

Beautiful Bay Breezes

The following rules describe the city and the surrounding area and the condition the warbands should expect to meet. It is divided up into four sections, Territories, Seasons, Weather and Fire Rules.

Territories

There are different types of landscape in the Mutiny in Marienburg setting. The bustling city of **Marienburg** itself. Surrounding the City is the **Cursed Marshes**, Blighted lands, full of mysterious and fould creatures of chaos, only the desperate, crazy or evil choose to live here.

The Manaansport sea on the east of the city where the River Reik joins the Sea of Dread has made marienburg into the giant port city it is today, while calmer than the ocean, Manaansport is home to many pirates and unspeakable sea monsters.

Scenarios will mention which territory they take place in. if not roll a d6. 1-2 Manaansport, 3-4 Marienburg city 5-6 Cursed Marshes.

The City of Marienburg

Terrain: The City or Marienburg is famous for its many bridges and canals, tight alleyways packed to the brim with shops selling anything the mind could imagine. **SPECIAL RULES** No Special Rules apply to scenarios held within the city.

The Cursed Marshes

Terrain: as the name implies the Cursed Marshes are not a friendly place, while there is many a gangplank and the occasional road, the actual swamp areas are extremely dangerous.

SPECIAL RULES

Swamp: Whenever a model moves through a swamp section, roll a D6. On a roll of a 1, the model has stumbled into a sucking bog! The model may not move until rescued, and, if not rescued within D3+1 game turns (at the end of the last turn), he is sucked under and lost (remove the poor soul from the warband's roster). We suggest placing a D6 by the model with the number of turns remaining showing face up. To rescue a trapped model before the time runs out, a friendly model must move to within 2" of the trapped model and pass a Strength test on a D6 in that player's next Close Combat phase. If the Strength test is successful, the trapped model is dragged free (may move normally from that point on, and no longer has to worry about being sucked under). If the Strength test is unsuccessful, the model may still roll again in the next Close Combat phase. Additional models may help to pull the trapped model free, by either making additional Strength tests of their own, or adding +1 per helper model to the Strength of the original model making the test. Note that a roll of a 6 on a Strength test always fails. Note also that a model engaged in close combat may not attempt to pull a friendly model free, or help in such an attempt (the model is too busy trying to save himself to worry about his comrade!). Swamp sections are always very difficult ground.

The Manaansport Sea

Terrain: Small islands litter the Manaansport sea, along with wreckages of ships lost in raids and storms.

SPECIAL RULES

Rough Seas: Man overboard tests in the sea fail on a roll of 1-2.

Seasons

A Year in the City of Secrets: The Campaign is played over a year, with each gap of 10cp portraying three months. The Campaign starts in Spring, then follows through the seasons below. When one player hits 11CP the season changes to Summer, then at 21CP it flow into Autumn, then Winter for the final ten, from 31-40. If players reach past 40cp, the track will reset back to Spring.

The Imperial Year: Though no longer part of the empire, Marienburg still uses the Imperial Calendar. The year starts in Hexenstag, the Witching day, a day separate from any month, when both moons are visible. It is followed by the month of NachHexen, or After Witching, and ends with VorHexen, Fore-Witching.

0 to 10 cp : Hexenstag to Pflugzeit

SPECIAL RULES

Mitterfruhl: the season of new life, produce and animal life is plentiful. Any time healing herbs or any type of herb is discovered or purchased, D3 more units are found/Available.

Spring Weather Table.

D6	Result
2-3	Fog
4-5	Rain
6-8	Fine
9-10	Monsoon
11-12	Hail

11 to 20 cp · Sigmarzeit to

Vorgerheim

SPECIAL RULES:

Sonstill: Summer is the main trading season of marienburg, where ships from all over the world dock to sell their wares. Rarity rolls are at +1 during the summer. Summer Weather Table.

