

Mordheim Chaos Warbands

An Introduction and Conclusion

By chris turner and chris barden

Introduction

The Games Workshop we remember as kids is not the Games Workshop that stalks the land today. Gone are the brutally illustrated, exhaustive, unbalanced rulebooks filled, for the most part, with oodles and oodles of background information, soul and just about everything but the kitchen sink thrown in for good measure. By far the best example of the old-skool Games Workshop, and possibly the best supplement they ever released, are the two gargantuan hardcover Realm of Chaos books which encompass new rules for Warhammer Fantasy Roleplay, Warhammer Fantasy Battle and Warhammer 40K. But in the midst of this massive rules supplement was a very pleasurable, very enduring game hiding within the pages; a skirmish campaign game of pitting followers of Chaos's in a final, ultimate battle in the northern chaos wastes.

Unfortunately, the rule base for this 'skirmish' game was Second Edition Warhammer Fantasy Battle that didn't exactly lend itself to battles between a handful of warriors. Magic was incredibly powerful as the spells were meant to be cast in the midst of rather large battles, and the typical Warhammer blocks of infantry in units that in actuality typically numbered less than five models were rather ridiculous.

After quite of few years of similar Games Workshop products, but tons and tons of beautiful models, we were all blessed by the release of four excellent skirmish wargames set in the Warhammer Universe: Blood Bowl, Necromunda, Gorkamorka and finally, Mordheim. With the release of Mordheim gamers were gifted with an excellent set of fantasy skirmish rules with a lot of soul and back-story packed into the rulebook. Unfortunately, the hunt for wyrdstone in the inevitable city did little to sustain lengthy campaigns. With the acquisition of wealth to buy a bigger warband to acquire more wealth to get a bigger warband cycle being the end all be all of the campaign, as well as the over balancing of the game, interest in many circles dwindled.

The merger of the Mordheim system and the Old ROC Chaos Warbands is a dream match up, one which quite a few people have tried to implement and publish on the web, with little success. This set of rules moves wholly away from the campaign setting of Mordheim and discards the experience system, the trading and searching rules, the points system and, of course, the hunt for wyrdstone. Game balance is achieved through the high speed acceleration in power almost all the champions will experience and the fact that victory on the table top does not directly translate into 'winning' the overall campaign. Otherwise, there is no game balance to speak of.

This is, of course, a work in progress and your input is constantly encouraged. Please email littlemute@woodenmen.org with all your feedback, complaints or deceitful meanderings.

The Goal

The goal of the campaign, one which few if any champions will attain, is to become so favored by his patron chaos power, that he will be granted immortality and join the Patron as a daemon prince. During the campaign the champion will acquire Victory points that will allow him to, with luck, become judged by his patron. If he has six chaos rewards and less than six chaos attributes

he is judged worthy and joins the ranks of the immortals, if he has six or more chaos attributes, he is judged unworthy and changed into a mindless, gibbering, chaos spawn.

Creating a chaos Champion

It is assumed your champion and his followers has wandered, through a tainted vision quest, through martial drive to fight and slaughter, through persecution or the taint of chaos to an area near the Northern Chaos Wastes. No map exists for the area beyond and of it, little is known. All the warbands involved in the campaign are assumed to be within the same general area and though landmarks and special locations will appear throughout the campaign, the nomadic nature of warbands thrown into the constant battle for survival means none can be claimed by a warband for anything but a short period of time.

The following are the steps to create a champion and his retinue:

1. Choose a patron power, or choose not to choose one and become a follower of true undivided chaos. The choices include:

Khorne: The blood god. The god of murderers, killers, warriors, slaughterers, etc. He sits on a brass throne atop a pile of the skulls of his worshippers that died in his name. His mark gives Chaos armour and his rewards typically increase the champion's ability in combat. Khorne despises magic and wizards lose a magic level as they receive their mark of chaos. The mark of Khorne is Chaos Armour.

Nurgle: Father Nurgle to you. The lord of Decay and of the defiance of disease and decay to keep right on going, hopefully to infect many many others. Nothing is more pure to Father Nurgle than a good case of crotch rot. His mark gives his champions +1 Toughness and his rewards include all manner of disease among them, including the infamous nurgle's rot. The mark of Nurgle is +1 Toughness

Slaanesh: The lord of pleasure. Nothing and I mean nothing is depraved enough to satisfy this rather cute lord of chaos's eternal lust. His/her mark gives Slaanesh's champion's +1 Leadership and his/her rewards include some very aesthetically pleasing physical modifications. Slaanesh's magic users can learn a spell that kills followers of Khorne outright, hence the followers of the two gods are bitter enemies. The mark of Slaanesh is +1 Ld

Tzeentch: Lord of Change, the changer of the ways. Multi-hued and fungaloid, Tzeentch is the eternal protagonist, affecting change in all things to weaken, strengthen and foil or ameliorate. His champions receive a randomly generated magic item and his rewards focus on a lot of multi-hued fire and physical modification. Tzeentch's followers are bitter enemies of Father Nurgle's rotting, festering hordes. The mark of Tzeentch is a random magic item. Champions of Tzeentch receive D3 attributes rather than the normal one.

