MORDHEIM

Ten Players, One Campaign

Campaign report and scenarios
By Dennis Montera

I lead a small gaming group in Albuquerque, New Mexico, USA. We recently completed a Mordheim campaign and what follows is a campaign report.

We had 10 players participate in the campaign, although not all players made it each night. Almost all of us work together, so this makes talk around the office kind of fun. We played on six Friday nights, two scenarios per night before the finals. We limited players to using official warbands (those mentioned in the annual Rules Review), and used the most recent version of the living rulebook. To determine overall ranking of players, we used win/lose record (50%), warband rating (25%), and total enemy models taken out of action (25%). The "total enemy taken out of action" was chosen to encourage action and risk taking through the scenarios. We did find that over time, some warbands had trouble remaining competitive. Occasionally, we offered small plus ups to warbands (additional gold, an extra henchmen for free, etc) based on warband rating to keep all players competitive. To keep things even, all tables played the same scenario each round. Because we only had four tables available, and because some nights we had an odd number of players, we often had a three player game during a round. In addition to the scenarios in the rulebook, we used scenarios from the Empire in Flames supplement one night for out of town adventure, and we also used some custom scenarios (Bounty Hunt, King of the Mountain, and The Mini Mother of all Wyrdstone – both found below) to keep things interesting. For the finals, we had the top four teams play a last team standing custom scenario (The Mother of all Wyrdstone – also found below) for top prize, and the next four teams conducted a last team standing pit fight for the consolation prize. The first place winner earned a signed copy of Empire in Flames, provided by the Specialists Games staff, along with our Mordhiem campaign trophy (a piece of wyrdstone with campaign winner names painted on it) to sit on his desk until the next campaign. Second place earned a painted Ogre Pit Fighter model, and the consolation game winner earned a set of dice.

Vampires stalk the city...

This was the second Mordheim campaign we have played as a group. Overall, Mordheim has become a popular game among the group. People are already exploring their warband options for our next campaign (probably in early 2006), and many group members are actively making more terrain. The standings before the finals are shown below, along with some pictures from our campaign. In the end, Ray (Possessed) won the tournament, Darryl (Reiklanders) placed second, and Eric (Beastmen) earned the consolation prize.

SOME THOUGHTS ON GAME PLAY

Warbands: The Undead warband was perceived to be weak due to many henchmen not gaining experience. The warband started out strong, mostly due to the vampire. While it performed well throughout the tournament, the warband did have trouble near the end keeping up with other warbands which had experienced henchmen. The Beastmen warband (from Empire in Flames) had trouble keeping up. While the individual characters were fairly tough, they were expensive so it took a while to build up the warband size. Also, the lack of available hired swords hindered the team. The Possessed warband started small and had to overcome hurdles, but once it was established, it became tough to deal with. It helped that Ray took many risks with the warband, including: refusing to voluntarily route and therefore often having many heroes taken out of action, taking his chances with "Gifts of the Shadowlord" were beneficial to the team, and always forcing the close combat fight. Orcs worked better than expected. While animosity was sometimes a problem, Weave chose to begin with the Troll which had a big impact on many fights. The human mercenary warbands worked well, being simple to play, well balanced teams. Skaven have always worked well. One player only made it on the first night, and the other joined the campaign late, making it hard to catch up to the other players (it was also his first time playing Mordheim).

Scenarios: Scenarios were chosen ahead of time each night, and all tables played the same scenario each round. Some of the scenarios did not play well for our group (Defend the Find and Surprise Attack) and will probably not be used in future campaigns. We also have some new players in the group, and found that terrain placement can be a huge factor in one's success. Often times, players were able to place terrain so as to secure a large advantage over their opponents before the fight even begins. We also note that while "Street Fight" might seem geared towards close combat oriented warbands, that the lack of maneuver space was more beneficial to shooting warbands. We found that the best scenarios for our group are those that are basically a skirmish at their base, maybe with some additional objectives tossed in. This helped drive some of the custom scenarios below.

Rules: We found that we wanted to modify the rules a little (we had "house rules"). First off, we have found that the loss of heroes early in a campaign can devastate a warband. To reduce the effect, we declared that any hero which rolled "death" on the Serious Injury chart would treat it as multiple wounds instead for the first two games. Having to replace a hero and gear early on was just not possible for some warbands. This change allowed

Ranking	Player	Wins	Losses	Ties	Rating	Opponents TOA	W/L Rank	Rating Rank	TOA Rank	Overall Score
1	Dennis – Undead	9	3	0	348	71	1	5	1	8
2	Steve–Reiklanders	8	4	0	401	53	2	1	4	9
3	Darryl–Reiklanders	7	5	0	397	70	3	2	2	10
4	Ray – Possessed	5	4	0	373	55	4	3	3	14
5	Weave – Orcs	5	5	0	371	36	5	4	6	20
6	Eric–Beastmen	5	5	0	280	50	5	7	5	22
7	Marena–Middenheimers	1	8	0	329	20	8	6	8	30
8	Jordan–SistersofSigmar	1	8	0	265	25	8	8	7	31
9	Jai–Skaven	1	0	0	76	3	7	10	10	34
10	Ben – Skaven	0	6	0	200	18	10	9	9	38