D6	Result
2-3	Monsoon
4-5	Hail
6-8	Fine
9-10	Heat Wave
11-12	Thunder and Lightning

21 to 30 cp · Nachgerheim to

Brauzeit

SPECIAL RULES

Mittherbst: the Beer is brewed in Autumn and the chilling months make it the perfect time to drink it aswell. Any Time any type of alcohol is found or purchased, D3 Mor units are found/available.

Autumn Weather Table.

D6	Result
2-3	Thunder and Lightning.
4-5	Dry
6-8	Fine
9-10	Fog
11-12	Severe Wind



31 to 40 cp · Kaldezeit to

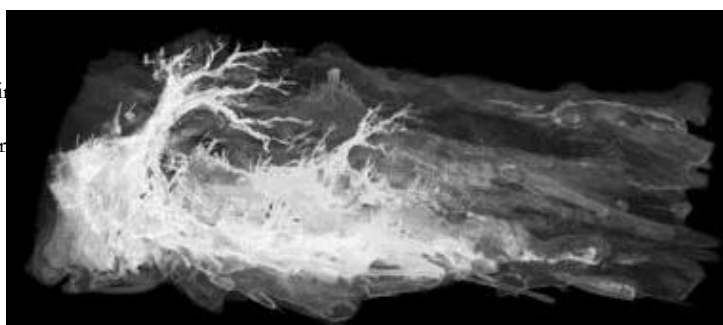
Vorheren

SPEICAL RULES

Mondstill; the waters, while not frozen are extremely cold! all tests made in water are at +1, and all combat in water is an additional -1 to hit. Cold Blooded Creatures ignore the cold blooded rule whilst in water.

Winter Weather Table.

D6	Result
2-3	Fog
4-5	Severe Wind
6-8	Fine
9-10	Blizzard
11-12	Bitter cold



Weather



Bitter Cold

Whilst a lot more temperate than the northern parts of the old world, marienburgs seaside location exposes it to freezing winds blowing off the sea.

Beastmen, Norse, and Marauders of Chaos are not affected by the below rules.

SPECIAL RULES

Bitter Winds: If a model chooses to cast a spell or shoot at a model when nothing within 6" surrounds the it (no models, no terrain features higher than 1") then roll a D6: on a score of 1 or 2 it misjudges the range and cannot shoot or cast a spell this turn. Spells affecting all models in a certain range still work.

Wintery chill: All models without Winter Furs suffers – 1 Leadership and –1 Initiative. Initiative may never fall below 1. Undead warbands are immune to the chilling cold unless those warband members are not Undead. e.g. Necromancers, Ghouls and Dregs).

Blizzard

Gods of nature can be fickle and merciless. During a whiteout they grant the weak no respite.

SPECIAL RULES

Bad sight: Due to the torrential snowfall the warriors can barely see anything. Every model reduces its sight to 10". The maximum range of missile weapons (except for blunderbusses) is reduced to 10" and no model can charge enemies that are further than 10" away. Modifiers still apply when shooting at long range. Note that the *Eagle Eyes* skill cannot be used to increase the sight of warriors caught in a blizzard.

Dry

The sun beats down on the beaches, making leathers creak and reddening exposed skin. If a warrior and his blackpowder weapons become wet roll a D6 during your Recovery Phase: on 4+, the Powder has dried off, and can now be used as normal. All models add +1 to their Initiative when climbing or rolling to avoid falling, as their grip is greatly improved on dry surfaces.

Fog

Disturbing veils of mist swirl across the battlefield.

SPECIAL RULES

Roll a D6 to determine what kind of fog veils the battlefield.

1 Haze: The maximum range for all missile weapons is reduced to 18" following the same rules as described in the *Bad Sight* special rule under blizzard.

2-5 Thick mist: Sight is further reduced to 12". In addition, every model suffers –1 BS.

6 Pea soup: Every model reduces its BS by –2 and maximum sight becomes 2D6". Any model unable to see a friendly model becomes despondent and is subject to the penalties for being *all alone*. This requires an immediate Leadership test.



