

The Vampire Hunters

The Vampire Hunters is a cooperative Mordheim campaign for two to five players. The campaign is set in and around a small town in Ostermark rather than in Mordheim itself. The campaign draws on some of the material from the Empire in Flames setting.



Introduction

It is the year 2009. Ten years have passed since the Hammer of Sigmar smashed the corrupt city of Mordheim. Ostermark lies helpless in the chaos of civil war while just to the south, across the river Stir, a great evil prepares to reveal itself. In little more than a year, the massive undead army of Vlad Von Carstein will explode upon the Empire and change the course of history.

Into the encampments surrounding Mordheim comes a hardened Kislevite scout. His name is Gustav, and he has spent the past five years in Ostermark, Stirland, Mordheim and even Sylvania acting on behalf of his native land. He comes looking for a few warbands to fulfill a desperate mission.

A small town almost two hundred miles to the east of Mordheim, called Nachtdorf, has been a safe harbor for Gustav over the past years. This town is threatened by a powerful foe, and there is no law remaining in Ostermark that can aid them. A powerful vampire has crept into southern Ostermark from Sylvania.

Gustav is one of few aware that vampires infest Sylvania. The evil that has come to Ostermark is the vampire Baron Von Strangulf and his three mistresses. Strangulf is almost as powerful as Vlad himself, and his presence in Ostermark could be either to prepare the way for a coming invasion or simply a way for Count Von Carstein to keep a competitor out of the way. Perhaps both.



Roving bands of undead, undoubtedly under the command of Strangulf, have destroyed several small villages south of Nachtdorf. Nachtdorf itself, already weakened by years of civil war, is now at his mercy. Many of its citizens have fled north, but several score remain, and it is to aid these intrepid souls that Gustav searches for heroes.

Nachtdorf is not without resources, boasting a famous chapel and even town walls. They can offer compensation to warbands that assist them, and Gustav is authorized to offer up to one hundred gold crowns to each warband once they have come to Nachtdorf's defense.

Upon accepting his offer, Gustav will provide twenty gold crowns to each warband for them to buy any additional equipment they wish and will escort them on the journey to Nachtdorf. Along the way he will inform them of what he knows of Strangulf and his forces (see Victory Conditions).

The Setting

Nachtdorf lies in southern Ostermark, which in the past several years has been devastated by civil war. The town is walled, a privilege earned due to the presence of its famous Temple of Sigmar and holy effects therein.

The war has lately moved northward, leaving behind smoking ruins and deserted battlefields with unburied dead.

Carstein's growing power in Sylvania has affected the area as well. So close to the Eerie Downs, the region round Nachtdorf already featured many haunted and strange locations. The pull of his Necromantic power along with the recent influence of Strangulf has turned these local legends into very real dangers.



Hugel Friedhof

This famous cemetery spanning over the tops of several small hills contains the remains of many fallen priests and soldiers. The Death's Head Regiment maintained a chapel atop the tallest hill until the chaos of the recent wars.

The cemetery is located some distance from any town or main road, and has always been a bit overgrown and wild. It has a well-established tradition of being haunted.

Recently, the caretaker of the area and his family vanished from their homestead near the cemetery hills, and strange creatures are reported to have been seen stirring.



Schattenwald and Ruins

Shadow Wood is thick and ominous. It is famous for the sprawling ruins of a sizeable town within it, dating back hundreds of years. Legends maintain that some kind of giant spiders overran the town during an Orcish invasion, and it was never rebuilt. A rebel regiment sought refuge in the ruins several years ago, and was wiped out. The entire area still stinks with rot.



Schattenturm

Five hundred years ago, The Shadow Tower was thought to be the home of a powerful wizard. It turned out that he was instead a necromancer, and the tower famously contains several levels of dungeons where he conducted his dark experiments.

The tower was razed and entry sealed, but in recent years rumors hold that it is accessible again, and the word "alive" has even been used to describe it.



Bachmeir Baurenhof

This walled farmstead at the edge of the Eerie Downs prospered a hundred years ago under the hand of a domineering matriarch known as Cold Margaret Bachmeir due to her icy demeanor, caring only for her children. When her husband killed her youngest child in an accident, she in turn killed him and then herself with his sword.

Local legend is that she walks the nearby land as a Banshee, looking for her children and jealous of others still with life.

A band of Orc bandits are believed to be operating out of the deserted farmstead now.



