt in The Merchants Quarters, and all sorts of debauchery was whispered to go on behind their closed doors. This gave rise to a rumor of a secretive cult, known only as *The Order*, which operated in a vast underground labyrinth. Its said that it was constructed to house many ancient artifacts and to conduct secretive rituals to gain money and power. Some of the mad men who now walk the streets claim it was *The Order* that brought Sigmar's judgment to the city. By comparison, Hallibut housed many pious Sigmarites.

terrain

The Towers are made up of large mansions and tall buildings. Some of these were secretly taken over by the Order and have been desecrated by their blasphemous rites. The underground areas are mostly private dungeons or secret treasure hordes.

the towers scenario table

2D6	Result
2	Lower Warband Rating chooses
3	The Lost Prince (CotS)
4	Surprise Attack (Md)
5	The Great Library
6	Wyrdstone Hunt (Md)
7	Defend the Find (Md)
8	Hidden Treasure (Md)
9	Wizards Mansion (CotS)
10	Night of the Dead
11	Tomb Raid (Khm)
12	Lower Warband Rating chooses
Md	Original Mordheim Scenario
CotS	Chaos on the Streets multiplayer scenario
Khm	Khemri Scenario
Lst	Lustria Scenario

special rules

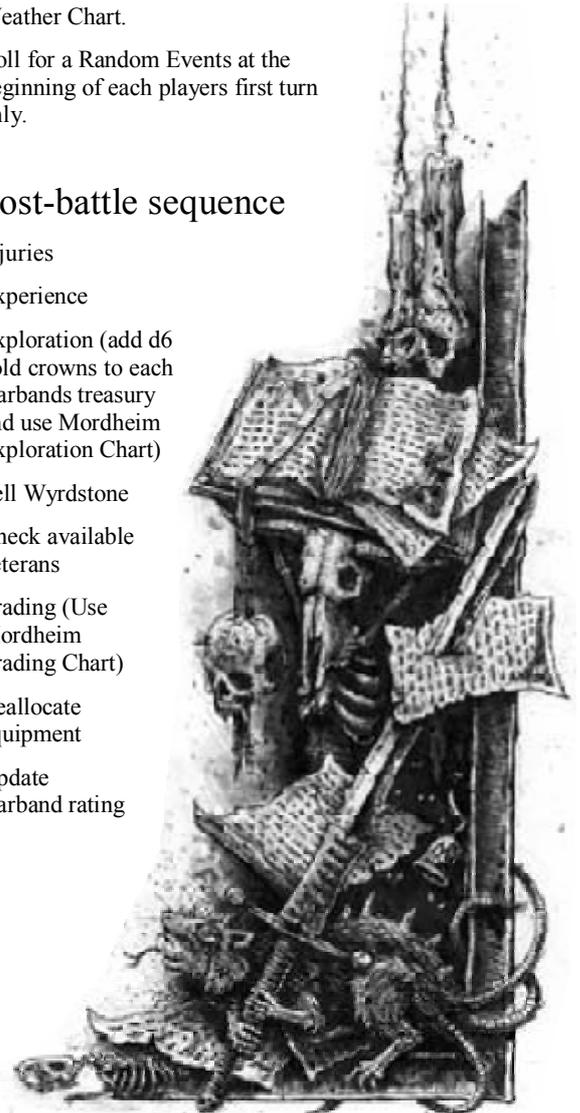
Whenever a meteor shard smashed through a mansion's wall, a chunk of valuable marble or other precious stone would fly through the air, landing on the street. Many of city guard also met their ends here as they defended their patrons from rioting peasants, and their equipment lies strewn on the ground. After every battle in The Towers, add D6 gold pieces to each warbands' treasury.

pre-battle sequence

- 1 The player with the lowest warband rating rolls on The Towers Scenario Table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player may choose which he is.
- 2 Set up the terrain and warbands according to the rules for the scenario you are playing.
- 3 Determine weather from The Towers Weather Chart.
- 4 Roll for a Random Events at the beginning of each players first turn only.