Undivided: Your champion has chosen to follow chaos in it's wholistic glory, not choosing to follow a particular patron. This confires no special bonuses to the champion but also none of the drawbacks either. The mark of undivided chaos is a random chaos reward from the reward table and a random chaos attribute. If either cause the champion to become a chaos spawn, it may be re-rolled.

2. The second step is to generate your champion's initial profile on the chart in the back of this packet. Many various races and creatures are available, and chaos champions can start out

fairly exotic if you roll along the edges of the bell curve, but typically they will begin as lowly humans with little experience.

If you happen to roll a champion that has acquired experience levels, you must determine the champion's profile by rolling on the Mordheim Hero's Advancement chart (page 121). Start with the basic profile from that race and then apply 2 Mordheim advance rolls for every 5 levels denoted on the Champion initial profile table. The skills available to each race/class are as follows:

Human Warrior

Combat, Shooting, Strength, Speed

Human Wizard

Combat, Academic, Speed

Dwarf Warrior

Combat, Shooting, Strength, Dwarves skills (found in Town Cryer) or WD)

Dwarf Wizard

Combat, Academic, Dwarven skills

Orc Warrior

Combat, Shooting, Strength, Orc Skills

Orc Shaman

Combat, Academic, Orc Skills

Elven Warrior

Combat, Speed, Academic, Shooting

Elven Wizard

Combat, Speed, Academic

(note, the new Town Cryer has rules for Dark Elves and probably a skill list)

Other Races:

We'll determine on the spot.

Example: Therizon the Rude's initial profile is a level 15 Dark elf. His starting profile is:

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	6	1	8

But he gets six rolls on the Mordheim Advancement table. Which are as follows:

Skill, +1 A, skill, skill. +1 I, +1Ws.

His final profile becomes:

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	3	1	7	2	8

Step Aside, Combat Master, Lightning reflexes

As you can see, the profile is rather similar to the basic one for dark elves, but it's the Mordheim skills that put this character into the thorough badass zone.

The Mordheim skills are cool. Very cool. But once your champion begins to follow the road to the inevitable city of chaos, experience means nothing; skills are not acquirable through normal means.

3. Now apply your champion's patron's mark of chaos and then roll on the chaos attribute table to determine your champion's chaos attribute. This may alter your champion drastically right from the outset, so we leave buying equipment for last.

Your champion gets equipment commiserate with his experience. Please see the chart in the back of this packet to determine initial equipment points spendable. Chaos Warbands is not about equipment, or wealth or trappings, the champion gave up these things to follow the tainted path of chaos, but for the constant battle and carnage demanded of all the powers of chaos, weapons and armour help, well, a lot. Instead of scrounging through the ruins or bartering with peddlers as in Mordheim, chaos retinues find, steal, build or forge their own weapons and armour, or are granted it by their patron. Typically this means that chaos warbands, especially the rather hapless henchmen, are rather poorly equipped. This is normal.

Which brings us to henchmen in a chaos retinue. After your champion is created, make a single roll on the retinue chart to see what followers realize that your champion is a chosen one and follow him unerringly. Followers that come as a unit must all be equipped the same.

The most striking difference from Mordheim is that members of a champion's retinue do not gain experience and the difference between Heroes and Henchman is somewhat blurred. Henchmen can gain chaos rewards when their champion does, but to do so boots the character out of the unit he/she may have come from and allows them to roll on the Hero wound recovery chart. All other henchman, including chaos spawn, taken out of action are killed on the roll of a 1 or 2 on a D6, the same as Mordheim. Some Hero level characters or large monsters may join your warband over the course of the campaign, and most of these will logically make recovery rolls as heroes in Mordheim.

The Path of Chaos

Once your Champion and his retinue are created and equipped, you are ready to get out there and engage in the slaughter you showed up here for.

Battles are fought by choosing a scenario, either randomly or by selecting the Skirmish scenario. There are rout checks after a warband has lost 25% of its members, but please note that opposing chaos powers never have to make rout checks when engaged. The only way to disengage from a battle with an opposing power is to run off a table edge. The opposing powers are Khorne and Slaanesh, Tzeentch and Nurgle.

The post battle sequence is as follows:

1. **Injuries:** determine injuries for those models out of action as per Mordheim
2. **Victory points:** Determine the number of victory points awarded each warband's champion for the battle. Note that Champions are the only characters in the game that receive Victory points. This replaces the experience system of Mordheim.
3. **Looting:** The victorious Warband may loot equipment from the dead. Any characters of either side that are actually dead via the injury recovery chart may be looted. Any magical items or magical weapons are automatically recovered, but mundane items may only be recovered on a d6 roll of 3+
4. **Rewards of Chaos:** If a champion has accumulated 10 victory points since his last Reward, he is entitled to:
 - a. A roll on the Chaos Rewards Table (see appendix)
 - b. A Roll for new followers D10. 1-5 no new followers. 6-8 One roll on Retinue table. 9-10 Two rolls on Retinue table.
 - c. Scavenge roll. D6 points of equipment are scavenged by a champion's warband

- d. **Forge.** Chariots, armour, special weapons and prosthetics may be created. See FORGE section for details.

The Magic of Chaos

Chaos is the source of magic in the old world and it's no wonder that the magic allotted to champions and wizards of chaos is some of the most dreadfully destructive. Wizards, or champions who gain a magic level, roll a d4 for each chaos ritual they are allowed on their patron's spell list. Chaos rituals otherwise function exactly the same as those in Mordheim. Khorne eschews all spell casters (actually, he chews them) and hence has no chaos rituals.