Hail

A piercing hail is falling from the sky bringing misery and suffering to all who are struck by it.

Hail normally lasts for the opening D3+1 game turns. **SPECIAL RULES**

Freezing hail: Any model that is not standing below any cover, suffers -1 to hit in combat and -1 Ballistic Skill. Spellcasters and prayer users find it so hard to concentrate that all Difficulty tests are made at -1.

Skull sized hail: Each player rolls a D6 at the beginning of their turn: if a 6 is rolled the size of the hailstones increases dangerously and last for one game turn (i.e. until it is the player turn again). Every model that is not in cover suffers a Strength 1 hit. In addition, all modifiers described in *Normal Hail* are at -2 instead of -1.

Heat Wave

The sun beats down from on high, and the sea reflects the glare. **SPECIAL RULES**

Sweltering Heat: All units except for Undead have their movement reduced by 1 for the duration of the battle or until the weather changes. Furthermore to represent the dry sweltering heat; After rolling on the fire table, roll a D6 for each building within 6" on a 4+ the fire has spread to that building. Any model with wet powder immediately has it dry their next Recovery Phase.

Monsoon

The warbands are struck by a monstrous storm that comes and goes faster than imagined possible.

A Monsoon will hit the battlefield for the first D3+2 turns **SPECIAL RULES**

Maelstrom: No missile attacks are possible, all powder weapons count as being wet, no model may run and can only charge his normal movement, no spells may be cast and no model may

benefit from the leader's Ld. If there are any boats on the board, they move 1D3" in a random direction each turn. Swimming models may not move

until the storm ends. After the D3+2 turns, reroll the weather condition, rerolling any further rolls of Monsoon. Scenarios with a limited number of Rounds are Extended by the amount of time the Monsoon hit. Quenches the fire: While it is raining nothing can be set on fire except by lightning – neither models, nor buildings or trees. Models, buildings and forests already set on fire are immediately extinguished. However, buildings that were burning once cannot be entered for the rest of the battle.



Rain

Rain usually lasts D3 Turns from the start of the battle. All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6 otherwise the powder is too wet to fire.

Severe Wind

The landscape is hammered by blasts of wind that must have been blown from the very mouth of Manaam.

SPECIAL RULES

Not all cats land on their feet: All attempts to leap over a gap or to perform a jump attack suffer a -1 Initiative modifier. The same applies for climbing attempts. Normal jumping down suffers no modifiers.

Blown out: Roll a D6 to determine the effect when a warrior fires a missile weapon that does not use blackpowder.

1-3: The warrior suffers -1 Ballistic Skill when shooting missile weapons.

4-6: The warrior receives +D6" range upon each shot taken (roll once for each missile fired).

Blaze spreading: The fire from burning trees or buildings can jump over to other objects or features. After rolling on the fire table, roll a D6 for each building within 6" on a 4+ the fire has spread to that building.

See Fire Rules for details.

Thunder and Lightning

Black clouds roll ominously across darkened skies. Those with the witchsight reel off portents foretelling this nasty weather signals an untimely demise.

Roll 3D6 at the beginning of each turn.

3D6	Result
1-11	Nothing happens
12-15	Thunder
16-17	Lightning
18	It must be fate...

SPECIAL RULES

Thunder: The roar of thunder unnerves animals. Any ridden mount that is not subject to the *battle-trained* rule must pass a Leadership test or it is unable to move this turn. If any other animal fails a Leadership test (always taken using the Leadership of the animal, never a warband Leader) they won't be able to move or charge, will strike last in close combat and require a 6 to hit before any modifiers are applied.

Lightning: A random forest section or building is *set on fire* (see Fire Rules below).

Must be fate...: Determine a random warrior wearing a suit of armour (not Lamellar armour, toughened leathers, nor a helmet, or shield) who is not standing inside a building (ruins do not count) or cave. The warrior is struck by a lightning bolt and is immediately taken *out of action*. Any models within 2" of that model are *knocked down* and suffer a Strength 4 hit, no armour saves allowed. If this event is rolled again, the lightning will hit the same spot as the first time, even if there is no longer a model standing there.