post-battle sequence

- 1 Injuries
- 2 Experience
- 3 Exploration (add d6 gold crowns to each warbands treasury and use Mordheim Exploration Chart)
- 4 Sell Wyrdstone
- 5 Check available veterans
- 6 Trading (Use Mordheim Trading Chart)
- 7 Reallocate equipment
- 8 Update warband rating



the towers weather chart

3D6 Results

- 3** *Blizzard: Curse this damned cold, today was supposed to be Sonnstill and yet we are trapped inside our encampment by the brutal fall of snow and chill that has come from nowhere.* Shooting and running is impossible. Charges must still be declared but models do not double their movement rate when charging into combat. Away from the safety of their encampment fires every model put out of action must also miss one extra game due to exposure.
- 4** *Icy Underfoot: Temperatures have plummeted through the previous night and the ground is treacherously icy underfoot.* All models must roll a D6 before charging or running, on a roll of 1 the model has slipped and must become knocked down. A model on an exposed elevated position (e.g. gangway, first floor of ruined building, incline) must also perform this test before normal movement as well.
- 5** *Ephemeral Fog: Fog hath crept upon us through the night and we awoke in almost complete blindness. It wasn't until the fog cleared that I realised that I was no longer within the safe confines of our encampment, but that I had been moved in the night...* After setting up each player must roll a 1D6. The result is the number of models that your opponent can re-position anywhere on the board, but not within 8" of another model. Visibility is also reduced to 5D6 for the whole game.
- 6** *Driving Rain: What madness in the weather is this, no day can be trusted from one to the next. It is all my effort to keep this parchment dry and safe from ruin.* It is impossible to light any lanterns in this sodden weather and all blackpowder weapons are utterly useless. The rain has also made exposed raised areas extremely slippery and models are at -1 initiative (to a minimum of 1) when testing to climb and fall.
- 7 to 13** *Clear Day: I cannot believe the madness that hath been thrust upon my companions and I this last fortnight. I am glad for some days of relative normality, although even these days seem perpetually stained with a grey haze that deepens the mood of all men.*
- 14** *Strong Wind: Morrslieb looks down upon us this night, whipping the wind into a violent frenzy. I have already lost many valuable papers that have blown through the gates of the city. Although I can still see some of them dance on the streets to the music of the gale I dare not venture inside to retrieve them.* The winds are blowing strongly today, making a virtual mockery of any attempt to shoot missile weapons. All missile fire is at -1 to hit (Not Blackpowder weapons).
- 15** *Hot: Yesterday's gales have ushered in the heat of summer. Perhaps I was mistaken and today is Sonnstill. I no longer have faith in my own mind any more. The heat has made everybody sluggish.* WS is reduced by 1, Warriors wearing heavy armour have their weapon skill reduced by 2.
- 16** *Dead Air: If such a thing were possible, I would describe the air as dead. There is no movement of wind and every breath we take is an effort. I can hear no ambient sound, not even the incessant beating of a cricket's leg, which has kept me awake many a night.* No Magic, Spells or Prayers may be utilised during this game, nor any weapon or item magical or holy by nature will function. This includes Lucky Charms. Garlic will have the same effect on Vampires as this is a physical trait, however Holy Water will not.
- 17** *Black Hail: Today I witnessed a man's skull smashed, not by the mace or club of some brigand, but by the very sky itself. Black balls of ice, some as big as a wizard's orb, came crashing down amongst us.* At the start of each player's turn role a D6. If a 1 is rolled every player in the open must take a Strength 2 hit.
- 18** *Hallucinatory Heat: Today my head swims, I think I have fever for I have seen my children entering the gates of the city. Their eyes like glass they could not heed my call to stop. I know this cannot be true, but the image preys on my mind.* Today it is hot. Each model not engaged in combat must make a leadership test at the start of their turn. If it is failed they may do nothing else that turn whilst they remain distracted by the images that are playing out in front of them.