Nurgle

Stench of Nurgle **Difficulty 7**

Target an enemy model in HTH with caster. All models within 6" of effected model are so sickened by the stench that they are unable to strike in subsequent phases, but may defend normally. Once smelly model is taken out of action, he has no further effect.

Only Daemons, Beastmen and Champions of Nurgle are unaffected by the stench.

Miasma of Pestilence **Difficulty 7**

Target is caster. Models within 6" of caster have their characteristics halved. Spell is dispelled once caster is wounded.

Stream of Corruption **Difficulty 8**

Stinking jet of putrid black blood, pus, maggots, slime and foulness. It forms an 8" triangle 4" wide at it's apex. Models must roll their initiative or higher or be taken out of action. 6 always fails.

Plague Wind **Difficulty 9**

Cast on area within 24" of caster. Use a 2" circular template. All models within or partially within template hear a wind-carried moaning, delirium and death. All models under template must test for Nurgle's ROT and must all take morale tests

Nurgle's ROT

Catching the rot:

Plague wind, other spells or getting into base to base contact with a model with the rot requires a roll to determine if the character catches the rot. On a 6 the rot has passed to that character.

Champions of other chaos powers are unaffected by the rot.

Effects:

Battle	Effect
1	Skin yellows M=4 WS=5
2	Green blotches BS 5 Id=10
3	cloud of flies, rot S=4
4	Horn on head T=3
5	nose caves in I=6
6	Feet grow to claws A=2
7	face dissolves into mass W=1
8	Dead, dead, dead

Champions of *Nurgle* can become carriers of the rot but are not affected by it.

Tzeentch

Boon of Tzeentch Difficulty 5

Caster chooses spell from ANY ritual list and it may be cast immediately. You must make a difficulty check as normal for the new spell.

Pink Fire of Tzeentch Difficulty 8

Range is 6". Flames spout from the caster's fingers and strike the first model in their path. Victim suffers D3 st 4 hits with NO save, not even for chaos armour.

Transformation of Tzeentch Difficulty 10

Range is 12". Strikes the first model in it's path. Victim is rapidly and horribly killed by a swarm of mutations that leave him a pile of organic refuse. Character is immediately out of action. If Character survives the battle, he gains a random chaos attribute.

Tzeentch's FIRESTORM Difficulty 10

Range is 24". This strikes the first model in it's path. The model is killed and is replaced by a pile of pink ash. On subsequent turns, From the ash a pink horror appears. If the pink horror doesn't move during the next turn, another Pink horror appears. Once any of the horrors move, no more appear. Pink horrors are under the control of the caster for the duration of the battle

Slaanesh

Acquiescence Difficulty 6

Target is any model in base to base contact with the caster. Caster reaches out and touches the forehead of her victim, this requires a successful hit in combat by the caster (caster must announce she is using the ritual before rolling to hit) and then the caster must roll under her initiative on a d6. The victim enters a euphoric state for the remainder of the battle. All of the targets characteristics are halved. At the beginning of each turn roll one die. 1-3 victim can only stand and drool in an orgasmic haze 4-6 character can move as normal but is subject to stupidity. Any followers of Khorne effected by this spell are immediately taken out of action.

Pavane of Slaanesh Difficulty 9

Caster chooses a point on the map within 24". Use the 2" template to determine models effected. Any model even partially under the template is effected by the spell.

Victims of the spell can do nothing but dance lewdly to the sound of unearthly music that only they can hear. They may do nothing at all until attacked by hand to hand attacks, or missile weapons.

Beam of Slaanesh Difficulty 8

This is exactly the same as the Acquiescence spell except it may be cast on models within 24" of the caster. Caster must hit his target using his own ballistic skill as described in the Mordheim combat section.

Fleshy Curse Difficulty 10

This spell produces the most horrific effects imaginable. Victims of the spell immediately sprout horrific and uncontrollable growths. At the start of each turn after the spell is cast, roll a d10 and consult the following chart.

D10	Effects this turn
1-3	Growth of FAT, sinew and muscle spurt from the victim covering an area d4" X d4"
4-6	Tentacle-like extensions shoot out d12" from the victim, use a D12 to determine direction of growth.
7-8	Nothing happens this turn
9-10	The victim and all his excrescences move d6" in a random direction.

Mouths, eyes, claws, rectums, giant labia and other appendages cover the growths. Each model in contact with a growth is attacked once per turn at weapons skill 5. A successful hit means the model is entangled in the growth and cannot move or take other actions. After three successful attacks by the growth, the model is taken out of action. After the battle, the victim of the spell must make 3 rolls on the injury recovery table if of hero status, ignoring capture, robbed and sold to the pits. Henchmen status models are permanently killed.

New Skills

Academic Skills

Master Tactician:

The hero has gained a brutal insight over the course of his career into the intricacies of battlefield tactics. In any scenario, you may set up all but a single character or unit after your opponent does.

Forger:

Your hero is a master craftsman, blacksmith or carpenter. You halve both the number of equipment points and battles needed to complete a forge project. Round UP.

Poisoner:

See town Cryer

Forging

Warbands sometimes find the need for certain items to assist them in their service of the chaos gods.

