

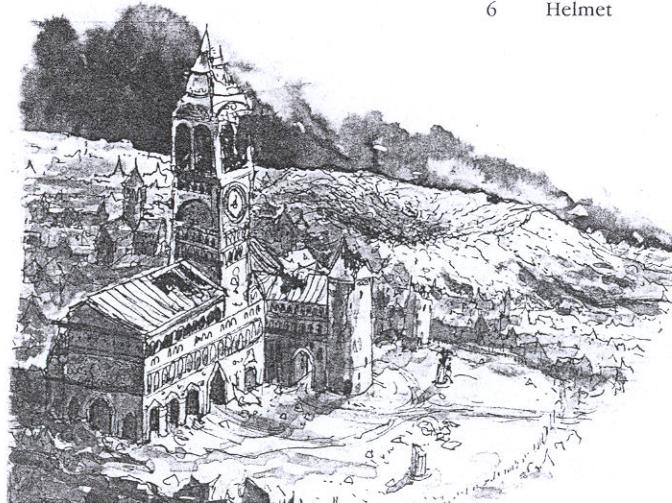
# Bringing Life to the City of the Damned

When warbands clash over Wyrdstone, they no longer have to do this in some hidden, forgotten corner of Mordheim. Now

players may set their skirmish in a specific part of the town. This is especially useful if players are using the magnificent map from issue 21 of Town Cryer as a basis for a campaign.

The four separate quarters of the city and each of the named places and districts could affect the choice of scenarios, possible random encounters or the likelihood of routing from the battlefield. Being in a certain area could also confer a bonus during the Exploration phase for certain characters or warbands.

Players wishing to use this system to decide the scenario to be played should roll and consult the table that follows:



## Scenario Table

### D66 Result

#### 11-12 Count Steinhardt's Palace

*This once ostentatious palace is now but a ruin and its walls are no longer manned by brave and loyal men-at-arms but by things of a far fouler breed, things best left unnamed...*

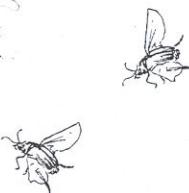
Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Treasure Hunt' (Mordheim 2002 Annual).
3. 'The Headless One' (TC 12) – the Headless One may have been a mercenary captain in the service of the Count or a member of Mordheim's long dead nobility...

The winning warband finds equipment that used to belong to the Palace guards, roll once for each Hero:

### D6 Result

1	Mace
2	Sword
3	Spear
4	Bow
5	Halberd
6	Helmet



## Scenarios in the City of the Damned

By Oliver Martinus with new art by Nuala Kennedy

Suitable scenarios:

1. Scenarios 2, 4 & 6 from the rulebook.
2. 'The Pool' (Mordheim 2002 Annual).
3. 'Monster Hunt' (Mordheim 2002 Annual).

Optional: Use 'Man Eater', 'Reflecting Pool' or 'Forbidden Fruit' from Random Happenings from the Mordheim 2002 Annual.

### 23-24 Rich Quarter

*Where the rich and famous lived and died when disaster struck. This was a rich quarter, which means there is more stuff lying around and more valuable items to be found*

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Cry of the Banshee' (TC18).
3. 'Kidnapped' (Mordheim 2002 Annual).
4. 'The Lost Prince' (Mordheim 2002 Annual).



### 13-14 Clock Tower

*Once a trademark of the bustling market town, now desperate men (and worse) fight and die over its ruins...*

Suitable scenarios:

1. Kidnapped (Mordheim 2002 Annual).
2. Ambush (Mordheim 2002 Annual).
3. Scenarios 1-9 from the rulebook.

Optional: Use 'Peddler' from Random Happenings from the Mordheim 2002 Annual.

### 15-16 Crimson Lights

*(North-east Quarter near Quayside)*

*Where it was once possible to purchase more than just ale and stew. Also where the Thieve's Guild were to be found. The gaudy signs and colourful silk and satin interior decoration now contrast strongly with the dusty grey of the rubble.*

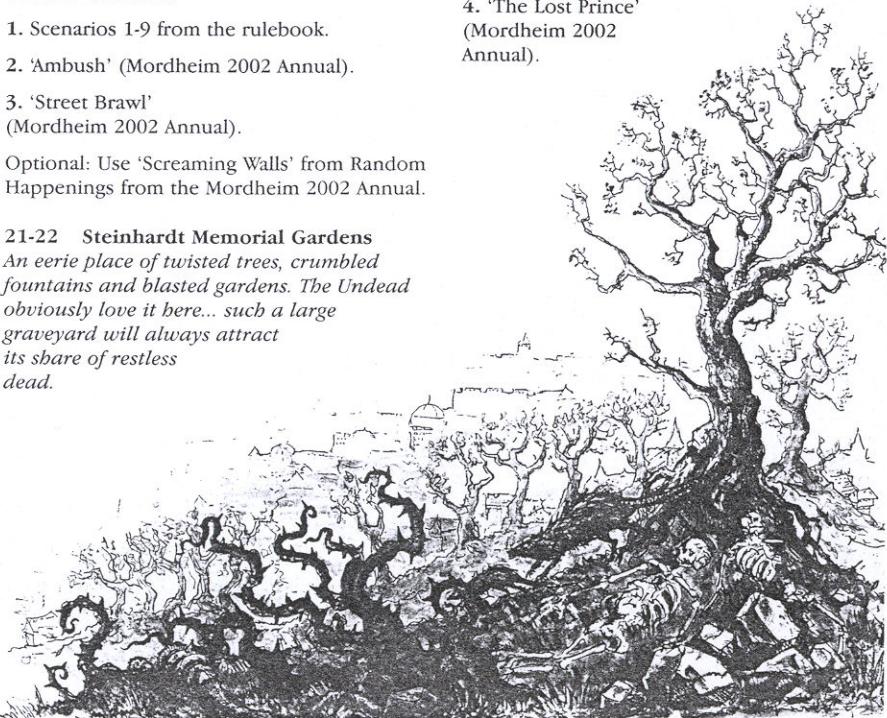
Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Ambush' (Mordheim 2002 Annual).
3. 'Street Brawl' (Mordheim 2002 Annual).