Water dripped onto stone under the clawed feet. It was raining above ground, and most of the rowdy patrons of the Trolls Gut Tavern were making merry. Some weren't though. Some were healing wounds, or better yet, mourning their pathetic comrades. This last thought brought a smile to Rask's scarred face.

His warren under The Towers was gradually increasing in territory. If things kept going well, then he may purchase some females from his Clan Eshin mentor, the better to raise Clan Vermis' numbers. He crawled through a tight space between some fallen timbers and emerged above ground, under a shining window. Concealing himself in the shadows he listened and tried to make out the meaning behind the no-fur's language.

Rask's spies had told him that some of the no-furs were getting quite powerful, suprising some other humans in a tomb on the edge of The Underground. Rask admired their sneakiness, though didn't think some self-righteous humans would ever catch his rats in an ambush. He stopped himself, he would have to beware of getting too complacent. That was how Clan Vermis was enslaved those many years ago.

A titter of squeaks issued from the passage from where he came from. It was no longer safe here. Although the Remnants of Clan Vermis had only seen other skaven in this city once, and these others were accompanied by some Clan Moulder monstrosity. Rask didn't want to be caught alone if he encountered it, without any of his Verminkin to kick in its way. He scuttled into the shadows and was gone.



The Ruins

This is an area demolished by the meteor storm, and home to some of Mordheims' more shadowy elements. It is rumored that a criminal mastermind, known only as Ghost, makes his lair here. His organisation is a constant thorn in the Empires' side, and he is said to launch his campaigns of thievery from inside Mordheims' walls. In one area, nicknamed Ghost's Town, it is extremely dangerous to travel through during daylight, let alone after dark. He uses Mordheim's complex sewerage system to transport his illicit items to secret ports scattered across the Old World. The strangest things occur within this Ward, as it is very close to The Pit. Inbred families who have strayed far from Sigmar's light inhabit the The Devil's Den and Rat Hunter's. They claim they are the original inhabitants of this area and have grown accustomed to life inside Mordheim, "a claim they should surely be burned at the stake for", proclaimed Jacob the Redeemer before his untimely end.



terrain

Ruins! Originally this was a poor residential area but it has now been completely devastated by the comet. Buildings that are barely standing up should make up the majority of terrain. A lot of the buildings are low-lying shanties and tents. Devil's Den and Ghost's Town have many narrow alleys concealing its secret passages. Other features, such as bonfires and piles of debris should make up the smaller pieces.

the ruins scenario table

2D6	Result
2	Lower Warband Rating chooses
3	Protect the Prince (Khm)
4	The Frenzied Mob (EiF)
5	Breakthrough (Md)
6	Street Fight (Md)
7	Chance Encounter (Md)
8	Occupy (Md)
9	Bounty Hunting (EiF)
10	One Mans Rescue (Khm)
11	Wyrdstone Hunt (Md)
12	Lower Warband Rating chooses
Md	Original Mordheim Scenario
CotS	Chaos on the Streets multiplayer scenario
Khm	Khemri Scenario
EiF	Empire in Flames Scenario

the black market

Illicit items are easy to come by here and the inhabitants need some sort of escape from their daily terrifying existence. Reduce the rarity of drugs and poisons by 1.

ghost's town

Ghost wants domination over The Ruins and pursues his goal zealously. His spies and assassins constantly report anything that seems likely to be a threat now or later. At the beginning of each battle the player with the highest warband rating rolls a die and deducts the amount of districts that it controls in The Ruins. On a 0 or lower they have been targeted by one of Ghost's deadly hunters. Consult the following table to see what type.