TOTAL TOA: 401

Note: Overall score is weighted 50% W/L, 25% Rating and 25% Opponents TOA

people to at least keep the gear if a hero needed to be replaced. Second, we found that most players equipped their models with clubs/maces because we were using the optional critical hits chart, and these weapons have the opportunity of a guaranteed kill. When used against a character with multiple wounds, this can be devastating. In the future, we plan to use the standard critical hits chart for all weapons. Third, we found that being able to start high up in buildings without having to pass an initiative test can be a big advantage. In the future, if a warband is entering a scenario from a table edge, we will require all models to start at ground level. This will make placement of ladders more important. Finally, as many others have noted on the forums, we found armor to be not worth the money. In fact, none of our players ever purchased armor during the campaign.

Maintaining balance: Our group plays first and foremost to have fun. We have found that Mordheim campaigns can quickly break down into warbands with a large advantage, and warbands with relatively little chance of winning scenarios (due to losses, low shard finds, etc). Maintaining a balance so that all players are competitive was tough (as mentioned above). We did not want to punish warbands for doing well, but at the same time we wanted to help warbands that had suffered large losses. At times throughout the campaign, we looked at the ratings of all the teams. Based on this, we set thresholds for ratings and warbands in certain ranges were given additional gold, henchmen, etc to bring them closer to the upper tier teams. However, we also had to make sure that we did not benefit warbands so much that it was better to do poorly than well. As the person running the campaign, this was tough to do. The last thing we wanted was for people not to enjoy playing and therefore stop coming to the campaign. The solutions we developed did seem to help, but we are always looking for good ideas on how to maintain balance in a long campaign.

Spirit of the scenario: A few times, we had very long, drawn out matches due to one player not playing within the spirit of the

scenario. An example would be the "Street Fight" scenario. If one player was making no attempt to get to the other end of the street, but instead was setting his defensive position and expecting the other player to take all the risk and move to them, we did not feel this was in the spirit of the scenario. As campaign lead, I was given the authority to direct players to change their tactics or forfeit a round if I felt their play was not in keeping with the intent of a scenario.

Thanks again to Specialists Games for supporting our tournament. Below are some of the new Scenarios we used in our campaign.

SCENARIO: BOUNTY HUNT
In the vastness of the Mordheim ruins there is always the risk of running into a rival warband. While two groups sometimes pass each other without a fight, more often than not there is a vicious battle amongst the ruins. Added to this, the reputations of many warbands have left a price on the heads of their members. This leads to the targeting of specific individuals to claim the prize.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands
Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

Setting the Bounty
Use colored markers for each hero in a warband. There should be a different colored marker for each hero of an individual warband. Before assigning markers to specific characters, each player secretly writes down three colors to be used by their opponent (in multiplayer games they should do this for each

Mercenaries and the Undead clash...

opponent). Each player then assigns the colored markers to their heroes, thus setting the bounty targets. Players do not have to reveal their targets until the end of the scenario.

Starting the Game
Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game
When one of the warbands fails its Rout test, the game ends. Also, the game ends if a player has successfully taken out of action all of his selected bounties and then manages to get all of his own remaining heroes within 2" of a single table edge.

Winning the Game
If a player successfully eliminates all of his bounties and manages to get all of his remaining heroes to a table edge, then he wins the game. If a player voluntarily routes, he automatically loses the match. If a player routes due to failed route test but has eliminated more bounties than any other player, then the match is a tie. Otherwise, the last team standing wins the match.

Experience
+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy model he puts out of action.

+1 Per Bounty Out of Action. Any Hero or henchman group that successfully takes out of action a bounty earns +1 Experience (for heroes, this is in addition to the +1 experience for taking an enemy out of action).

The Bounty
On top of the normal search, warbands receive 1 shard of wyrdstone for each successful bounty.

SCENARIO: KING OF THE MOUNTAIN
In the vastness of the Mordheim ruins, warbands often lay claim to small areas where they believe large quantities of wyrdstone can be found. When two warbands try to claim the same space, a turf battle occurs. In the end, there can be only one "King of the Mountain."

Terrain
Place a fountain, statue or other small terrain piece at the center of the table. Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. However, no additional terrain pieces may be placed within 8" of the center of the table. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands
Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

Claiming the Mountain
Any warband member may claim the mountain, and multiple players, even from both teams, may claim the mountain at the same time. To claim the mountain, a character must move within 6" of the table center (the "Ring of Fire") and declare they are "claiming the mountain." While "claiming the mountain," a character may move, charge, shoot, cast and fight as normal. However, if the character is knocked down, stunned, or moves more than 6" from the table center (out of the "Ring of Fire"), they have lost their claim and must declare it all over again. In

order to become "King of the Mountain", a character must have claimed the mountain, and also:

1) started two consecutive turns having claimed the mountain (place a die next to each claimant to indicate the number of turns claimed/finished)

2) finished both turns still claiming the mountain

3) finish both turns with no standing enemy models within 6" of the table centre

Starting the Game
Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game
When all but one of the warbands fails its Rout test, the game ends. Also, if any model achieves "King of the Mountain," the game is over.