Optional: Use 'Screaming Walls' from Random Happenings from the Mordheim 2002 Annual.

### 21-22 Steinhardt Memorial Gardens

*An eerie place of twisted trees, crumbled fountains and blasted gardens. The Undead obviously love it here... such a large graveyard will always attract its share of restless dead.*



The winning warband may find luxury items, roll twice:

D6	Result
1-3	2D6 gold coins
4	Ithilmar Sword
5	Cathayan Silk Clothes
6	Crossbow Pistol

## 25 Executioners Square

Where the ever-popular public hangings took place.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Ambush' (Mordheim 2002 Annual).

Optional: Use 'Catacombs' from Random Happenings from the Mordheim 2002 Annual.

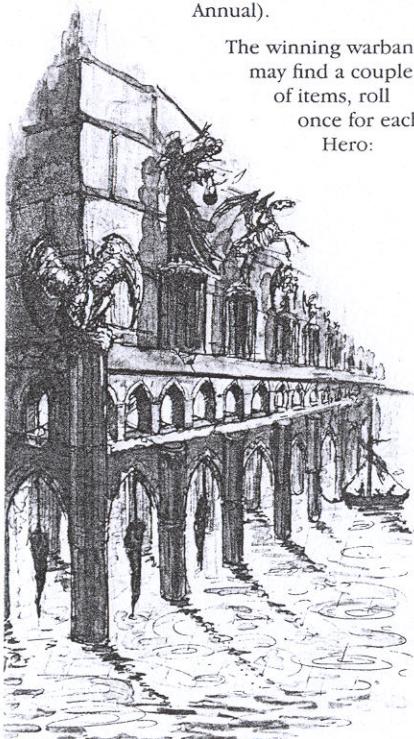
## 26/31 Quayside

A suitable name for the docks and warehouses along the Stir. This is also where the Middle Bridge is located.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Ambush' (Mordheim 2002 Annual).

The winning warband may find a couple of items, roll once for each Hero:



## D6 Result

1-3	Net
4	Rope & Hook
5	Lantern
6	Boat Hook (see rules TC9)

Optional: Use 'Swarm of Rats' and/or 'Thick Fog' from Random Happenings from the Mordheim 2002 Annual.

## 32 Halibut

(Between Great Library and City Walls)

Formerly a predominantly Sigmarite residential area and also the only area that was left virtually intact.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'The Fordidden Square' (TC8).

Optional: Use 'Peddler' from Random Happenings from the Mordheim 2002 Annual.

## 33-34 Herring (near Raven Barracks)

This used to be the Ulrican quarter and where Middenheimers, Ostlanders and Kislevites lived. It is now deserted...

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Ambush' (Mordheim 2002 Annual).

Optional: Use 'Dog Pack' from Random Happenings in Best of TC (the Ulricans used to keep vicious dogs to discourage Sigmarite visitors, these have been rendered even more vicious by the mutating influence of the Wyrdstone).

## 35 Inventors (North of the Gaol)

This is where the engineers and scholars lived, many libraries, workshops, apothecaries and colleges once stood here.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Stake-Out' (TC8), one warband is leaving through the West Gatehouse.

The winning warband finds one item, roll once:

## D6 Result

1-2	Lantern
3	Halfling Cookbook
4	Healing Herbs
5	Tome of Magic
6	Mordheim Map





65      The Rock (Sister's Abbey)

Where the Sisters of Sigmar have their almost unassailable abbey.

Suitable scenarios:

1. Scenarios 2, 4, 6 & 9 from the rulebook.

2. 'The Script of Sigmar' (TC9).

Optional: Sisters of Sigmar start first, and get an extra dice for the Exploration chart.

66      The Pit

A glimpse of hell in the very heart of the Empire, this is the Pit and its rim (affectionately called the Rim or the Edge by Mordheimers). There are no houses or ruins here, just rubble. This is the most dangerous part of the ruins.

Suitable scenarios:

1. Scenarios 2, 4 & 9 from the rulebook.

2. 'Scourge & Purge' (TC7), no buildings.

3. 'That's All Mine!' (TC10), no buildings.

All members of all warbands, except the Possessed, Beastmen or Undead gain 1 Insanity point (see Insanity rules in TC8)

Optional: Possessed start first.  
Use the 'Wyrdstone Hoard',  
'Warp Lightning' and  
'Collapsing Ground'  
results from the  
subplots in  
TC13.