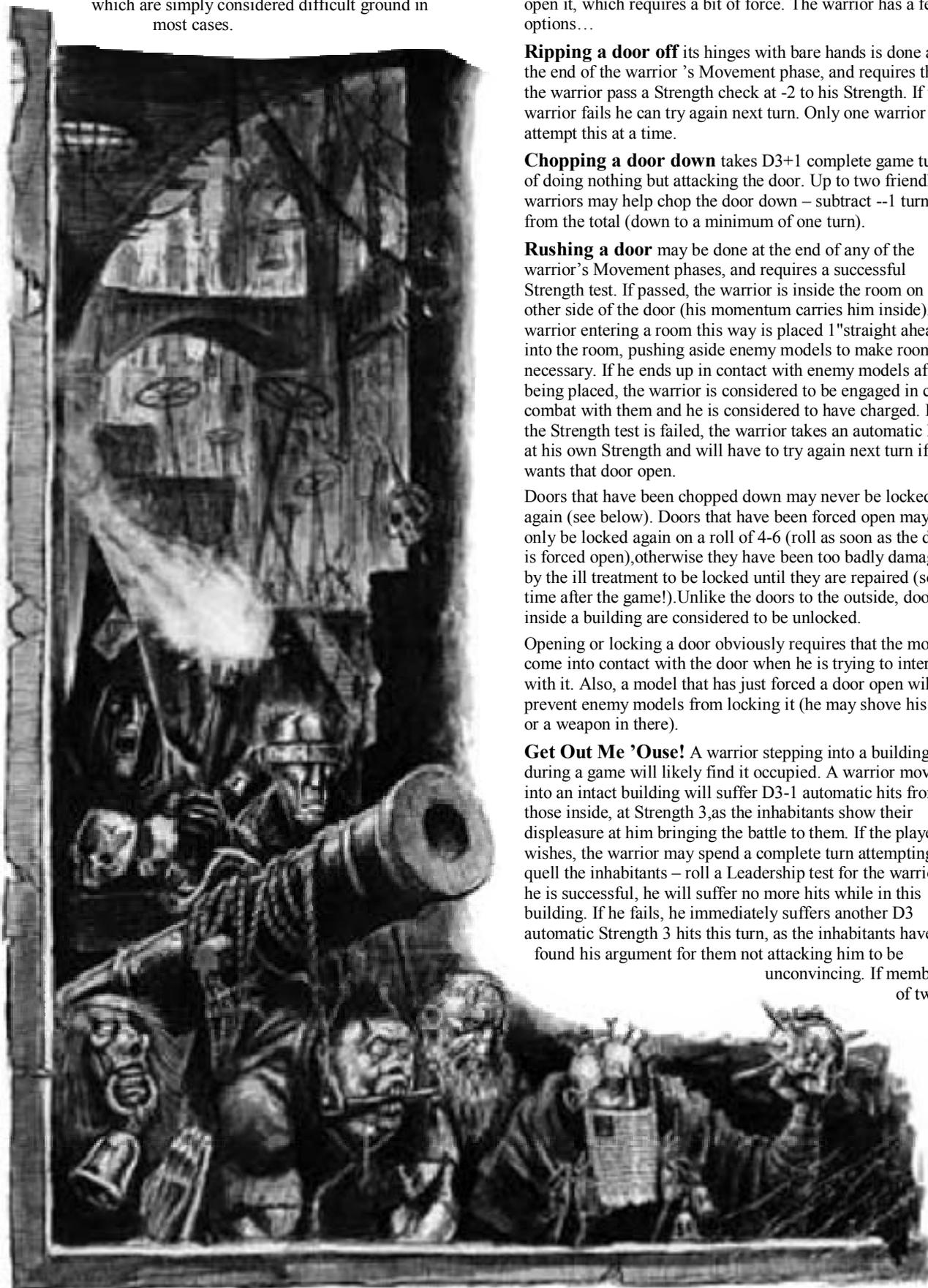
ghost's hunters

D6	Result
1	Ogre
2	Freelancer
3	(Dark) Elf Ranger
4	Warlock
5	Pit Fighter
6	Dwarf Troll Slayer

