

MORDHEIM

Halloween Scenario

Halloween is upon us and the time of nasties that go bump in the night has come. And what better a game to play at this time of year than Mordheim, the City of the Damned?

While Mordheim has a plethora of monsters and dark streets to traverse, at this particular time of the year, you may want to add a bit more Halloween spirit. And this article is just one way to do just that.

I often find that holiday and seasonal games are best done with a large group of friends all playing at the same time, and provides a fantastic opportunity to introduce new people to the game in question, or the hobby as a whole.

The first thing to do is decide what seasonal elements you want the game to entail. I decided a good old fashioned vampire hunt was in order. This meant

that the scenario was going to involve finding something (an aspect that Mordheim already involves) and fighting something (again, already covered by the rules).

I decided that instead of a complete gang, each player would bring a single hero, and to use the 'Fighting Individual Battles' rules listed on page 165 of the Mordheim rule book. Not everyone playing in our game had Mordheim models so it would be much easier to run this way. I gave each player the equivalent of 150gc's with which to buy upgrades as well as equipment and weapons (utilizing the Price Chart listed on page 146) meaning that I had a selection of characters, each with different characteristics and equipment.

Once the characters were ready I was going to need an actual scenario for the players to participate in, and I chose to use an altered version of Scenario #7: Hidden Treasure. Of course this time around, the treasure was actually a sleeping vampire! The scenario works like this: buildings are scattered throughout the playing area, and as each individual moves in to base contact with a building he (or she) may search it. To search a building, roll 2D6, and if the result is 12 the player has located the vampire! If after all other buildings have been searched, and the vampire not found, the last remaining building automatically contains the awaiting monster. Only one player may search a building at a time, and a building may only be searched once. An important note to make in this version, is that unlike normal Mordheim, all the players form a "gang", and

function at the same time during the turn, they follow none of the normal rules for being part of a gang. (bottle tests and such). However they form a "side" and the vampire and his minions form another, being controlled by me. In the normal version of the Hidden Treasure scenario when a building is searched, and a result other than 12 comes up on the dice, nothing happens. In this version, if anything other than a 12 is rolled, something other than a vampire is awoke! Now you can obviously pick whatever seasonal nasty you want and I decided that 2d6 zombies or 1d6 ghouls would be appropriate. These were placed on the far side of the building and were controlled by me from the next turn onwards. This led to all sorts of interesting scenarios as some players ran off to look in as many buildings as they could find, while others wanted to hang back and re-group before moving on to the next building (also watching the debate as to who was going to stick their head in the next window was endlessly entertaining).

Next up was designing the vampire itself.



Witchblades, Baron & W. them from the Dog of War range make excellent Mordheim characters.





*"Come and get me!
Blaah"*

Since Mordheim vampires are designed to fit in the game and be balanced with everyone else in the context of a warband, this would not do.

This Vampire needed to be terrifying and a challenge for an entire group of hero level characters. A vampire is an easy thing to make quite a bit stronger, but I wanted it to have a bit more meat to it than just making all of his characteristics 8 across the board. I started by giving him the skills Step Aside, Jump up and Dodge. I then increased his stats a bit (I'll leave that up to you depending on the number of players you have). To really make things interesting, I gave the vampire the ability to regenerate, with the following stipulations: that he was not able to use the ability to regenerate if he suffered a critical hit result of Sliced! (5-6 on the bladed weapons critical hit chart on page 161) representing the vampire's head being cut off, or Kebab! (5-6 and the critical hit chart for thrusting weapons, page 161) representing the vampire being impaled. I also allowed characters to use stakes (counts as a dagger). These weapons ignored the vampire's ability to use the No Pain rule listed on page 88.

What we end up with is a group of characters, searching a group of ruined buildings for a fairly powerful vampire. The vampire itself is tough enough that a few of the characters will have to work together to bring him down, however this will be dictated by the group you are playing with. There will inevitably be someone out there who decides to look in as many buildings as possible, stir up as much undead trouble as he can, and then run for cover when the vampire arrives.

There are also many other things you can do with this scenario. If you are playing in a campaign already, instead of having the players create new characters, they could each bring their current leader and you could offer some big warpstone bounty for the player who brings down the vampire. You can change the scenario to cover whatever monsters you might happen to have in your collection, altering the minions to match a different bloodline (dire wolves instead of ghouls), or change the idea of the vampire altogether, perhaps replacing him with a wizard in the process of summoning a daemon, or perhaps having a turn limit until the sun sets and giving the vampire two sets of characteristics, one for if he's found during the day, one if

he's found after the sun goes down. The possibilities are endless and this idea can be adapted to cover almost any holiday or seasonal type of game you want to play... (there's no reason you couldn't look for a big pink bunny). Just remember to keep it fun for everyone and if you're a big fan of repeat players, a few small prizes (mmmm, candy...) for various things always brings 'em back for more.

