

Blades of the Damned

A Mordheim Narrative Campaign

Player Packet, v1

It is the year 2007 of the Imperial Calendar. For eight years, the city of Mordheim has been a burnt out husk, full of precious wyrdstone drawing adventurers to their doom with the promise of riches. But for the last few years, the wyrdstone has dried up- warbands risk their lives for a single shard, or worse a purse of copper coins found in an old ruin. The long established mercenary companies began to disperse, the Elector Counts began to discuss reasserting control over the wayward region, and unreliable madmen babble about mass migrations of rat-men leaving the city. The ShadowLord must have looked on upon all this with a disappointed frown.

That all changed the night a young lad stumbled into Sigmar's Haven on the outskirts of the city, lacerated with a thousand cuts but grinning with a smile of pleasure. Driven nearly mad, he was carrying a hoard of wyrdstone. Suddenly the city was flush again with wealth which led to two things- senseless slaughter and endless hedonism. Rumors of dark powers swirled- surely this could not be a blessing from some benevolent power. New adventurers band together, reforming warbands for fame, glory, violence, and decadence.

And somewhere, a grin spreads over the face of the ShadowLord...

Player Packet - Getting started and House Rules

Never played Mordheim Before?

- Awesome- Mordheim is a skirmish-level Games Workshop game set in the IC year 1999, in the blasted ruins of an imperial city
- It's a more narrative system focused on building your warband over linked games- the rules aren't super tight, but are very characterful and fun. Think of your warband as your main character, and your dudes as sidekicks who come and go (often by dying)
- Rules are available here (you'll need parts 1,2, and 3
<https://broheim.net/downloads.html>)
 - There is a good FAQ here:
<https://broheim.net/downloads/resources/Ultimate%20FAQ.pdf>
 - This is a very handy reference sheet here:
<https://broheim.net/downloads/resources/Ultimate%20Reference%20Sheet.pdf>
 - Rules video runthrough:
<https://www.youtube.com/watch?v=qkKo07Odl0&t=1730s>

Worried about committing to a campaign?

- No worries! If you join, you can miss sessions or drop as needed- this is a narrative campaign, you won't ruin it if you miss, and we will have various catchup mechanics to keep ya in the fight
- Just want to drop in randomly? Sure! You can grab a warband (or bring your own) and join in a narrative scenario or multi-player game. You can learn the rules in one sitting!
- We have a bunch of starter warbands you can use, and we can make a roster so the barrier to entry for a session is low!

Excited to get started and join the campaign?

- Pick a Warband from the 1A-1C list (<https://broheim.net/warbands.html>)

- If this is overwhelming, start with one of the main rulebook 1A warbands: Human mercenaries (Reikland, Middenland, Marienburg), Skaven, Undead, Possessed, Sisters of Sigmar, Witch Hunters

What you need to play:

- 10-20 fantasy minis
 - WYSIWYG is nice if you can but not really possible in mordheim unless you are hard core (are you going to cut off the model's arm when they lose an arm after a battle? - this is obviously rad and obviously impractical). We recommend being chill about this
 - Also, round or square bases shall work
- Filled out a roster sheet starting with 500 gold crowns (check the house rules for some tweaks to certain items):
<https://broheim.net/downloads/resources/Mordheim%20Roster%20v3.pdf>
- Filled out warband experience sheet
 - Warband Name
 - A few sentences of warband lore
 - Warband Archetype
 - Warband starting turf
- Then you are good to go!

Customization

- **House rules:**

- Special critical hits tables are in effect
- Blackpowder misfire chart is in effect
- Miscast table is in effect (see below) - triggered on a double 1 when casting a spell (not prayers of sigmar or other non-spell magic)
- We'll use Opulent Goods, Ye Olde Curiosity Shoppe and the Blazing Saddles Mounted Rules
(<https://broheim.net/downloads/rules/Mordheim%20Annual%202002.%20Printable.pdf>) - remember you can only start getting this stuff after your first battle!
- **Discounted black powder:** all black powder weapons costs are reduced by $\frac{1}{3}$ (rounding up)
- **Ranged weapon limitation:** Only half your warband, rounding down, may carry a ranged weapon
- **Item limits:** only 1 lucky rabbits foot, lucky charm, and holy relic per warband
- **Hired swords:** Grade 1A can be hired in your starting warband or after matches
- **Large Models:** Roll on hero injury table after the game
- **Shield bulwark:** Give a 6+ save, and a 5+ save in combat
- **Buckler bonus:** Give a 6+ save in combat only, in addition to parries
- **Offhand attacks:** When fighting with two weapons, select one weapon to be your off hand. This weapon hits with a -1 penalty. Your other weapon rolls to hit as normal. A new skill is available to all heroes called *ambidextrous*, which negates this penalty. All hired swords who start with two weapons have this skill
- **Silver arrows of arha:** Follow normal rules for shooting (range, cover), but may also cause critical hits
- **(Slightly) Easier climbing/falling:**
 - Warriors can climb if they start their turn at less than 1" from a building/wall (instead of touching). Similarly, models moving over terrain that is clearly defined as stairs/ladders are not required to make climb/jump rolls, even if the height between steps is slightly over 1".
 - If a warrior falls but is not knocked down or stunned, they may continue their move as normal (including finishing a diving charge)