See the Hired Swords section of the Mordheim rulebook for the Hunter's statistics. At the beginning of each of your opponents turns, roll a die and on a 1 or 2, the hunter strikes! Your opponent places the model anywhere within 12" of the targeted players leader and gains control of him for the rest of the game (the Hunter disappears after the game is finished so won't have any effect on the warband who controlled him). He must do his best to take the targeted leader Out of Action. If a player succeeds in controlling the entire Ward, then the hunters are stopped, as it isn't safe for them to operate. However, whenever The Ruins are disputed the warbands must roll to see if they are targeted. This represents the up and coming outlaws attempting to make a name for themselves by taking down the toughest guys in this ward!

buildings

Buildings are treated a bit differently in games in The Ruins. The buildings here are generally inhabited, unlike most of the other structures in Mordheim. These rules do not cover ruins, which are simply considered difficult ground in most cases.



Curses, Locked! The doors will be locked (or someone will simply be on the other side holding the door!). Secondly, buildings will have windows that are actually shuttered and/or have actual frames and intact glass. To move through a locked door or shuttered window, the warrior has to first open it, which requires a bit of force. The warrior has a few options...

Ripping a door off its hinges with bare hands is done at the end of the warrior's Movement phase, and requires that the warrior pass a Strength check at -2 to his Strength. If the warrior fails he can try again next turn. Only one warrior may attempt this at a time.

Chopping a door down takes D3+1 complete game turns of doing nothing but attacking the door. Up to two friendly warriors may help chop the door down – subtract --1 turn from the total (down to a minimum of one turn).

Rushing a door may be done at the end of any of the warrior's Movement phases, and requires a successful Strength test. If passed, the warrior is inside the room on the other side of the door (his momentum carries him inside). A warrior entering a room this way is placed 1" straight ahead into the room, pushing aside enemy models to make room if necessary. If he ends up in contact with enemy models after being placed, the warrior is considered to be engaged in close combat with them and he is considered to have charged. If the Strength test is failed, the warrior takes an automatic hit at his own Strength and will have to try again next turn if he wants that door open.

Doors that have been chopped down may never be locked again (see below). Doors that have been forced open may only be locked again on a roll of 4-6 (roll as soon as the door is forced open), otherwise they have been too badly damaged by the ill treatment to be locked until they are repaired (some time after the game!). Unlike the doors to the outside, doors inside a building are considered to be unlocked.

Opening or locking a door obviously requires that the model come into contact with the door when he is trying to interact with it. Also, a model that has just forced a door open will prevent enemy models from locking it (he may shove his foot or a weapon in there).

Get Out Me 'Ouse! A warrior stepping into a building during a game will likely find it occupied. A warrior moving into an intact building will suffer D3-1 automatic hits from those inside, at Strength 3, as the inhabitants show their displeasure at him bringing the battle to them. If the player wishes, the warrior may spend a complete turn attempting to quell the inhabitants – roll a Leadership test for the warrior. If he is successful, he will suffer no more hits while in this building. If he fails, he immediately suffers another D3 automatic Strength 3 hits this turn, as the inhabitants have found his argument for them not attacking him to be unconvincing. If members of two

enemy warbands are inside the same building, this rule is ignored, as the inhabitants realise that the battle has now reached their home and it's time to go and find a place to hide!

Clutter: While areas outside are often free of debris, inside a building is a whole different story. Tables, chairs, other furniture, dropped dishes, firewood, etc, all make for tricky footing in a fight. For this reason, inside a building is considered to be difficult terrain.