A group of five humans, three elves, or two chaos dwarfs may embark on a forging project after a battle. The project takes a certain number of battles to complete before being available. When project is finished roll a d6, on a 1 the item is so fundamentally flawed that it is unfit for use and the project must be started again. The equipment points spent on this item are NOT lost.

Since warbands are constantly on the move and have little idea of whether or not they will live to see the next dawn, let alone where they will sleep or eat, the facilities available for item creation is extremely limited. However, the following list of items may be created while the warband is idle:

Chariot: takes 3 battles to complete and 6 equipment points. Must be drawn by a creature or creatures of strength 6+. Movement of a chariot is the yoked creature's.

Prosthetics: Chaos dwarfs take one battle to create a prosthetic limb that functions as well as the real thing. Equipment cost: 2. Only chaos dwarfs may create such prosthetics.

Exotic Weapons: Black powder weapons, nets, poisons, skaven fighting claws, pit fighter weapons and various weapons specific to a race/type may be created at a cost of 3 equipment points and 2 battles. A warband must include a hero class character to create a race specific item and must get the GM's permission.

War altars: Take 3 battles to make and 3 equipment points. Must be carried by at least two characters of combined strength 6. The war altar has Toughness 5 and 3 wounds.

War Altars add to the champions renown and when they are present on the battlefield, add to his glory in the form of extra victory points.

A warband with a War Altar adds:

+1 VP for the winning side

-1 VP if war altar is destroyed

+1 Vp if your warband destroys a war altar of another warband.

Models carrying the war altar may attack once in close combat against any model in base to base contact with them or the altar.

Captured characters may be sacrificed to the warbands War Altar. Instead of Victory points, the Altar gains a minor ability for the duration of the next battle.

Roll a D6

1. No Ability
2. Fear Immunity. Models within 6" of the Altar are immune to fear
3. Aggression bonus. Friendly Models within 6" of the altar gain +1 Attack on the first round of combat they fight during the battle.
4. Cloud of Flies. ALL models within 6" are at -1 to hit.
5. Miasma of Dread. Enemy models within 6" strike last in combat.
6. Undeath. 2d4 Skeletons or Zombies join the warband for the duration of the battle.



Combat

Things may get a little weird....

Simply there are times when the mix of the Mordheim combat system and the rather loose Realm of Chaos rules will cause major malfunctions in both. As this is the first time we've tried to run this campaign, please be patient with our solutions because it's all in the good name of playtesting. Here are a few general rules we're going to follow:

1. Simplest solution is best.
2. If all is lost, turn to the 'pure' Warhammer rules contained in the Warhammer Ancients rulebook.
3. The Mordheim rules take precedence during combat and the Realm of Chaos rules take precedence for the campaign.

Specific Rules:

Flying

Yes, as rare as it is, there are instances where one or more of your characters/monsters will get the ability to fly around. The rules are as follows.

Flyers may move up to 24" in their movement phase ignoring all terrain. (do not double for charge).

Moving flyers are -1 to hit with ballistic weapons

Flyers may *fly high*. Players declare a model is flying high at the start of their movement phase and the model is removed from its spot on the table and is assumed to be hovering high above the battlefield. On the following turn, the model may swoop down to any point on the battlefield and charge any enemy or unit it chooses. Flyers cannot be affected by ballistic weapons while flying high, unless range is unlimited. Enemy flyers flying high are all considered in close combat with each other. Initiative determines who strikes first. There is no charging by or against models that are flying high.

Chariots

Yes. Everyone wants to be cool and ride around in a chariot like Homeric heroes of old and naked celts. Chariots make good firing platforms for ballistic weapons and can cause great damage when smashing into units drawn in ranks. Also, it can get your best warriors to places on the battlefield quickly.

Chariots must be driven by one model and are large enough to accommodate two models.

Hits on Chariots are randomized between the yoked creature or creatures, and the crew. Crew gain +1 Save against all attacks.

Models charged from the front of the chariot may be attacked by the yoked creatures as well as the crew. Models that charge the chariot from the side may choose to engage the crew only.

Dismounting a chariot is the same as dismounting a horse as described on page 163 of the Mordheim book.

Ranks, Rank bonuses

Units containing 8 or more models may form up into ranks rather than the typical skirmish formation typical to Mordheim. Ranks confer the following bonus's

1. Morale and Fear checks are always as a group and use the highest LD score in the unit.
2. Units never test for *all alone* and always reform automatically if casualties disperse the ranks.
3. When a unit is in combat with another model, it is necessary to determine the winner of a round of combat by adding up the number of wounds caused by both sides. The loser must make a morale check or flee the combat. Each rank of 4 models behind the first adds a wound to the total of a unit's caused in that round of combat for the determination of the win only.

Running Off

There will come times when our opponent is simply undefeatable by our warband and it becomes evident that velocity is the better part of valour. Warbands are allowed to make a hasty retreat when the odds are against them before failing a Rout Test, but we want to highly discourage warbands from taking the field and immediately running off the table because they know they cannot win, just to get their champion 3 VP's for participating in a battle.

Hiding

Models with LD of 1 may never hide.



Scenarios

Many of the following are ripped straight from the guts of the Mordheim book, but require some modification to fit into the paradigm of CHAOS.

