

Blades of the Damned

A Mordheim Narrative Campaign: Week 3

Demons! Chaos!

The city is coming apart: not only is the violence rampant, but servants of Slannesh and Khorne are prowling the streets, killing at will! The city of the damned is becoming a battleground for the forces of chaos. Time is growing short.

In the madness, forces are starting to align- you hear rumors of the decadent camps forming in the city, presided over by Lothar von Gottlieb. Pit fights, senseless slaughter, and endless battles are instigated by Johan von Gottlieb. These groups are coalescing into two factions, each bent on destroying the other. You find yourselves caught in the middle, trying to stay alive. Each venture into the city may be met by a howling demon around any corner. This madness cannot continue.. but there is still so much wyrdstone to be had.

Your band lays low, planning your next move, when suddenly a purple and red mist pours over the city. This brings an eerie silence- maybe you can use this fog as a cloak to disguise your movements. Your warband tracks down rumors of wyrdstone caches in the city, then sets out under the cover of the mists, seeking to avoid the warring factions and prowling demons. How much longer can your warband survive in this madness?

- **Scenario:**
- Scenario: Death in the mists, <https://broheim.net/downloads/scenarios/deathinthemists%2C%20giftofthetruthsayers%2C%20theoghamstones.pdf>
 - With the following modifications:
 - 3D6" visibility at the start of each players turn
 - Getting lost in the fog
 - Each turn your leader first rolls a leadership test (or your highest remaining LD model who could be your warband leader)
 - If failed, then you must roll for being lost in the fog as described in the scenario
 - Defender has 3 wyrdstone tokens which start in possession of their heroes, which can be dropped as normal. Any hero with a token at the end of the game gains +1 exp
 - The waband with the most wyrdstone tokens at the end of the game gains +1 warband exp
 - If the attacker has any wyrdstone, they gain +1 warband exp