

The Wizards' Garden



The Tilean Prince, Salvador Horatio, spent most of his adult life exploring the vast jungles of Lustria. He was also lucky enough to survive the experience. He brought many artifacts, creatures and architecture back from this savage place. In his retirement he bought a plot of land and settled in Mordheim. However, not long after his return he became sick and sadly passed away. There was a growing suspicion amongst the populace that he brought back something evil or his mind was diseased, but his death occurred before the Witch Hunters could investigate. His loyal scribe, who inherited all of his possessions, decided to donate them all to the wizards' of Mordheim. They were overjoyed and set about creating enclosures and gardens to recreate the atmosphere of Lustria in their area of Mordheim. By rerouting some of the sewerage systems and using permanent magical devices, they were able to create an environment very similar to rainforests of that faraway land. The study of the flora and fauna, as well as the strange artifacts they were given, continued for many months. But then the comet struck. The enclosures quickly became wild without any caretakers. The sewers below were smashed apart and large areas became flooded. The Lustrian Museum was the first to be looted; however most thieves meet their ends in the Zoological Enclosure and Botanical Gardens before they could sell any of their booty.

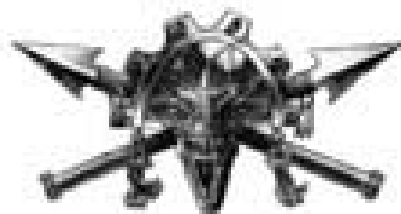


terrain

Although it was once a green area, The Wizards' Garden quickly became wild and corrupted after the comet struck. Old trees and ruined enclosures where beasts once laired should make up the majority of terrain for the Zoological Enclosure and Botanical Gardens. The wizards' also constructed monuments that resembled structures of Lustria in many places, filling them with their strange artifacts. They also needed a system to maintain the garden, so artificial streams, aqueducts and pools from the ruined sewers make up the various waterways that flow through the mansions dedicated to the study of Lustria. The Lustrian Museum itself covers a huge area and is now a ruined, multi-tiered building.

the wizards' garden scenario table

2D6	Result
2	Lower Warband Rating chooses
3	The Wizards Mansion (CotS)
4	Wyrdstone Hunt (Md)
5	Protect the Prince (Khm)
6	Lost in the Bogs (EiF)
7	The Pool (CotS)
8	Jungle Skirmish (Lst)
9	Monster Hunt (CotS)
10	Lost Temple of the Slann (Lst)
11	The Thing in the Woods (EiF)
12	Lower Warband Rating chooses
Md	Original Mordheim Scenario
CotS	Chaos on the Streets multiplayer scenario
Khm	Khemri Scenario
Lst	Lustria Scenario
EiF	Empire in Flames Scenario



waterways

The wizards' of Mordheim kept their garden in exquisite condition. Most battles will occur around some kind of waterway that was constructed to provide water to the rare plant life. Players should establish which way the waterway

is flowing at the start of the game. To represent how models interact with water these basic rules apply:

- 1 All flowing waterways count as difficult (or worse) terrain for all
- 2 Models swimming with the current will double their base move.
- 3 Models swimming against the current of a slow moving waterway may only move a quarter of their base move, but you may not swim against the current of a fast moving waterway.
- 4 Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped on the backs. Models cannot move upstream in fast moving waterways without floating transportation, such as a boat or canoe.

fighting in water

Most players will find it advantageous to fight around, or actually in, a waterway. We have included some simple rules to cover fighting in water.