Roll on the following chart to determine the scenario you will fight. The challenger (i.e. the player that initiated the battle) is considered the antagonist in all cases. Read the set up and victory points carefully as these have changed from Mordheim.

- 2 Challenger chooses scenario or pester your Admin to run you a special
- 3 Play Scenario 3, The Bridge
- 4 Play scenario 4, Caravan Raid.
- 5 Play Scenario 5, Solemn Vow
- 6 Play Scenario 6, Occupy
- 7 Skirmish
- 8 Play Scenario 8, Breakthrough
- 9 Play Scenario 9, Surprise Attack
- 10 Play Scenario 10. Chance Encounter
- 11 Play Scenario 11. Defend the Find
- 12 Play Scenario 12: The Gods Themselves....

Scenario 7: Skirmish

This is a straight up fight between warbands that have wandered into the same general area. Both have had ample time to eye each other up and are itching for a fight.

Terrain

Players take turns setting up various pieces of terrain. No difficult ground may occupy the center of the table.

Warbands

Each player rolls a dice to determine who sets up first. The first player chooses a table edge and sets up his warband within 8" of the edge. Flyers may start the game flying high.

Starting the Battle

Players Roll off to determine who takes the first turn

Ending the Battle

When one of the warbands is wiped out or fails a rout test, the battle ends.

Victory points:

Standard.

Scenario 2: The Bridge!

A Tribe of Kislevite horsemen have sliced north in a mission of vengeance upon any and all followers of chaos they find. They ride in such great numbers that small warbands must flee before them or be slaughtered. Both warbands are held up by a deep cold, impassable river running north/south with a single bridge across it in the midst of a burnt out village. Both warbands wish to cross the bridge as soon as possible, and must not forego the prevention of the other from crossing.

Terrain

The river runs north south in the middle of the map. A bridge should be placed as close to the middle of the board as possible. A few scattered, ruined buildings remain around the bridge on both sides of the river.

The bridge can only hold 3 models before it begins to buckle. If 4+ models are on the bridge at one time, roll a d6 at the end of each turn. A roll of 6 means the bridge has collapsed. The bridge can be cut from the far side by a model who stays stationary for one turn within 2" of the edge.

Models that fall into the river must roll a D6 on the following chart subtracting 1 for every point of armour they carry:

- 1 Swept away: Out of action
- 2 Possessions lost! Character had to strip off his trappings to stay afloat. Chaos armour unaffected.
- 3-6 Survived.

Warbands

Each player rolls a dice to determine who sets up first. . The challenger's warband enters from the north table edge and the challengee's from the south. .

Starting the Battle

Players Roll off to determine who takes the first turn.

Ending the Battle

When one of the warbands is wiped out, or escapes off any side of the table the battle ends. No route tests are taken in this battle.

Victory points:

Champions able to get their warband across the bridge while preventing the other warband from crossing gain 5 victory points. If both warbands (minus casualties) cross the bridge, neither get victory points for winning the battle. Standard casualty VP's still apply.

Scenario 3: Caravan Raid!

The challenger's warband lies in wait in a particularly bleak part of the Drakwald forest for a caravan his scouts had spotted coming from the east. As they prepare to attack, they hear bellows and shrieks from across the road. Another warband has had the same idea.

Terrain

Create a de facto roadway from forest or hills approximately 4" wide that runs across the table. In the center place the caravan. 3 wagons drawn by horses and driven by 8 humans who make a misguided but valiant stand to protect their cargo.

Warbands

The challenger places his warband at least 12" from the road on one side, and the second player does the same but on the other side of the road.

The players take turns placing the humans. All must be within 3" of one of the wagons.

The turn sequence is as follows: First player, second player, humans. The humans will fire at any enemy model in range and will charge models engaged with their mates. Their profile is:

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

They are equipped with Bows, Buckers and Swords and light armour. The humans will flee once three have been dispatched. All can suffer *All Alone* and *morale* tests.

Starting the Battle

Players Roll off to determine who takes the first turn.

Ending the Battle

When one of the warbands is wiped out or fails a rout test, the battle ends.

Victory points:

+2 points for each wagon driven off the battle field if not the victor.

Victor receives 2 VP's for each wagon still on the table when the game ended.

Plunder:

Dead Humans may be plundered for their equipment.

For each wagon controlled at the end of the battle, the champion acquires D6 equipment points.

Scenario 4: Solemn Vow

The champion of the challenger's warband has made a solemn vow to his patron to atone for his past wavering from the true chaos path. He must challenge the first warband his warband comes across to mortal combat and slay their champion.

Terrain

Players take turns setting up various pieces of terrain.

Warbands

Each player rolls a dice to determine who sets up first. The first player chooses a table edge and sets up his warband within 8" of the edge. Flyers may start the game flying high.

Starting the Battle

The challenger takes the first turn.

Ending the Battle

When the challenged warband is wiped out or fails a rout test, the battle ends. The challenger's warband may not flee or leave the field for any reason (as a group, individuals still may lose their nerve and run off).

Victory points:

If the champion of either warband takes the other out of action, they gain an additional 5 victory points. For every model taken out of action by a champion of either warband, that champion gains +1 victory points.

Scenario 5: Occupy

The chaos gods have sent two opposing warbands to vie for a special site on the battlefield, either a sacred obelisk, an unholy temple or a burial mound of some kind.