Altschloss

Five hundred years ago, the Shadow Tower was thought to be the home of a powerful wizard. It turned out that he was instead a necromancer, and the tower famously contains several levels of dungeons where he conducted his dark experiments.

A two day journey from Nachtdorf, Gustav believes this to be the main haunt of Strangulf and strongly guarded.

Campaign Overview and Setup



Players

One player should act as the Campaign Master. This player will manage the campaign turns, town NPCs, and the vampire's forces during scenarios. If there are only two players, the Campaign Master (CM) should also run a hero warband. If there are from three to five players, the Campaign Master may elect to run a hero warband at their option. See the Warbands section for further details on selection.

The campaign mixes several play styles. The traditional elements of a Mordheim campaign with tactical battles and advancement between battles is of course present, but some board game type mechanics and even some roleplaying are mixed in.



The Setting

There are six play areas involved in the campaign where scenarios may take place. These include Nachtdorf itself, a hilltop cemetery (Hugel Friedhof), the ruins of an old town in a nearby forest (Ruins of Schattenwald), a ruined wizard's tower and the dungeons beneath (SchattenTurm), a local farmstead (Bachmeir Baurenhof), and an old castle near the World's Edge Mountains that Strangulf uses as his principle base (Altschloss).

These areas and the scenarios within them are described in more detail in subsequent sections.

There is a map of the region at the end of the rules, and players may be provided a copy of this map (Gustav will provide it to the warbands). The map is not essential for campaign play.

Nachtdorf lies between one hundred and fifty and two hundred miles to the east of

Mordheim. While it is not practical to return to Mordheim for equipment during the campaign, there is a town between them (Burgenhof) which may be reached during campaign play and has sufficient equipment available.

Ostermark in 2009 is in chaos. Internal wars between political factions have left the province with no central control, and the little remaining organized military forces are stretched thin. There is no help coming to Nachtdorf other than the allied warbands they have decided to hire.



Preparation

The rules used are primarily the Mordheim Rules, with some elements from Empire in Flames.

A reasonable number of undead models will be needed. See the Vampire Forces section for more details. The types of models (from most needed to least) are:

- Zombies (twenty at least)
- Skeletons (twenty at least)
- Ghouls (a dozen or so)
- Orcs (a dozen or so)
- Dire Wolves (eight or so)
- Grave Guard (eight or so)
- Rats (eight or so)
- Giant spiders (eight or so)
- Spirits (ghosts, wraiths, banshees, etc., one or two of each kind)
- Vampires (six or so, with one for Strangulf and three for his mistresses, and two or three more for random minor vampires).
- Fell Bats, Harpies, Dregs (a couple each) for companion models to the hero vampires, but these companion types may be changed to other types.
- Some special models such as Corpse Cart, etc. to act as rewards for the

vampire at certain points in the campaign. The selections described in the Vampire Forces section may be used, or the Campaign Master may choose others of similar power as replacements.

- A siege weapon of some kind for the town (a cannon for example), and optionally some siege equipment (ladders, rams, etc.) can be useful for the vampire side.
- A few models, eight or so, for town NPCs (see town section).

The CM should scan the Vampire Forces section and read the scenarios ahead of play, and decide how to alter the models that will be used based on his or her personal preference and models already on hand. The quantities listed above are approximate, and for around three players. With five player warbands the numbers needed may be a bit higher.

Assembling the terrain needed is probably the most difficult part of preparing for the campaign, and there is a modeling section at the end of these rules that describes a number of options for each area.

A six foot by eight foot play area is needed, plus some room nearby for a table for the campaign components of the game.

There is a dungeon component to the SchattenTurm play area, so some form of 2D or 3D dungeon tiles or a mat of some kind will be needed. See the SchattenTurm rules for more information.

Each turn of the campaign involves a day phase and a night phase, and there are events that can occur at the start of each phase. Materials are provided with this campaign to create a day and night event deck on business cards, or a roll on a table may be used to generate the event.

There are also necromantic campaign spells that Strangulf can obtain and cast, and these may be printed on cards ahead of time or a table may be used.

The campaign will run for at most twenty turns, with at least one tactical scenario to

play each turn. It will therefore take a number of play sessions to complete the campaign, so storage between sessions will be necessary.

Four forms used to track player actions and the campaign state at the end of these rules should be printed on cardstock (optionally mount on foam core). These are the Day Action Board, the Away Action Board, the Night Action Board, and the Campaign Tracker.

