

## Scenario: the gaol

The battle in the Gaol grounds is a skirmish. Both Warbands have happened upon the area at the same time and are fighting it out for control, so they can loot it. Little do they realise the presence of the dreaded 'warden'...

### terrain

Choose any one neutral table edge of a 4x4 area and place a large ruined building on the chosen table edge just on the table. This represents a part of the Gaol. The rest of the gaming area represents the Gaol grounds and terrain should be set up in a mutually agreeable manner.

### set up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating decides. The first player chooses the table edge he wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge. Players cannot choose the table edge that has the Gaol building on or the edge opposite the Gaol.

### starting the game

Both players roll a D6. The player with the highest score takes the first turn. The Warden and the Innates (see below) take a turn after both players have had their turn and are effectively a third player ie, after the last player has finished his turn, the Warden and the Innates get their first turn. Play then continues as normal.

### special rules

**The Warden and his lackeys:** Hidden within the dark recesses of the Gaol is a thing known by local scavengers and warbands as 'The Warden'. No one knows what it once was; some say it was a large guard dog, others that it is a bonded and mutated group of prison guards. Whatever its true origins, the Warden now wanders the ruins of the Gaol feeding off any foolish enough to enter its realm. The Warden is served by a group of 'Inmates' – surviving convicts of the cataclysm since driven mad. They will attack and capture any in their wake so their master may feed.

The Innates have the same stats as a Dreg, you can also use Dreg models to represent Innates on the tabletop. There are three Innates in the scenario, they will work together as a mob and must stay within 2" of each other at all times. They will move towards – and charge, if in range – the nearest warrior. If the Innates manage to injure a warrior then ignore the out of action result on the Injury table, instead

the warrior will be treated as stunned for D3 turns. Whilst a warrior is stunned the Innates will carry the warrior towards the Warden (unless impeded by being charged, etc) at a rate of 4" (they cannot charge or run whilst carrying the warrior). Note that two Innates can carry the warrior without reduction in their movement, however, if reduced to one Inmate then the remaining Inmate can only move 2" a turn. If they reach the Warden in time, the stunned warrior is consumed. The warrior is taken out of action and is considered dead for the purposes of the campaign.

The Warden has the same statistics and abilities as a Possessed with two random mutations (players should decide the randomisation method for themselves). You can also use a Possessed model or any Chaos Spawn miniature to represent the Warden on the tabletop (we used a *Chaos Troll – Eld*). The Warden will move towards – and charge, if in range – the nearest warrior. If it wins a combat it will move towards the next nearest warrior.

**NOTE:** Both the Warden and the Innates all start the game within the Gaol and move out of this building towards the warriors that are closest to it at first and then the warrior that is closest to them, as described in the rules above.

If a Hero enters the Gaol and remains there until the end of the game he will gain +1 dice for Exploration (even if an enemy warrior is present).

### ending the game

When one of the warbands fails its Rout test, the game ends. The routing Warband loses and their opponents win.

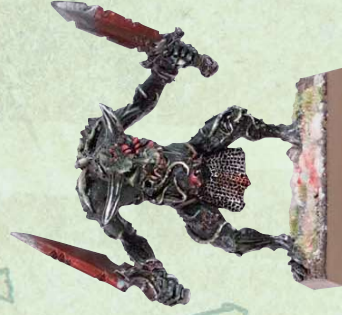
### experience

**+1 Survives.** If a Hero or Henchman group survives the battle.

**+1 Winning Leader.** The Leader of the winning warband gains +1 Experience.

**+1 Per Enemy Out of Action.** A Hero gains +1 Experience for each enemy he puts out of action (this includes the Innates).

**+2 Slaying the Warden.** Should a Hero or Henchman group put the Warden out of action they gain +2 Experience.



## Scenario: executioner's square

wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

### starting the game

Both players roll a D6. The player with the highest score takes the first turn. If the result is a tie the player with the smaller warband, in terms of actual models, may choose to go first or second.

### special rules

**Anger of the Damned:** The restless spirits of Executioner's Square vent their eternal anger at any who roam in or close to the square. They manifest as concentrated and violent gusts of wind; the howling is their screams of rage. At the beginning of each players turn roll a D6. On a roll of 1 the spirits stay silent and nothing happens this turn. If the result is a 2 or more a spirit attacks. If the number is even (2,4,6) then the player whose turn it is must choose one of his warriors to be attacked. If the number is odd (3,5) then his opponent must choose one of the controlling player's warriors to be attacked. Note it is always the player whose turn it is that is attacked by spirits, the only difference is whether or not he or his opponent chooses the affected model.

### terrain

This scenario is played on a 4'x4' playing area as normal. No buildings can be placed in a central 2x2 area although they can be placed along this boundary as this represents the square. Rubble pieces and other such flotsam can be placed in around the square as normal. In the centre of the square, place a piece of terrain to represent the gallows and/or chopping block. Place terrain in the remaining gaming area as normal. The scenario works best if this is particularly dense.

### set up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating may choose. The first player chooses the table edge he

may be blown off and if this is the case treat the model as falling. If a model is blown into a piece of terrain (such as a mound of rubble or the wall of a building) or blown into another warrior, friend or foe, then the warrior (or both warriors if it hits another model) is knocked down but may get up at the start of his next turn should he survive.

### ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

### experience

**+1 Survives.** If a Hero or Henchman group survives the battle.

**+1 Winning Leader.** The Leader of the winning Warband gains +1 Experience.

**+1 Per Enemy Out of Action.** A Hero gains +1 Experience for each enemy he puts out of action.

**+1 Trophy from the Square.** If a Hero manages to stay on the gallows (or the piece of terrain representing the gallows) at the centre of the square for one complete turn then he gains +1 Experience.



Mordheim's Gaol was not only used to imprison the city's criminals but those of the surrounding areas. Even with the daily executions that took place in Executioner's Square the crumbling building was literally full of society's detritus from the humble debtor to callous murderers. When the conet cask fractured the city, a great cack fractured the Gaol in half allowing the few surviving prisoners to escape. However, even two years later rumours persist that someone or something still inhabits the dark recesses of its inner sanctum.