Terrain

Place the terrain representing the site in question in the center of the table. The site is moved D10" in a random direction (use the d12).

Other pieces of terrain can be placed as normal.

Warbands

Each player rolls a dice to determine who sets up first. The first player chooses a table edge and sets up his warband within 8" of the edge. Flyers may start the game flying high.

Starting the Battle

Players Roll off to determine who takes the first turn.

Special Rules

The Guardian. As soon as a model gets within 8" of the site, the guardian appears to smite those who would dare defile such a place with their excrescences.

Roll a d10 on the following chart to determine the guardian's profile:

1-5 Minotaur

M	WS	BS	S	T	W	I	A	LD
6	4	3	4	4	3	4	3	9

Equipment: Great Axe (strikes last, +2 Str, Criticals on 5-6).

6-8 Angry Paladin

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	2	4	2	9

Equipment: Heavy Armour, Shield (save 4+), Sword

Skills: *Combat Master, Dodge, Strike To Injure.*

8-10 Smelly Monk

M	WS	BS	S	T	W	I	A	LD
4	4	3	3	3	1	3	6	9

Equipment: None; Monk fights with is bare hands, so is at -1 strength.

Skills: *Step Aside, Dodge, Mighty Blow, Unstoppable Charge*

Ending the Battle

When one of the warbands is wiped out or fails a rout test, the battle ends.

Victory points:

The Victorious champion gains +2 victory points if he is within 4" or inside the chosen site at the end of the battle.

Scenario 6: Breakthrough

The challengers warband has been charged with getting a manuscript, magical item or other object to a nearby coven of the champion's patron. Unfortunately, he must break through a gauntlet of the challenged's warband to reach the coven.

Terrain

Players take turns setting up various pieces of terrain. No difficult ground may occupy the center of the table.

Warbands

Each player rolls a die. Winner chooses which table edge the Attacker starts on. The attacker then places his warband within 8" of that edge. The defender sets up his warband anywhere on the table as long as no model is within 14" of any of the attacker's models.

Flying models may NOT begin the game flying high.

Starting the Battle

The Attacker takes the first turn.

Ending the Battle

When one of the warbands is wiped out or fails a rout test, the battle ends.

If the attacker manages to move two or more standing members of his warband within 2" of the defenders table edge, they have broken through and he wins the game. Flyers DO count towards this total.

Victory points:

Victorious Champion gains +3 VP's for breaking through the defenders gauntlet.

Scenario 7: Surprise Attack

A warband is out hunting for food or looting various bloated corpses when it is ambushed by an enemy warband. The defenders are spread thinly and must muster together to drive off their attackers.

Terrain

Players take turns setting up various pieces of terrain. No difficult ground may occupy the center of the table.

Warbands

The defender rolls D6 for each unit and hero in his warband. On a 1-3 they are off looting nearby and come on to the table later in the game. On a 4-6 they are deployed at the start of the game. At least one unit or hero will be present at the beginning of the battle.

To deploy, the defender sets up his models anywhere on the table but may not be within 8" of any of the others or within 8" of the table edge.

The attacker sets up his warband within 8" of a random table edge.

Starting the Battle

Attacker takes the first turn.

Special Rules

One the start of his second and subsequent turns, the defender may roll a D6 for each of his units or heroes not yet on the table. On a 4+ they move on in the movement phase from a random table edge. All reinforcements arrive on the same table edge for that turn.

Ending the Battle

When one of the warbands is wiped out or fails a rout test, the battle ends.

Victory points:

Standard.

Scenario 10: Chance Encounter

Two warbands cautiously approach each other, wondering if one or the other will attack, after a few moments, insults and taunts begin to fill the air Weapons are drawn and battle joined.

Terrain

Players take turns setting up various pieces of terrain. No difficult ground may occupy the center of the table.

Warbands

Roll off to decide which player can decide to deploy first.

The first player sets up his warband anywhere within his deployment zone, which is one quarter of the table. The Second player sets up in the diagonally opposite quarter of the table, though no model may be set up within 14" of an enemy model.

Starting the Battle

Players add their champion's initiative to a d6 roll. Highest takes the first turn.

Ending the Battle

When one of the warbands is wiped out or fails a rout test, the battle ends.

Victory points:

Standard.

Loot

As this is a chance encounter, neither warband was fully unencumbered for battle and were carrying their supplies with them, only to be thrown to the ground in haste when battle was joined. The victor may plunder the dead as normal, but may also take d6+ (number of the enemy warband's models taken out of action during the game) of the enemy champion's stored

equipment. This may mean that equipment for forging projects is stolen before the project is complete.

Scenario 11: Defend the Find

The challenger has come upon a warband who holds a site that has plagued his dreams for weeks, either a mourning glade, a chaos obelisk, or an old mouldering Keep or some such place that his patron has destined him to find, and slaughter all the occupants!

Terrain

The challenged places a piece of interesting (hopefully defensible) terrain near the center of the battlefield.

Warbands

The defender is deployed first inside or within 6" of the objective site. The attacker's warband is deployed within 6" of any table edge. The warband may be split between two or more table edges.

Starting the Battle

The Attacker takes the first turn.

Ending the Battle

If at the end of the defender's turn, the attacker has more standing models within 6" of the objective, the attacker wins, or when either warband fails a rout test.

Victory points:

Standard

Loot:

The winning warband is able to fully search the site and may make one roll on the random magical item table.

