

MORDHEIM

Spawn Hunting

A brand new Mordheim Scenario

By Thrasher Kitch

(With feedback and edits from Terry Maltman and John Severn)

"Over there men! After it! 50 Crowns to the man who brings that chaos beast down!" shouted Captain Alkazar to his men, as they chased the twisted Chaos Spawn through the ruined streets of what was once a productive farming village. In the time after the comet fell, the streets of Mordheim were tainted by the touch of the foul gods, and the effects visible in many areas. Men and women bore twisted visages of their former selves, and much, much worse was to be found. The touch of Chaos was laid heavily on the land. Many priests of the righteous gods were trying to do what they could, but some of the more physical threats required a less spiritual touch, and more of a physical beating.

In this case, a Chaos Spawn has been tracked down, and is terrorizing its way through the remains of the city, and your warband is chasing it, and trying to bring it down. Or maybe you're trying to subdue it and bring it under your control, and

then use it to make it your loyal servant. Such a creature would be very, very powerful to have under your control. However, you've run into a snag.

Another warband has spotted you, and is closing in to intercept you and stop the spawn themselves. What is their motive? Why are they here? Such questions are not to be answered here.

Set Up

The setup is for two or more warbands. The warband with a highest rating should be set up within 10" of one corner of the board, as they are the warband hunting the spawn. Place the spawn 16" from them, directly between them and the center of the board (always place it on ground level.) Place opposing bands on the table edges opposing that player, and within 6" of the edge. The player may pick which of the two sides he starts on.

Note: If the warbands taking part in this campaign are highly rated, you may be better off using multiple spawns instead of one. So once you hit around 250, try 2, or at 375-400 try 3. Etc. Alternatively, for multiple warbands, you could also do it as "Number of Warbands -1" to determine how many spawn you need.

Terrain

This scenario can take place in any locale. This could easily be happening in the country side for Empire in Flames, or in the ruined streets of Mordheim.

Starting the Game

The Spawn gets the first turn, and immediately make a move, away from the band pursuing them. Then the hunting band goes second, and roll a D6 for all other warbands taking place in this scenario, with the highest going first.

This means the Spawn have their own turn, in addition to the players, so here's the rundown of turn order:

Turn 1: Spawn

Turn 2: Pursuing Band (Highest Rated)

Turn 3-?: The remaining warbands, dice off for turn order.

Special Rules

Wyrystone Necklace: Make note of which warrior(s) deliver the killing blow to each of the spawn on the table. After the fight, roll a D6 for each warrior who took a spawn OOA. Whichever rolls the highest, he found a mysterious Wyrystone pendant around the neck of the spawn. He can either wear it or sell the pendant to a wandering wizard for 10D6 GC. Should the warrior choose to put it on, consult the following table for the result. (If the warrior in question is a henchman, remove him from his existing group and place him in his own group, which may never be added to again.)



Roll D6 after the game

- 1 The green stone drains the warrior of his vitality. Roll on the henchman advance table, for rolls of 1-9 reduce the stat indicated by 1 and for rolls of 10-12 the warrior mutates. All bands except chaos bands kill a mutating warrior as they start to change, chaos bands (possessed, carnival of chaos, beastmen and skaven) may roll a random mutation.
- 2 No effect beyond dark and troubled dreams.
- 3-6 Roll on the henchman advance table, for rolls of 1-9 increase the stat indicated by 1 and for rolls of 10-12 the player may choose any stat to increase by 1. The stone is not powerful enough to increase a stat above a racial maximum, if this is indicated roll again.

Ending the Game

The game ends only after the Spawn have been taken OOA and only a single band is remaining on the table. Warbands may voluntarily rout, following the normal instructions for such in the Mordheim rulebook.

Experience

- +1 Survival: Any Hero or Henchman group which survives the battle gains +1 experience.
- +1 Winning Leader: The Leader (or acting leader) of the band gains +1 experience for winning the scenario.
- +1 per Enemy out of action: A hero earns an additional +1 experience for each enemy they put out of action.
- +1 Spawn Wound: A Hero or Henchmen group earns an additional +1 experience for each wound they do to one of the Spawn. (A henchman group may not gain more than +1 experience in this way.)

ABOUT THE AUTHOR

Mike "Thrasher Kitch" Kitchenman Mordheim fanatic, Moderator, and all around geek in general. Living proof that there are still SG players stateside! Also presently realizing just how many warbands he has to build. Sheesh!

Spawn

Each of the Spawn on the table has the following Stat Line:

Chaos Spawn

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	3	0	4	5	3	2	D6+1	10

Immune to Psychology, Fear, Skull of Steel

Skull of Steel: The Spawn are virtually immune to pain, as normal people feel it. In any turn in which the spawn rolls an injury result of "Knocked Down" or "Stunned", ignore the result, instead reduce the monster's attacks to a D3 result, instead of the D6+1 given in the profile. This hindrance will continue until the Spawn's next turn, then it is removed.

To move a spawn, roll an Scatter die and move it "2D6" in that direction, moving around obstacles as necessary. Should the Artillery die come up with a 'hit' the Spawn moves directly towards the nearest visible enemy model on the table.