- 1 If a model is Knocked Down in a shallow waterway they are swept down the direction it's flowing one D6 inches.
- 2 If any model is Stunned while in shallow water it must make an Initiative test. If it passes, it can be turned over in the following turn. If it fails, it is considered drowned and will be Out of Action. The player will need to roll for survival at the end of the game. This doesn't mean that the model is gone for good but just a bit waterlogged!
- 3 Any undead model that is knocked down in shallow water will recover as normal according to the standard Mordheim rules for Undead.
- 4 Any model fighting in a shallow stream while wearing light armour or heavier (except Ithilmar) will be considered out of action if it is Stunned. No Initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour.



carnivorous plants

The jungles of Lustria are home to a wide variety of carnivorous plants, and Prince Horatio brought many of these back on his return. These have multiplied and become very dangerous to any explorer of The Wizards' Garden. Whenever a warrior approaches comes within 3" to a tree or vine, he must roll a dice. On a 1 it is a carnivorous plant. The warrior must pass an initiative test or the plant attacks him. If he passes the test, the warrior can continue his turn as normal and may attack the plant if he wishes.

A typical plant's profile is shown below.

Profile	M	WS	BS	S	T	W	I	A	Ld
	0	2	0	4	2	2	1	2	7

Fighting against a carnivorous plant is handled much the same way as two warriors would do battle. The plant will attack any model that passes within a 3" radius of it and the attacks are made during the combat phase, as normal.

Any model that kills a carnivorous plant will automatically be awarded 1D6 gc due to finding all the loot from the plant's past victims.

hazards

Before the start of a game a D6 is rolled to determine the number of hazards plaguing the area. At the beginning of each turn, each player will roll a D6 for the Heroes and Henchmen groups in the warband. This roll is made before any movement occurs, and will therefore exclude any model unable to move. If a '1' is rolled the model or models have stumbled into harm's way! Now roll 2D6 and consult the table below.

Place a model representing the hazard 2" away from the warrior. Roll a die for the encountering model and a die for the hazard and add their respective initiative values to each. Whoever is highest has his turn before the other and if it's the hazard, it will charge if possible. If the hazard is unengaged and has a movement rate, then roll a die. 1-3: It moves towards the closest model, 4-6: It lurks where it was found for the remainder of the game, using its ranged attacks on the closest models that pass by it, if applicable.

2-3. Tar Pit

The unfortunate warband member has fallen into a tar pit, and will sink until submerged completely. He must be rescued by another model in D3 turns or else he will drown, taking him out-of-action permanently! Any rescuer must pass a Strength test in order to pull the model free.

4. Giant Spider

Stumbling into the rope-like strands of web has alerted the deadly occupant. The giant arachnid will attack any models within 3" of its lair as well as the initial offender.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	4	4	3	1	2	10

SPECIAL RULES

Fear, Natural armour save 4+ and Venomous – any wounds of 5 or 6 are treated as critical.

5. Cold Ones

A dreadful pair of the reptilian beasts has set their bloodthirsty sights on the warriors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	4	2	1	2	6

SPECIAL RULES

Scaly skin – Natural armour save 5+ and causes Fear.

6. River Troll

Making its lair in Mordheim and attracted to the combat, a loathsome Troll has attacked.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

SPECIAL RULES

Causes Fear, Stupidity, Regeneration – any wound suffered is automatically ignored on a 4+. Only fire based attacks cannot be regenerated, Vomit attack – A single, Strength 5 hit may be used in place of the Troll's other attacks. This hits automatically.

7. Quicksand

The terrain of The Wizards' Garden is full of surprises, but none as subtle as quicksand. The same rules govern this hazard as the tar pit, except that the model has D6 turns in which to be saved.

8. Giant Constrictor

Tales of snakes reaching gargantuan proportions have not been exaggerated! This predator will attack any additional models within 2" of the victim using its constricting coils.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	4	2	4	2	5

SPECIAL RULES

Causes Fear, Combat Master. Due to the long coils of the snake and its ability to wrap them around a large area, the Giant Constrictor is counted as having the Combat Master skill.

9. Swamp Flies

A cloud of Lustria's most common inhabitants has found its mark. The unfortunate warrior is immobilised for one turn and thereafter suffers a -1 to any rolls involving combat, and initiative for the rest of the game.