Scenario 12: The Gods Themselves

The fickle and mocking gods of chaos have chosen to restrict their champions and warbands during this battle by setting some restrictions on what and who may take part.

Both warbands arrive at the site of the battle as the portents directed them and then wait for the appointed time.

Terrain

Players take turns setting up various pieces of terrain. No difficult ground may occupy the center of the table.

Warbands

Each player rolls a dice to determine who sets up first. The first player chooses a table edge and sets up his warband within 8" of the edge. Flyers may start the game flying high.

Starting the Battle

Players Roll off to determine who takes the first turn.

Special Rules

Roll Three times on the following chart to determine the chaos god's restrictions for this battle.

- 01-35 No Models of a certain color
Roll again:
 - 1- red
 - 2- blue
 - 3- green
 - 4- brown
 - 5- yellow
 - 6- orange
- 36-40 No Weapons. Models must fight with fists, claws and teeth.
- 41-45 No Missile weapons
- 46-47 No Mounts
- 48-51 No Spells
- 52-55 No Technology
- 56-60 No Fear – all models are immune to Terror and Fear and morale
- 61-63 No Armor saving throws.
- 64-66 No Flying
- 67-70 No Undead or Ethereal
- 71-72 Purity. No models other than champions with chaos attributes may participate.
- 73-75 No Elves (champions not included)
- 76-77 No Dwarves (champions not included)
- 78-80 No Humans (champions not included)
- 81-90 Horns only. Only models with horns may participate.
- 91-00 No Killing. Roll injury recovery immediately for all out of action models. If dead result is rolled, the warband that caused the wound loses the battle.

Ending the Battle

When one of the warbands is wiped out or fails a rout test, the battle ends.

Victory points:

The victor gains no victory points but receives a random magic item.

The loser gains 3 vp's

Chaos Attributes

Below is a list of Attributes from the Realm Of Chaos books. A few have been modified or removed due to vast over complexity or to fit more into the scope of the Mordheim combat system. 'See main chart' means you've got to dig out the Realm of Chaos book and look the attribute up.

FP = Fear Points

001-005	Acid Excretion FP+1 T +1/2 Any creature in combat with model suffers a St 5 hit (no criticals) if it fails to hit the model during a combat round.
006-010	Additional Eye FP+1
011-015	Agility I +3
016-020	Albino -1/2 T
021-025	Addiction: Model is addicted to a very potent and disabling drug. Before each battle roll a d6. On a roll of a 1, the model can take no part in the battle.
026-030	Atrophy. See main Chart
031-040	Beaked. +1 A, +1 FP
041-175	Bestial Face. See main chart
176-180	Beweaponed Extremities. S+1, I-1 Additional -1 save modifier. FP +1
181-185	Big Ears. Ha Ha
186-190	Bird's Feet T +1
191-195	Black Skin FP+1
196-200	Blood Rage +1 T. See main chart.
201-210	Blood Substitution. See main chart
211-215	Breathes Fire. FP+1. Use flamer template.
216-220	Brightly Patterned Skin
221-225	Bulging Eyes
226-230	Burning Body T+1 FP+3. No non magical weapons or armour. Gives extra S4 hit. Enemies are -2 to hit model.
231-240	Chaos Lord. 2 rolls on the retinue table. Acquire each of the following on a d6 roll of 4-6: Chaos Armour, Chaos Ritual of patron power, D6 Attributes, Daemon Weapon, Also Characteristic Change, See main chart
241-250	Chaos Spawn. D6 Attributes, Stupidity.
251-260	Chaos Were, see main chart.
261-270	Cloud of Flies. Opponents -1 to hit model.
271-280	Cloven Hooves

281-285	Cowardice. See main chart.
216-290	Crest.
291-305	Crossbreed. See main chart, big time.
306-315	Crown of Flesh FP+1
316-320	Crystalline Body. T=6, W=1, T and wounds permanent. FP+2
321-325	Dimensional instability. See main chart.
326-330	Duplication
331-335	Elastic Limbs
336-340	Enormously Fat MX1/2, T+1, I-1
341-345	Enormous Noise. See main chart
346-355	Evil Eye FP+1
356-365	Extra Joints. See main Chart.
366-370	Extremely Thin. TX1/2
371-380	Eyestalks FP+1
381-390	Fangs. A+1, FP+1
391-395	Fast M+3
396-400	Fear of Blood.
401-405	Feathered Hide
406-410	Featureless Face.
411-415	Fits. See main chart.
416-420	Flaming Skull Face. FP+1
421-425	Furry
426-440	Fungal. Model has fungal growth all over his body. W+1 FP+1. May not wear armour.
441-450	Growth. See Main Chart
451-445	Headless FP+1
446-460	Hideous Appearance. FP+10!
461-465	Hopper MX1/3
466-475	Horns +1 A (gore) +1FP
476-480	Horrible Stench
481-485	Huge Head FP+1
486-495	Hunchback FP+1
496-500	Hypnotic Gaze. See main chart.
501-505	Hyperactivity. Model may run and fire or fire and move where applicable. Model loses all normal spell casting ability. +1M +2 I
506-510	Indomitability. Immune to all psychology.