It may also be helpful to outline plot sheets for each warband, with Heroes and Henchman groups going down vertically and phases (Day 1, Night 1, etc.) going across. These can be done in Excel or just hand-drawn.

The various Action Boards are needed to quickly see what everyone is doing for the current phase, but it is also necessary for each warband to keep up with what their warriors have done on prior turns due to fatigue rules. A copy of this template may also be used by the CM to record NPC actions over time.

There are also some accessories that will be useful for play:

- Some tokens to represent large, defensive torches. Yellow cardboard counters or game gemstones are ideal.
- Some tokens to track campaign counters. Roughly twelve black counters, one red counter, and one blue or green counter are suggested for Influence, Bitten tracking, and Morale respectively (see later rules).
- Some counters to represent "worker points" (WPs) in Nachtdorf. As the starting value is fifty, some board game counters that have units of five and one are ideal.
- Seventeen counters for tracking coffins. These can be chits or game counters of any kind, but it is necessary to mark them on the backs, and that they appear uniform on the front. For added flavor, seventeen coffins with removable lids (28mm) to place these tokens in may be used.



Setup for First Play Session

Have the terrain and buildings selected for the six campaign areas near at hand in closet or shelves. Print the campaign materials at the end of these rules.

1. Prepare a six by eight foot play surface for scenarios. Setup the three Action Boards and the Campaign Tracker on a table nearby.
2. Set a red token on the Bitten Track of the Campaign Tracker to zero. Set a happy-colored marker on the Morale Track to ten.
3. Set markers indicating fifty worker points next to the Day Action Board, where warrior actions in town will be plotted.
4. If electing to use cards for the day and night events, print, separate, and shuffle each deck of twenty cards. Place these on the Campaign Tracker.
5. If electing to use cards for Necromantic spells, print those cards, shuffle, and draw one for Strangulf to start with. The CM should not reveal this spell to the other players.

The list of cards in these decks and their effects are described at the end of the rules, as well as random tables that may be used instead of card decks.

6. Select five coffin markers. Mark one to represent where Strangulf is sleeping during the daytime. Shuffle these so that no one, including CM, knows which is the marked one and place one each on the Away Actions Board next to Hugel Friedhof, Schattenwald, Schattenturm, Bachmeir Baurenhof, and Altschloss.

7. Place the other twelve coffin markers to be used for Coffin Hunt scenarios nearby.

Put on some spooky music, order a pizza, and begin the first day phase of the campaign.



Victory Conditions

The only way to win the campaign is to slay or drive off Strangulf. This is a very difficult task, as Strangulf is easily a rival to the dreaded Carstein himself, far more powerful than the vampires that have infiltrated Mordheim.

Gustav is familiar with Strangulf's weaknesses from his time spying in Sylvania. He knows that Strangulf is the type of vampire that must sleep in a coffin containing his native soil, and he shares a native land with Carstein – far to the east. Gustav knows that Strangulf brought five coffins with him to Ostermark, along with coffins for his three mistresses.

If Strangulf's coffins can be found and eliminated during the day, the number of his hiding places can be narrowed down until he can be cornered. Details on Coffin Hunt scenarios and how they affect the campaign are in the Scenarios section.

If all five of Strangulf's coffins are ruined, he is forced to retreat the area and the players win. They also win if they manage to slay Strangulf before eliminating all the coffins, either as a result of combat or successfully locating and staking him through the heart in the day.

Note that slaying Strangulf in combat means more than just taking him out of action. He must also roll a fatality on the post-scenario survival table; the same as any player hero.

There are three ways to lose the campaign: Nachtdorf Morale falls to zero; the number of Bitten rises to thirty; or the twentieth campaign turn expires.

If Nachtdorf Morales fall to zero, the remaining citizens elect to flee. Morale starts at ten, and may be lost and recovered in a number of ways (see Campaign Rules section).

During each game turn there will be chances for town citizens or even player warband members to be bitten by a vampire. It is possible to cure a bitten person if they are protected from further exposure and the proper ceremonies are followed. Details on the "Bitten" game effect can be found in

subsequent sections. If the number of Bitten rises to thirty, the players lose.

After twenty campaign turns, if Strangulf has not been slain or driven off (see Scenario section), the campaign also ends with a loss for the players.