10. Salamander Nest

The warband has regrettably disturbed the nest of a giant Salamander

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	5	3	4	2	7

SPECIAL RULES

Causes Fear, Venom Spray – The creature may issue forth a cone of poison mist up to 6" away hitting all models within 2" of target area with Strength 4.

11. Sabre-toothed Tiger

As the warband stalks The Wizards' Garden, so too does The Wizards' Garden stalk the warband. This primeval predator has found its prey!

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	4	2	5	3	6

SPECIAL RULES

Causes Fear, Ferocious Bite – One of the attacks of the Sabre-toothed tiger comes in the form of a flesh rending bite, which adds +1 to the injury roll with no armour save.

12 Carnivorous Plant

The jungle does indeed come alive, often in the strangest of forms! See the rules for Carnivorous Plants above



Another brawl broken up. This time Eric kicked the lot of them out. If word got around that the Trolls Gut doesn't honour the unspoken codes of sanctuary, then business will be down, and Eric knows he's probably the most expendable employee here. However, not having anyone in here also doesn't bring in any gold pieces. It's the same as last week, and Eric knows he'll be eating rat kebabs for another few days if business doesn't pick up. The only ones left were the strange fellows who loiter in the shadows. One of them developed quite a bit of a tremor in his hands, and from what Eric could make out from the dim light, he seemed to be covered in insect bites. His other friend is having trouble with his bodily functions, but they can't kick them out or no one would be buying ales.

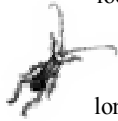
The one with the scraggly hair actually approached Eric earlier, asking him he knew of some book, the exact name he's forgotten. It seems their master had got into a bit of trouble this week inside the city, and he's getting desperate to find it. Eric doesn't know much about antiques or books, so he wasn't much help. This thing didn't seem like something Ulric or Sigmar would approve of either and so he'd been thinking of reporting these characters to the Witch Hunters. That damn halfling owner behind the bar wouldn't allow that though, 'not good business sense', he'd say.

the high price to pay for treasure

The Wizards' Garden has many old artifacts strewn about its grounds and if a warband spends long enough here, they will find something sooner or later. However, the reason why this area is not crowded with thieves and warbands searching for

loot, is because of the deadly, chaos tainted spores that are released from the wild vegetation.

These infest the water and the very air of The Wizards' Garden, and a warband that spends too long trying to find the treasures of Prince Salvador Horatio may be struck down with disease.



Every consecutive 3 games a warband spends in The Wizards' Garden, roll for a minor artifact (see the Artifact Table in the appendices) in the exploration phase. However randomly determine D3 (non-undead) Heroes who must take a toughness test or suffer an affliction from the contaminated water and disease that infests this Ward (see the Affliction Table below). Only a concoction made from Tears of Shallaya and Healing Herbs can get rid of the affliction, if it isn't permanent. Once a warrior has both of these objects he can mix them together for the cure and apply them himself.

artifacts

Whenever you find an artifact roll 4D6. You add up the total of the four dice and check the minor artifact table to see what you have found. If you roll all four of the same number, e.g. 1111, 2222, 3333, etc. this means you've found the minor artifact, PLUS you get to roll 4 dice and consult the major artifact table.

afflictions

2D6	Affliction	Effect
2	Leprosy	The diseases of The Wizard Gardens ravage the warrior's body. He suffers The Rots (see below), plus after each game before the Injuries phase roll a die. On a 2 he is further ravaged by the disease, so roll for The Rots and apply the effects (these are cumulative). On a 1, the warrior finally gives in to the affliction and is removed from the warband.
3	The Rots	<i>Permanent.</i> Roll once to see where the warrior has been affected (and what it counts as in the serious injuries chart). 1=Arm (amputated arm); 2=Leg (-1 M); 3-4=Foot (may not run); 5-6=Fingers (-1 WS).
4	River Fever	The warrior goes through chronic bouts of sickness, which will never leave him. He now suffers from the effects of an Old Battle Wound.
5	The Shakes	The warrior can't keep a steady hand. His initiative is reduced by 1.
6	Low Morale	<i>Permanent.</i> The warrior is getting sick of the mosquito bites and the stinking heat of the jungle like environment. He suffers a -2 to Leadership when in The Gardens from now on.
7	Swamp Fever	Parasites have infected the warrior's brain. Roll a die at the beginning of each battle 1-3 he suffers from stupidity, 4-6 he is frenzied.