511-515	Iron Hard Skin. FP+1 +3 to Save. Yeah.
516-525	Irrational Fear. See main chart
526-535	Irrational Hatred. See main chart.
536-540	Languid. Model may not run, march or hide.
541-550	Limb Loss. See main chart.
551-565	Long Legs. +1 M FP+1
566-570	Long Neck
571-575	Long Nose
576-580	Long Spines. FP+1
581-585	Mace Tail. A+1 tail
586-590	Magic Immune. 3+ save vs. magic
591-595	Magic Resistant 5+ save vs. magic
596-600	Magician +1 magic level (new chaos ritual available)
601-605	Mane of hair
606-610	Manic Fighter. Hates ALL enemies within 12"
611-615	Manikin FP+2
616-620	Massive Intellect. Reroll Spell difficulty roles. Choose Skill from Mordheim Academic Chart.
621-630	Mechanical Man. See main chart.
631-635	Mercreature M=1 on land. Fp+1. Breathes Water.
636-640	Metal Body. WSX ½, BSX1/2, S +3, T= 7. FP+3
641-645	Mindless. No spellcasting, Subject to stupidity.
646-655	Moronic. Subject To Stupidity.
656-665	Multiple Arms See main chart.
666-675	Multiple Heads. See main chart.
676-680	Mumbler. -1 FP. Spell difficulty +1
681-685	One Eye BSX1/2
686-700	Overgrown Body Part. See main chart.
701-705	Pin Head. LD -2. Stupidity. FP+1
706-715	Plague Bearer. See main chart.
716-720	Pointed Head. LD-1
721-725	Poisonous bite. A+1 Bite.
726-730	Powerful Legs. Leaps up to M. M +2.
731-735	Prehensile Tail. A+1 Weapon can be used there.
736-745	Pseudo-Daemon hood. See main chart.
746-750	Puny. SX ¼ TX ¼

751-755	Quick Reflexes. I+1 Gains Lightning Reflexes from Mordheim Speed Skill list.
756-760	Rapid Regeneration
761-765	Razor Sharp Claws. A +1 Claw)
766-770	Rearranged Face. FP+1
771-775	Regeneration
776-780	Resilient. T +1
781-790	Rotting Flesh. FP+1
791-795	Scaly Skin. FP+1 Armour save +1
796-805	Scorpion Tail. A+1 FP+1
806-810	Short Legs. MX1/2.
811-820	Shrink. See main chart.
821-825	Strong Man. As Mordheim Skill. Creatures may reroll this attribute.
826-830	Silly Voice FP-1
831-835	Silly Walk. M-1 FP-1
836-840	Skull Face. FP+1
841-845	Snake Tail. A +1 (at -1 Strength) FP+1
846-850	Spits Acid.
851-855	Strong. S+3
856-860	Suckers FP+1
860-865	Tail.
865-880	Technology. See main chart yo.
881-885	Titillating. Model is so aesthetically pleasing to those around him that it's difficult for them to attack. -1 to hit this model unless model is hated by enemy; then +1 to hit.
886-890	Teleport. See main chart. Ugh.
891-895	Temporal Instability. See main chart
896-920	Tentacles. FP+1
921-925	Transparent Skin. FP+3
926-930	Uncanny Resemblance
931-940	Uncontrollable Flatulence. See main chart.
941-945	Venereal Disease M-1 -1 yuck.
946-950	Vividly Colored Skin.
951-955	Walking Head. FP+1
956-960	Warp Frenzy. Model Subject to Frenzy. When model is in frenzy, it changes form. Take model's profile and add 6 attributes. This is the models warp frenzy profile. During Warp Frenzy, model gains +5 FP for the duration of combat in addition to normal FP's.

961-965	Warty Skin
966-970	Weapons Master WS or BS +6
971-975	Wings. See main chart.
976-985	Zoological Mutation. See main chart.
986-000	Roll on Mordheim Skill advance table.

Chaos Rewards

This is a list of the changes to the chaos rewards table found in the ROC books to fit better with the Mordheim combat system.

Frenzy

ALL members from this point on are subject to frenzy. Subsequent rolls of this gift reduce add +1 to Frenzy rolls for the champion.

Daemon Weapon

Roll on the daemon type table and Weapon type table as normal.

The weapon adds +1 to hit for every attack the bound daemon has. Usually this means the champion will always hit on anything but a 1.

Any unsaved wound the weapon inflicts AUTOMATICALLY takes the enemy model out of action. Do not roll on the wound chart (no knocked down or stunned results).

Every model the champion takes out of action using the daemon weapon divides it's strength by 3 and adds that to the champion's strength for the remainder of the battle. Drop fractions. If the champion gains strength 3 times his own, he collapses and is taken out of action.

IF the champion wielding a daemon weapon is killed, there is a chance the daemon will emerge from the blade and walk the battle field. See Slaves to Darkness for this effect.

Chaos Spawn

Instead of d6, the champion receives D3 chaos spawn with a single random profile and d6+3 attributes for all spawn in the group. LD is reduced to 1.

Conclusion

After our first bout of playtesting it became evident that the mutations all needed to be rewritten, as well as both the retinue table and rules for spawn and the massive amount of attributes that could be aquired with a few rolls. It's fun at times to roll up a beastie with 16+ attributes, but most of the time it's a great hindrance to play. Other than this, it was good fun while it lasted and a great opportunity for creative conversions.

Chris turner