

Blades of the Damned

A Mordheim Narrative Campaign: Week 2

Licking your wounds, counting your coins, your warband plans its next move. The city is worse every day- increasingly there are two factions, those of unbridled hedonisms and those of unrivaled bloodshed.

You approach your camp and find the old veteran. One of the ninety-niners, somehow surviving since the first days of the city's destruction. They tell you that this violence must be the brothers von Gottlieb. The sons of the old Baron von Gottlieb. They came to this city about a year ago, driven by intense competition and rivalry, each seeking to outdo the other. Lothar was steeped in hedonism, driven to drink, eat, and roar to excess. Nothing could stop his greed and lusts. Johan was a creature of blood. He slew a great witch hunter captain the day he arrived, and a line of corpses have trailed behind ever since. They had always hated each other, and now it spilled into the open. Their hatred will take the whole city down with it.

But, they mused, that still doesn't explain all that wyrdstone...

Whatever your goals, your warband has no choice but to brave the ever more violent streets. Once more, you sally forth...

- **Scenario:** Chance encounter
- Special rules: Random events are in effect (see Mordheim Annual). On the roll of a 1, a random event will automatically result in the following (flip page dramatically!)

15 Blood for the Blood God!

Unfortunately for the warbands involved, the scent of blood has brought the attention of one of Khorne's minions. Reality is breached as a vicious Bloodletter emerges from the Realm of Chaos to shed even more blood for its master. The Bloodletter has the following characteristics and special rules:

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	6	0	4	3	1	6	2+	10

Fear: As monstrous and horrifying creatures, Bloodletters cause *fear*.

Save: 4+ Daemonic armour save.

Psychology: Immune to all psychology tests.

Hellblade: The Bloodletter is armed with a Hellblade which will automatically cause a critical hit if a 4+ is rolled to hit.

The Bloodletter will seek out the nearest close combat and join in, drawn by the clash of steel. The Daemon has a number of Attacks equal to the number of opponents it is fighting (down to a minimum of 2 Attacks). It will split its attacks amongst the opponents, and no matter how many warriors are involved it may roll to hit each one at least once. It will also prevent an opponent from taking any other warrior *out of action* in the massed combat, as they will be too concerned with the Daemon to finish off their other enemy!

If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, the Daemon will run towards the nearest warrior, eager to do battle. The Daemon will stay for D6 turns after which it will disappear.

- The demon will remain for 6 turns. The Hellblade rule is not in effect. Demonic armor save is not modified by strength, but is canceled by any magic attack.
- Any warband who slays the demon gains +1 warband experience (in addition to +1 personal experience for the individual character, if a hero)
- Any hero taken out of action by the demon who survives may, in addition to any injury effects, choose 1) Visage of the Demon- scars and exposure to demonic power causes model to cause fear 2) Hatred of the demon- gains hatred against demons, mutants, or possessed

If you have multiple tables, some should spawn a demonette (use same stat line).

In a multiplayer game, drop in two demons per table!