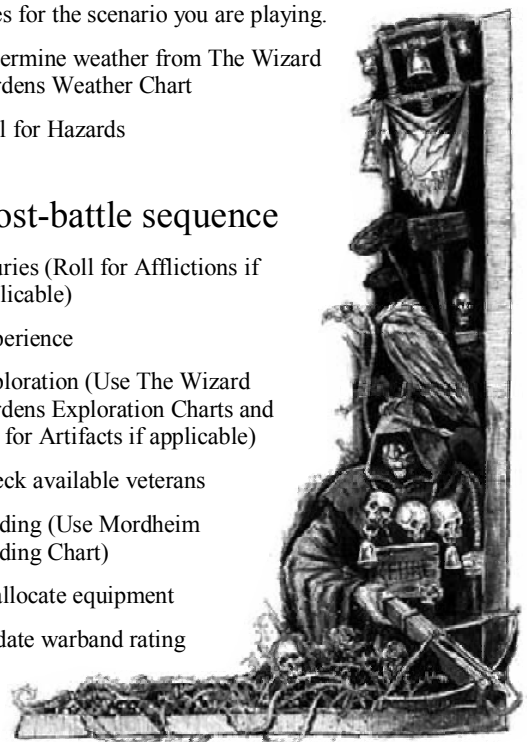
8	The Pox	Boils have scarred and distorted the warrior's face, resulting in a horrific visage. He now causes fear, but his initiative is reduced to 1 because of the pain he suffers when moving.
9-10	Mutation	<i>Permanent.</i> The warrior develops a severe mutation. Roll a D6. On a roll of 1 lose a point from one of your warrior's characteristics (chosen by you), due to some degrading disability. On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has developed.
11	Cobble Skin	Hard warty knobs begin to cover the warrior's body, making it tough and leathery. He gains a +1 armour save (or 6+ if not wearing armour), though his movement is reduced by 1 as this affliction stiffens his joints.
12	Monstrous Growth	<i>Permanent.</i> The warrior has grown to a monstrous size, but his mind has suffered. He immediately gains + Movement, +1 Strength and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use armour (including helmets), or Academic skills.

pre-battle sequence

- 1 The player with the lowest warband rating rolls on The Wizard Gardens 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 Wizard Gardens Weather Chart
- 4 Roll for Hazards

post-battle sequence

- 1 Injuries (Roll for Afflictions if applicable)
- 2 Experience
- 3 Exploration (Use The Wizard Gardens Exploration Charts and roll for Artifacts if applicable)
- 4 Check available veterans
- 5 Trading (Use Mordheim Trading Chart)
- 6 Reallocate equipment
- 7 Update warband rating





the wizards' garden weather chart



3D6 Result

- 3** *It's Raining Fische. Day three and I have already witnessed a chaotic shower of fische 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 Wyrystone 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** *Mist. A thick mist has rolled in. Roll 1D6. A roll of 1-5 results in all shooting reduced to half range due to poor visibility. On a '6' warriors can't see where they are going and are disoriented. Using a random move dice (40k) roll for each character/Henchmen unit. They may move (walking) in that direction. If they run into another warrior they may attack them, if they are friendly roll 1D6, on a 5+ they attack them thinking they are the enemy.*
- 5** *Raining: Rain is very common in the lush 'rain' forest of The Garden. All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6, otherwise the powder is too wet to fire.*
- 6** *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.*
- 7** *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.*
- 8 to 12** *Clear Day: I cannot believe the madness that hath been thrust upon me and my companions 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.*
- 13** *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).
- 14** *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.
- 15** *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.
- 16** *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.
- 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.