Turn Sequence

Each of the twenty campaign turns is divided into two phases: a day phase and a night phase. Each phase breaks down into segments as follows:

Day Phase

- Scramble campaign coffins
- Assign warrior actions
- Reveal day phase event
- Play scenarios and post-battle resolution
- Resolve non-scenario warrior actions

Night Phase

- Assign warrior actions
- Reveal night phase event
- Play scenarios and post-battle resolution
- Resolve turns and new bitten
- End of turn / Treasures may be sold to Temple (see limits below)

Scramble Coffins

After the first turn, take the markers representing Strangulf's remaining coffins from the Away Actions board, insure a marked one for Strangulf's sleeping spot is present, and shuffle them. Place one on each game area where the players have not yet ruined a coffin.

Warrior Actions

During this segment the players decide what their warband members and key NPCs will be doing during the phase. Move models representing player warriors and NPCs to appropriate compartments on the Action Boards. The Day and Night Action boards may only be used during the appropriate phase, but the Away Actions board may have models on it in both phases. If using the action log

sheets for warbands, players may note the selected action for warriors on these logs as models are moved to compartments on the boards.

Keep the fatigue rules in mind (see Campaign Rules) when assigning models to actions other than Rest.

The available actions are detailed later in these rules, but essentially include either exploring the campaign areas, buttressing the defenses of the town, or travelling to purchase equipment or new members.

Phase Event

After the players have committed to their actions for the phase, the top card of the appropriate Event Deck is revealed (day or night). The day cards determine the general weather (overcast or clear) for the entire day along with events that may be helpful or hurtful to the players. Traveling models could be attacked, or even an assault of Nachtdorf itself could occur during the day.

The vampire and his minions are more active at night. The night event cards are always hurtful to the players. These cards allow Strangulf to gain Influence in key campaign areas, may increase the number of bitten in the town, and include a larger number of attacks on Nachtdorf than daytime events.

Playing Scenarios

Once warrior actions are plotted and the phase event is revealed, any resulting scenarios can be played. The scenario section of the rules goes into detail on the scenario types.

After each scenario is completed, players should follow the process described in the Post Battle section for the warriors that participated in the scenario.

Scenarios may be played in any order the players choose. If there is a Town Attack, however, it is always played last.

The Scenarios section of the rules provides full information on both Coffin Hunt and Town Attack scenarios, as well as general rules that affect both.

Resolve Remaining Warrior Actions

After completing all scenarios resolve actions for those warriors and NPCs that were plotted with non-scenario actions (training, building defensive works, resting, etc.). Equipment brought back from those warriors who were out on scenarios may also be traded to other warriors during this segment.

During the Night Phase, there are very few actions that require resolution. Any models that rested without being interrupted by an attack may clear their fatigue.

Resolve Turns and New Bitten

During this segment existing bitten may turn into vampires and town citizens, NPCs, and even player warriors may be discovered to be bitten. This is described in the Campaign Rules section.

End of Turn

Various game mechanics may call for something to occur at the end of a campaign turn. Also, at this time each warband may sell one Treasure to the Temple of Sigmar in town for 30 g.c. Any Hired Swords are payed at this time.



Initial Items and Payment

After the player warbands arrive at Nachtdorf, before they play the first official campaign turn, they may be awarded with the remainder of their payment (80 g.c. per warband).

In addition, a number of items in the town are made available for the warbands' use. This includes two riding horses plus one riding horse per warband, and one wagon. The horses and wagon are useful for both shopping trips (see Campaign Turn Actions) and for getting to the Altschloss campaign area.

Also provided are two swords, four helmets, a longbow, a crossbow, a handgun, two shields, thee sets of light armor, one Rosewood Stake (see Campaign Items, important for staking vampires on Coffin Hunts), three sprigs of

Garlic, and one Blessed Water. Blessed Water, in addition to its normal use, may be used to spoil one of Strangulf's coffins.

The players may make additional stakes and Blessed Water during campaign turns.

Nachtdorf and Denizens

About three score citizens remain in Nachtdorf. This includes their Burgermeister Ernst Kauffman, the Sergeant of the Militia Gerhardt LowenHerz, and the priest of their famous Sigmarite temple, Father Jonas.

In addition to the citizens, four Ostermark state troops are sheltering in the town. Their regiment was broken in a recent battle, and undead chased them into Nachtdorf. These men consist of Captain Dedrich and three spearmen.

If the CM desires, Diedrich's men may be crossbowman, handgunners, etc. There is also a table to randomly generate the men in the Optional Rules section.