Fire Rules

There are numerous ways of being *set on fire*. Fire Arrows may cause a model to be set on fire and torches may set houses on fire. Irrespective of the source the following rules should always apply.

The rules for setting models on fire are taken from "Ye Olde Curiosity Shoppe" (pages 84-87 Mordheim Annual 2002). The Burning house table is from the "The League of Ostermark" article (pages 34-39, Fanatic Magazine 1). Both articles are written by Nicodemus Kyme. This summary is no attempt to infringe intellectual property. The rules have been adjusted to the Border Town Burning setting and reprinted for convenience.

setting warriors on fire

Although the probability may be different (e.g. on a 5+ with a Brazier Iron, 4+ with Fire Arrows) the rules for a warrior that is *set on fire* are always the same.

SPECIAL RULES

Set on fire: Warriors *set on fire* must roll a D6 in the Recovery phase and score a 4+ to put themselves out or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful.

setting buildings on fire

Very few types of equipment are able to set buildings/forests on fire. It must be specifically stated in the rules otherwise only models may be *set on fire*.

SPECIAL RULES

Set on fire: Torches, Brazier Irons and Fire Arrows can set buildings *on fire*. A model in base contact with a building may use a Brazier Iron (or Torch) to set it ablaze if it is neither shooting a missile weapon or engaged in close combat that turn. Fire Arrows can be shot in the Shooting phase at a building in order to *set it on fire*. They may also throw the torch/brazier iron up to 6" away to light a building but then the item is lost.

Irrespective of the way a building is to be *set on fire* consult the following table to determine what roll on a D6 is required to successfully start the fire.

Building	D6 result required
Wooden building	4+
Stone building	6+
Modifiers:	
Torch, Fire arrows	+1
Fire bomb, Brazier iron & other items	No bonus
After Tempest/Hailstorm or during a Blizzard	-2

Note that during a *Tempest* or *Blizzard* nothing can be *set on fire* and the -2 modifier is applied after one of them set in and lasts for the rest of the battle.

If the model is inside the building (setting fire to furniture and other belongings) the fire starts automatically.

Burning houses: Once a building is lit roll a D6 at the start of each player's turn to see if the fire is spreading. Add +1 to the dice roll for each turn the fire has been burning.

burning house table

D6	Result
1	Gone out: The fire has sputtered out of its own accord. Do not make any further rolls on the table.
2-5	Rising Flames: Flames and smoke are rising quickly. Any model within 2" and inside the building must take a Toughness test. If they fail, they suffer D3 Strength 2 hits with no armour save possible, as they succumb to smoke inhalation and minor burns. Anyone wishing to enter the building must pass a Ld test to do so.
6	Raging Inferno: The building is totally ablaze. No model may enter the building and anyone within 2" and inside takes D3 Strength 3 hits from the flames and burning debris. Any model wishing to get out of the building must pass an Initiative test or it will stay trapped within.
7+	Collapse! The building collapses, its timbers finally giving way as the fire engulfs it utterly. Any model inside the building (and not <i>stunned</i>) must pass an Initiative test to escape (<i>knocked down</i> models suffer -1 to their Initiative for the purpose of this roll). Any model who fails to escape is crushed by the falling debris and taken <i>out of action</i> . The building now counts as impassable terrain.

setting forests on fire

SPECIAL RULES

Set on fire: Forests follow the same rules for being *set on fire* as buildings (see above) and any item that can set buildings on fire can also be used on forests. Roll on the following table.

Forest section	D6 result required
Rotting trees	2+
Normal forest	4+
Modifiers	Same as chart across leaf

Burning forests: Any model within 2" of a burning forest section suffers D3 Strength 3 hits with no armour saves allowed.