Winning the Game
The game is won by either becoming "King of the Mountain," or causing all enemy warbands to route.

Experience
+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy model he puts out of action.

"Ring of Fire". Any hero standing in the "Ring of Fire" (within 6" of table center) at the end of the game gets an additional +1 Experience. (Remember, route tests are taken before recovery.)

"King of the Mountain". If a warband is declared "King of the Mountain," each surviving warband member (heroes/henchmen/hired swords) gets an additional +1 Experience.

SCENARIO: MINI MOTHER OF ALL WYRDSTONE (MMOAW)
In the vastness of the Mordheim ruins, sometimes large pieces of wyrdstone can be found. When they are, all warbands will do their best to get their hands on it.

Terrain
Place a small piece of terrain at the center of the table. Place a counter representing the "mini mother of all wyrdstone" (mmoaw) or any appropriate high value item (say Gromril armor) in the center of this piece of terrain, as high as possible (if it is a multi-level building). Each player takes it in turn to place

A game in progress...

a piece of terrain, either a ruined building, tower, or other similar item. However, no additional terrain pieces may be placed within 8" of the center of the table. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands
Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 4" of that edge. His opponent then sets up within 4" of the opposite edge.

Gathering the MMOAW
Any single character finishing a move in contact with the MMOAW can pick it up. However, due to its size, the character will no longer be able to run (animals cannot pick it up, and the character is still able to charge). The MMOAW cannot be handed from one player to another. However, if the character holding the MMOAW is knocked down, stunned or taken out of action, the MMOAW is dropped and scattered. Use a d8 scatter dice, and move the counter d6" in the proper direction (stopping at any wall or similar obstruction). Any character may now pick it up during their movement phase as long as they are not charging or in close combat. A warband only gets the MMOAW at the end of the game if it is carrying the MMOAW when the game ends. However, if the team with the MMOAW voluntarily routes, the MMOAW is accidentally lost in the confusion of the route. The MMOAW is worth 2 shards of wyrdstone (or can be traded for a rare item named by the campaign manager before the scenario is played; ie Gromril Armor, hafling cookbook, etc) on top of those found during exploration.

Starting the Game
Both players roll a D6. The higher scoring player takes the first turn.

Ending the Game
When all but one of the warbands fails its Rout test, the game ends.

Winning the Game
The game is won by causing all enemy warbands to route.

Experience
+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy model he puts out of action.

Carrying the MMOAW. If a hero is carrying the MMOAW at the end of the fight (and his team did not voluntarily route), he earns an additional +2 Experience.

SCENARIO: MOTHER OF ALL WYRDSTONE (MOAW)
There is a rumour that the core of the comet which devastated Mordheim lies somewhere deep in the heart of the city. Recently, the information as to the exact location of the core has become more and more specific. Multiple warbands have narrowed their search and are closing in on the MOAW at once. The question is, can they withstand the lure of the stone long enough to survive each other.

The MOAW scenario is intended as a campaign finals scenario. It can be played multiplayer.

Terrain
Place a small piece of terrain at the center of the table. Place a counter representing the "mother of all wyrdstone" (moaw) in the center of this piece of terrain. Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Warbands
Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 4" of that edge. His opponents then set up within 4" of the opposite edges. At the start of the scenario, all warbands are considered to be making a quick route to the MOAW, therefore all warband members must start the scenario on the ground level.

The Draw of the MOAW
The draw of the MOAW is so strong, that no warband will route while trying to attain it. As such, all warbands will fight to the last man to try and secure the MOAW.

The MOAW is a large chunk of the comet. As such, it requires four (4) warband members to carry it away. These warband members may only walk at half the speed of the slowest member carrying the MOAW.

Failed Charges: Any warband member declaring a charge and failing because it is too far, is instead drawn by the stone (it plays tricks on the mind). Due to the failed charge, instead of moving towards the charge target, have the model RUN along its shortest path towards the MOAW. This model does NOT count towards the "Number Drawn" below.

After charges have been resolved, but before regular movement, check to see if any unengaged warband members are within charge range of opponents securing the MOAW. If so, they must charge an opponent who has secured the stone. Anyone charging this way is immune to all psychology for the charge.

The Number Drawn: After all charges have been resolved (both optional and compulsory charges), calculate the number of warband members drawn by the stone. To do this, calculate half of the total warband members on the table, rounding down. Next, count the number of warband members not engaged in close combat, not currently securing the MOAW (see below), not having failed a charge, and still standing (not knocked down or stunned), then subtract the number securing the MOAW. The lower of the two numbers is the "Number Drawn" by the stone.

The MOAW calls to the lust of all Mordheim adventurers. As such, and only if a player has fewer than four (4) models securing the MOAW, then the player must make compulsory moves. To do this, during the movement phase of each player's turn (after charges, both optional and required above, have been resolved), calculate the "Number Drawn" from above. The "Number Drawn" closest (direct path distance) models to the MOAW (standing models, not in close combat, and not securing the MOAW) must move in