Combat through doorways: If both sides are unwilling (or unable) to go past a doorway, they may fight through it. If this occurs, the number of models that may fight on each side is one more than the number of models that could walk abreast through the doorway. In most cases this will mean that two models from each side may take part in the combat. As soon as a door is opened, both sides may place up to this number of models in contact with the doorway. Any models that were within 1" of the door when it was opened may be moved this way, and each player gets to control which of his models gets moved into the combat. The side opening the door will count as charging in the first round of the combat.

pre-battle sequence

- 1 The player with the lowest warband rating rolls on The Ruins Scenario Table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player may choose which he is.
- 2 Set up the terrain and warbands according to the rules for the scenario you are playing.
- 3 Determine weather from The Ruins Weather Chart.
- 4 Roll a die for to see if Ghost's hunters have targeted the stronger warband.
- 5 Roll for Random Events at the beginning of each players turn to represent the strange nature of this area.



post-battle sequence

- 1 Injuries
- 2 Experience
- 3 Exploration (Use Mordheim Exploration Chart)
- 4 Sell Wyrystone
- 5 Check available veterans
- 6 Trading (Use Mordheim Trading Chart, deduct 1 from the rarity of drugs and poisons)
- 7 Reallocate equipment
- 8 Update warband rating

The clay mug sailed across the dim interior of the Trolls Gut Tavern, smashing into the round table and knocking steaming tea everywhere. Nur Al-Din rose calmly, while his men leaped around in their attempts to cool their steaming clothes. The crowd fell silent as the tavern was a sanctuary, and honoring it was an unspoken code amongst the warbands. A deep chuckle rose from two stout dwarves, and Nur Al-Din realised what was going on. He chose to ignore it, the companions of those dwarves lying in hammocks and licking their wounds was revenge enough. Knowing he had put them there also soothed his rage at this offence...



the ruins weather chart



3D6 Result

- 3 *It's Raining Fishes. Day three and I have already witnessed a chaotic shower of fishes that fell from the sky still shiny and alive. Captain Von Sturmdrang set about collecting this falling fauna, at first I thought for analysis but later I observed, for cooking and feeding his mercenaries. Each warband may work out the result of income earned from the end of this battle as if they had sold one extra shard of Wyrdrstone to represent lower upkeep costs of not having to buy food. i.e. use the next row down on the income table (page 101 main rulebook)*
- 4 *Blizzard: Curse this damned cold, today was supposed to be Sonnstill and yet we are trapped inside our encampment by the brutal fall of snow and chill that has come from nowhere. Shooting and running is impossible. Charges must still be declared but models do not double their movement rate when charging into combat. Away from the safety of their encampment fires every model put out of action must also miss one extra game due to exposure.*
- 5 *Icy Underfoot: Temperatures have plummeted through the previous night and the ground is treacherously icy underfoot. All models must roll a D6 before charging or running, on a roll of 1 the model has slipped and must become knocked down. A model on an exposed elevated position (e.g. gangway, first floor of ruined building, incline) must also perform this test before normal movement as well.*
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- 17 *Hallucinatory Heat: Today my head swims, I think I have fever for I have seen my children entering the gates of the city. Their eyes like glass they could not heed my call to stop. I know this cannot be true, but the image preys on my mind. Today it is hot. Each model not engaged in combat must make a leadership test at the start of their turn. If it is failed they may do nothing else that turn whilst they remain distracted by the images that are playing out in front of them.*
- 18 *Foetid Rain: And so this cursed city leaves its most deadly surprise to the last. I fear I have been infected by the putrid precipitation that doused our camp this morning. Two lay at death's door already and the signs of disease not unlike Nurgle's Rot has set in. Apply the rules for Driving Rain, plus at the end of the game each model must make a strength test. If any model fails the test, then it must miss the next game and reduce its Toughness by -1 permanently.*

... They had captured one of the dwarves too, and this was probably the main reason for their attempts to even the score with the White Quill Merchants. Al-Harawi, the Scholar, wanted to sell him to the slavers, but if Nur Al-Din was anything, he was a merchant. He saw it would be a better decision for his men if the dwarves buy him from them, if they were willing to pay. They were. Regardless of their lack of manners, the dwarven leader was a formidable opponent and Nur Al-Din respected him for that. Let the dwarves have the shanties of The Rat Hunter's, he thought, the White Quill Merchants got what they wanted from the wyrdrstone hidden in the rubble.