Gustav is the only NPC that may leave town to join player expeditions to other game areas.

Nachtdorf itself is a small, walled town with six or seven main interior buildings, and a number of small buildings and farms outside the walls. Several of the walls are damaged. The temple is the most notable building.

Ernst Kauffman, Burgermeister

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

Ernst is a shade past middle age, but a commanding presence. An ex soldier, he can still handle himself in a fight. He has a sword, a dagger, heavy armor, and a helmet. Ernst has the *Fearsome* skill. Armor Save: 5+.

Gerhardt LowenHerz, Militia Sergeant

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

The commander of the militia is a brave and loyal man, but his few militia members have all been slain. Perhaps the heroes can help him train some new recruits! Gerhardt is armed with a spear, shield, light armor, and helmet. Armor Save 4+ (with shields as 2 armor save optional rule).

Father Jonas, Sigmarite Priest

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

Father Jonas will defend the Temple of Sigmar in Nachtdorf to his last breath. He is armed with two hammers, uses the Prayers of Sigmar list, and has the spell Soulfire (diff 9, 4" range Str 3 hit no saves, undead Str 5 hit).

Captain Dedrich

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

Captain Dedrich and his men gladly help fend off the walking dead. Dedrich is armed with a brace of dueling pistols, a sword, and a dagger. He has the skill *Step Aside*.

Dedrich's Men

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

The three are armed spear, shield, light armor.

Gustav, Kislevite Scout and Spy

Profile M WS BS S T W I A Ld
4 3 4 3 4 2 4 1 9

Gustav is a survivor. He carries a handgun, a bow, axe, and dagger. He also has a telescope (+d6" range, hiddenx3) and a riding horse. He has the skills Ride Horse and Horse Archer. He has a permanent Rosewood Stake.

None of the NPCs may be given equipment or gain experience. See the tactical rules section for an explanation of how they are handled in a scenario. If they are taken out of action, roll on injury table for all named NPCs, as henchmen for unnamed

Warbands



Available Warbands

The types of warbands that Gustav is willing to hire on behalf of the town are limited. Players must choose warbands from the list below. All warbands should be started with the standard starting amount of 500 gold. After this is done, the additional 20 crowns provided by Gustav as an advance may be spent on additional equipment.

- Human Mercenaries (Reiklander, Marienburger, or Middenheimer)
- Averlanders
- Dwarf Treasure Hunters
- Kislevites
- Ostlanders
- Sisters of Sigmar

Also, the Campaign Master may decide to allow the following unofficial warbands:

- Bretonnians
- Outlaws of Stirwood Forest
- Pirates
- Shadow Elves

The Campaign Master may also allow players to choose from experimental / homebrewed warbands, keeping in mind that the warband should be of a type that the town could reasonably trust to help them.



Warband Benefits

Each warband type has special benefits to be taken into account during campaign play. These are listed below. In addition, a vampire will bite only human warriors. Dwarves, elves, and halflings will never be bitten.

Human heroes, however, are able to lead the town citizens more effectively. Non-human heroes may lead only three civilians on town

tasks. Most human heroes will be able to lead five.

Reiklander heroes may direct up to ten civilians on town actions, as opposed to the normal five. They also gain a +1 bonus to their tests on the Train Militia action.

Marienburger heroes help with trading expeditions. Each hero sent on a Shopping Trip (see Campaign Turn Actions) gets three rolls to find rare items as opposed to the normal one, and these rolls do not suffer the penalty of -1 to finding rare items described subsequently. They also may reroll one die roll when determining the pool of Hired Swords available on a Shopping Trip.

Middenheimer heroes and henchmen quickly become contemptuous of the undead in this long running mission, and gain a +1 bonus to all Fear checks made after the first three campaign turns. A Middenheimer hero attempting to sell a treasure to the Temple of Sigmar in Nachtdorf at the end of a campaign turn must make a leadership test to do so.

The Bergjaeger's in an Averlander warband act as campaign *scouts* in the same way as Gustav. See the Campaign Rules section for an explanation of the scout ability.

Dwarf Treasure Hunter heroes gain a benefit when rolling for the result of construction tasks in town. Their henchmen also count as two worker points each when assigned to construction tasks. See the Campaign Turn Actions section for details.

Kislevite warbands provide a boost to Gustav's morale. The assistance of his Kinsmen in defending the town makes Gustav Hard to Kill (only taken out of action on a 6). Their heroes may also become *scouts* by spending a newly acquired skill advancement.