- **Minor clarifications**

- Animals generally can't use equipment or carry things, but we will say they can climb and use ladders for gameplay's sake. Certain scenario objectives (e.g. searching buildings) may work for animals - decided with your GM
- +1 experience for surviving a battle is if you survive (not permanently dead, e.g. you don't roll a 1-2 on a D6 with a henchmen) - not just out of action
- Heroes get experience for indirectly killing an enemy- e.g. hit an enemy who falls, who is killed by the fall

Mordheim Miscast Table

2 – Power of the Warp. Your spell fails and your wizard taps into the raw power of Chaos! A portal opens and your wizard is sucked screaming into the abyss- remove them as a casualty from the game and remove them from your roster.

3 – Chaos Spawn. Your wizard has attracted the ire of one of the great chaos gods and they are mutated into a terrible spawn. The spawn has stats of 4, but with 1 wound and attack. On the player's turn, it will charge any target it can see within 8" and fight a round of combat, otherwise it will do nothing. At the end of the game, the wizard is removed as a casualty from your roster as the gibbering spawn flees into the ruins of Mordheim.

4 –Power Drain. The spell fails, the winds of magic shift and abandon your wizard, who can no longer cast spells for the rest of this game.

5-6 –Missed! The winds of magic howl, and your spell is cast successfully on the nearest friendly model! Your opponent may make any decisions about the spell's effect, and if the target is not valid, the spell fails.

7 –Magic Blast. Your spell fails as a magic blast hits your wizard! Your wizard is blown away and moves d6" in a random direction and is knocked down. This may cause a fall, and they may take an I test to prevent this, following the rules for being knocked down near an edge (on a success they are placed, knocked down, at the edge, otherwise they fall).

8-9 –Wyrdstone Creatures. Your spell is successfully cast, but the energies attract mutated animals from the sewers who inflict 2 S3 hits on your wizard!

10 – What were the words? Your wizard hears foul whispers of a demon and mumbles an incomprehensible spell. Your spell fails, instead another random spell from your list is cast successfully (roll for the new spell, re-rolling the current spell) - you may choose the target and effects as normal.

11 – City of the Damned. The power of nearby wyrdstone is channeled into your wizard! Your spell succeeds, and the wizard gains a +1 to difficulty rolls when casting spells until the end of the game.

12 – Powerful Patron. Your wizard makes magical contact with a mysterious magical being, filling their head with forbidden knowledge. As this power flows through you, your spell succeeds and you may choose one academic skill or one spell (rolled from your list or the lesser magic list) which the wizard permanently learns.

Orc Mob Miscast Table

2 – 'Eadbang. In a brief green flash and a terrible bang, the powers of the WAGGH overwhelm your shaman, and their head explodes in a wave of green energy. Your spell fails and your wizard is permanently dead- remove them as a casualty from the game and remove them from your roster. Any greenskins or orcs, friend or foe, within D6" and line of sight suffer a strength 3 hit as they are engulfed in phantasmal green energy.

3 – Transmorgified into a Squig! Your wizard done goofed. Calling on Mork's blessing, the orc god decides to have some fun. Your wizard is permanently transfigured into a cave squig- remove them from your roster. Use the cave squig stats, and the squig always counts as being out of control. At the end of the battle, if the squig is not taken out of action, it may be captured by your warband- add one squig to your warband roster.

4 – WAGGGH! The spell fails as your wizard is overcome with bloodlust. Move immediately a full move towards the nearest enemy. If moved into base contact, you count as charging in the next round of combat.

5-6 – Eyes of Mork! Glowing green energy shoots from the eyes of your wizard. Roll a scatter dice (or spin a spinner) to generate a random direction. A beam 1 inch wide shoots out from the wizard and extends 18". The first model hit (even if in partial cover) suffers a strength 4 hit.

7 – Oooof. Mork (or possibly Gork), kicks your wizard right in the baby greenskin factory. Doubled over with pain, your spell fails and you cannot cast spells next turn either.

8-9 – Bloom of Shrooms Your spell fails, and a beautiful circle of shrooms pop up around the wizard, releasing a cloud of spores. Any model within D6" and line of sight must make a toughness test. If failed, they count as WS1 in the upcoming combat phase and may not move in their next movement phase.

10 – Wot's dat again? Your wizard goes to summon Gork's powers... and blanks. What were those words? Mork whispers secrets in the wizard's ear- your spell fails and re-roll on the spell table. The new spell replaces the old spell permanently. If your wizard has multiple spells, re-roll any results of other spells you know.

11 – Gork's Blessing. Gork smiles on this bloodshed! Your spell succeeds, and the wizard gains a +1 strength until the end of the game.

12 – Mork's blessing. A green cloud of fog parts, revealing the toothy grin of Mork! Mork tells your wizard they've been ded 'ard and ultra cunning. Your spell succeeds and you may choose one academic skill or one spell (rolled from your list or the lesser magic list) which the wizard permanently learns.