

Blades of the Damned

A Mordheim Narrative Campaign: Week 4

A week later, the mists clear. Your warband no longer has the cover of the fog to hide its movements. Things are becoming desperate - your band seeks entry into the city again and again, but you run into howling demons or bands of fanatical followers of the von Gottleibs. Your city is being torn from your hands, just as you were beginning to establish your turf! Demons are even rumored to be spotted outside the city walls, and stories of strange blood-red hounds devouring whole packs of wolves spread through the mercenary camps.

But then, your trusted fence brings you a lead too good to refuse- the young sons of the Count Falkenheim have been spotted entering the city. Drawn to the charismatic appeal of the courts of Wilhelm and Johann's chaotic followers, the young boys have fled their father's haughty rule in an act of foolish rebellion. The Count is desperate for news of his sons. If you find them first, the rewards will be immense...

Once more, you head into the city of the damned, knowing you could not be the only one on the trail of these young lads.

- **Scenario:**
- Scenario: The Lost Prince
 - <https://www.broheim.net/downloads/scenarios/thelostprince.pdf>
 - At the end of the game, the winning player can return the prince to the Count, gaining the reward in the scenario
 - Alternatively, the warband may sell the prince to the forces of chaos:
 - 5D6 GC automatically
 - 4+ wrydstone shard
 - 5+ Dose of black lotus
 - 5+ Leader gains a skill (a boon of chaos)
 - 4+ Scroll of dispel magic (one use only, may declare use after a caster has successfully cast a spell, negating it. After use, item is lost forever)
 - After the battle, any warband who controlled the prince at any point gains +1 warband experience
 - Random events are in effect!
 - On turn 1, a random event happens on a roll of a 1 (roll at the start of each players turn)
 - On turn 2, it is a 1-2, on turn 3 it is a 1-3 and so on
 - When the random event happens, flip the page

The Cult of Slaneesh!

The followers of Lothar von Gottlieb burst on the streets of mordheim. They appear on a random table edge, and must be deployed as closely as possible to the prince, while remaining at least 12" away from any player model.

Led by the viscous Oylmpia Lickspittle the Slaneeshi cultists burst in, seeking to claim the prince for their decadent pits.

Olympia Lickspittle

M	WS	BS	S	T	W	I	A	LD
5	4	4	4	3	2	5	2	8

Equipment: light armor, sword, dagger. Has the step aside combat skill.

Spell: Vision of torment. Olympia will try to cast this on any valid target in 6" who is not the prince.

Cultists

M	WS	BS	S	T	W	I	A	LD
5	4	3	4	3	1	4	1	7

Equipment: Sword, club.

Cult movement and actions:

The cult acts as an additional warband. They take a turn immediately following the player who rolled the random event.

Any cultist will charge any model within line of sight and charge range. Otherwise, the cultists will move as quickly as possible to the prince, in a straight line, using any stairs/ladders and climbing/jumping if necessary.

If any cultist controls the prince, all cultists will move (with the prince) to the nearest table edge by the shortest path.

A warband gains +1 warband XP for any cultist killed. Heroes gain experience for these kills as normal.

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The Cult of Khorne!

The followers of Johann von Gottleib burst on the streets of mordheim. They appear on a random table edge, and must be deployed as closely as possible to the prince, while remaining at least 12" away from any player model.

Led by the viscous Karnak Crusher the khronate cultists burst in, seeking to claim the prince for their gladiatorial games.

Karnak Crusher

M	WS	BS	S	T	W	I	A	LD
4	5	3	4	4	2	4	2	8

Equipment: Double handed weapon. Has the step aside combat skill.

Cultists

M	WS	BS	S	T	W	I	A	LD
4	4	3	4	4	1	3	1	7

Equipment: Sword, shield.

Cult movement and actions:

The cult acts as an additional warband. They take a turn immediately following the player who rolled the random event.

Any cultist will charge any model within line of sight and charge range. Otherwise, the cultists will move as quickly as possible to the prince, in a straight line, using any stairs/ladders and climbing/jumping if necessary.

If any cultist controls the prince, all cultists will move (with the prince) to the nearest table edge by the shortest path.

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