

Blades of the Damned

A Mordheim Narrative Campaign: Week 6

It all comes down to this.

Reading the grimoire of the demon, one thing is apparent- Johan and Lothar are racing to become Demon Princes, to ascend to near-godhood, to become one of the chief minions of the great chaos gods Slaneesh and Khorne. Whichever wins, they will dominate the city of the damned. Whoever loses, will become a gibbering Chaos spawn.

If a demon prince becomes ascendent over the city, there will be no room for your warband to thrive. No room even for scavenging and survival. All you have gained will be lost. Now is the moment, you must strike or you must die. You hear rumors of the foul forces corrupting the Pit - the heart of Mordheim where the comet made impact. There the most titanic struggles are happening, and a madman has reached your camp, raving about two portals spewing wyrdstone. One is swirling purple, the other the red of blood. These chaotic portals seem to be the source of all the wyrdstone flooding the streets! This must be where Johann and Lothar will finish their struggle. Grimacing, your warband sharpens its weapons and straps on armor.

As you venture forth, perhaps for the last time, to do battle in the city of the damned, somewhere, the Shadowlord smiles...

- **Scenario:**
- Scenario: Monster hunt <https://broheim.net/downloads/scenarios/monsterhunt.pdf>
 - With the following modifications:
 - Place two 6" by 6" areas, with a portal at the center of each, separated by about 18"
 - Place one monster each, with 3-4 henchmen, with 3 wyrdstone in each portal area
 - The monsters follow the scenario rules
 - Henchmen will charge or move towards any enemies in charge range (including other demon prince's henchmen). Otherwise, they will remain stationary guarding the portal
 - Warbands may attack the portals, which are toughness 5 and 2 wounds. They cannot be stunned or knocked down. If destroyed, D3 wyrdstone shards are scattered randomly 3D6" from the exploding portal
 - The game ends when all monsters are slain or all warbands rout
 - Random events are in effect, on a 1 activate the random event
 - Warbands gain +1 warband xp if they inflict the first wound on any monster
 - Warbands gain +1 warband xp if they inflict the last wound on any monster
 - Warbands gain +1 warband xp if they kill any enemy henchmen
 - Warbands gain +1 warband xp if they control any wyrdstone
 - Warbands gain +1 warband xp for destroying a portal

Aspiring Demon Prince Johann von Gottleib, Chosen of Khorne

M	WS	BS	S	T	W	I	A	LD
6	5	0	4	5	3	4	3	8

Fear: The Demon prince is a terrifying creature, and causes fear. It is also a demon, if you care about that kind of thing.

Save: The demon prince gets a 4+ armor save which cannot be reduced by the strength of the attack against it but is ignored by magic.

Will not rout: does not need to take rout tests, will not leave the are of the portal

Skull of Iron: the prince's skull is too thick for normal blows to penetrate. It is immune to being stunned, and will treat the results as knocked down.

Staggered, but not down: The monster cannot be truly knocked down. When a knocked down attack is inflicted, the monster loses one attack until it recovers (in the recovery phase of its next turn). This can be inflicted multiple times.

Flames of Khorne: the prince can breath S3 fire from one of his heads, which he will use if an enemy is in range.

Axe of Khorne: This mighty weapon gives +1S in close combat and gives an extra -1 armor save. It is also cool and also made of gold.

Rage of Khorne: If no enemy is within combat range or flames rage, it will bellow a challenge drawing a warrior in. It will target a random player warband- the nearest model in that warband must take a leadership test or move 2D6" as directly as possible towards the demon. It will avoid other warband's models, but will count as charging if it reaches the demon.

Cultists of Khorne

M	WS	BS	S	T	W	I	A	LD
4	4	3	4	4	1	3	1	8

Equipment: Sword and shield.

Aspiring Demon Prince Lothar von Gottleib, Chosen of Slaanesh

M	WS	BS	S	T	W	I	A	LD
6	5	0	5	4	3	5	3	8

Fear: The Demon prince is a terrifying creature, and causes fear. It is also a demon, if you care about that kind of thing.

Save: The demon prince gets a 4+ armor save which cannot be reduced by the strength of the attack against it but is ignored by magic

Will not rout: does not need to take rout tests, will not leave the are of the portal

Skull of Iron: the prince's skull is too thick for normal blows to penetrate. It is immune to being stunned, and will treat the results as knocked down.

Staggered, but not down: The monster cannot be truly knocked down. When a knocked down attack is inflicted, the monster loses one attack until it recovers (in the recovery phase of its next turn). This can be inflicted multiple times.

Blessings of Slaneesh: the prince knows *Lure of Chaos* with range 18". It will cast it every turn it is able, because it is a cool wizard. It will target a random warband in range. It will attack a friendly model if able, a player warband if able, or move as quickly as possible toward the slaneesh prince (in that order).

Slaneeshi claw: This mighty weapon gives an extra offhand attack, treated as a generic unarmed hand weapon.

Cultists of Slaneesh

M	WS	BS	S	T	W	I	A	LD
4	4	3	4	3	1	4	2	8

Equipment: Sword and dagger.

The Warp Dragon Gar'leth

On a rolled random event, a Warp Dragon bursts through the portal! For each demon prince, roll 2d6 and add its remaining wounds. The highest total wins control. The Demon Prince orders the dragon to burst through its opponent's portal. The Portal spews D6 shards of wyrdstone in a random direction 2D6 inches. The Dragon will charge from the portal to attack the other Demon Prince. It will take a turn during its controlling Demon Prince's turn.

If only one portal is active, the dragon will emerge from that portal. If no portals are active, it will not enter!

If it kills the enemy Demon prince, it will occupy the portal area and attack the portal. Once that is destroyed, it will guard the portal area like any other monster against the player warbands. It must be eliminated for the warbands to win the game.

M	WS	BS	S	T	W	I	A	LD
4	4	0	5	5	4	6	4	7

Fear: causes fear

Armor: Has a 5+ armor save not modified by strength of the attack

Breath Weapon: This may be used in the shooting phase, place the teardrop template touching the dragon. Any model under the template is hit on a 4+. The strength is 3 and normal armor saves apply.

Will not rout: does not need to take rout tests.

Skull of Iron: the monster's skull is too thick for normal blows to penetrate. It is immune to being stunned, and will treat the results as knocked down.

Staggered, but not down: The monster cannot be truly knocked down. When a knocked down attack is inflicted, the monster loses one attack until it recovers (in the recovery phase of its next turn). This can be inflicted multiple times.