The Ostlander Priest of Taal acts as a *priest* for town actions (see town action sections for tasks priest may be allocated for). Also, the Nouveau Rich rule is ignored for the

campaign, except that if any heroes travel to Burgenhof for trading, at least one Ostlander hero must go along.

The Sigmarite Matriarch of a Sisters of Sigmar warband acts as a *priest* for the purpose of town actions. The Augur acts as a *scout*.

The Knights of a Bretonnian warband provide a Morale boost to the town. Each loss of a Morale point gains a 6+ save. The purity of their Captain also allows him or her to Heal Bitten, although other priestly town actions may not be performed.

The cleric in an Outlaws of Stirwood Forest warband acts as a *priest* for the purposes of town actions. Their petty thieves also act as *thieves*. Note that if hired by Gustav, the Outlaws warband is one with a leader Gustav believes can be trusted to help defend the town.

Like the Outlaws, a Pirate warband will only be hired if Gustav believes he can trust the captain. A Pirate warband provides a ship that can be used to navigate the river and trade with other towns. A Shopping Trip taken with a Pirate Captain or First Mate takes the same time to return, but there is no rare item penalty.. Pirate heroes may gain a *thief* classification by spending a newly acquired skill slot.

Shadow Walkers in a Shadow Elves warband count as *scouts* (see campaign rules section). Also, all Shadow Elf warriors have a minimum sight range of 24" at night, although fog will limit their sight range as described in the Tactical Rules section. The Captain of a Shadow Elf warband may acquire the *thief* classification by spending a newly acquired skill advancement, although he will use it only honorably.



Thieves, Scouts, and Priests

There are three hero "classifications" introduced in this campaign that provide special benefits. A given hero type may have this classification inherently, as stated above, or in the case of thieves and scouts certain hero types may be able to acquire the classification in place of a "new skill" advancement.

Priests: Priests may be assigned to three town actions that other heroes may not: Heal Bitten, Fashion Holy Items, and Protect Room from Vampires. The priest classification may not be attained as a skill by any warbands. Only the Sisters of Sigmar, Ostlander, and Outlaws of Stirwood Forest warbands have priests.

The Priest of Morr and Priest of Sigmar Hired Swords also act as priests.

Thieves: Thieves are able to perform a number of feats, most of which are applicable only in the Schattenturm dungeons in this campaign. None of these functions may be performed in heavy armor, even if it is Ithilmar.

The Schattenturm dungeon rules describe the services thieves can perform in that setting. These include unlocking doors and chests, and detecting and avoiding traps.

The feat that they may use in any scenario is the ability to **sneak**. A thief attempting to sneak must not be engaged in combat, and must either not be in line of sight of an enemy currently or be hidden. To sneak, the thief must make an Initiative test at the beginning of their movement phase. In shadow conditions or near cover, this check is at no penalties. In other conditions the CM may apply -1 or more severe penalties to the check. A natural 6 on the die always fails.

If a sneak attempt fails, the thief may move normally that turn and shoot or cast spells, but may not run or charge.

A successfully sneaking thief acts as if hidden, even if models in their turn have unobstructed line of sight to the thief. To recognize the presence of the thief, models must detect hidden as per normal rules.

Sneaking is suspended if the thief casts an offensive spell, fires a missile weapon, an enemy detects them, or they charge into close combat. If a sneaking thief charges an enemy model, they get an extra attack in the first turn of close combat.

A sneaking thief may run, but an additional initiative check a least a -1 must be made to see if they remain in sneak mode.

Scouts: Scouts are familiar with the lay of the land in the area and are able to track and maintain a sense of their location in the wilderness.

A scout is able to perform the Patrol Away Action (see Campaign Actions), which may provide advance warning to Nachtdorf of a Town Attack. They also are especially capable when assigned to the Find Supplies Town Action.

Finally, scouts are invaluable on Coffin Hunt scenarios. They allow for better initial positioning of any group of warriors they accompany, and provide two rerolls during the scenario that may be used either to extend the length of the scenario or increase chances of a Vampire Coffin belonging to Strangulf. Left-over rerolls also help with Exploration rolls (see the Post Scenario rules).

Campaign Rules

This section describes key campaign mechanics.



Worker Points

The townspeople of Nachtdorf, under the direction of player heroes, will work to help prepare the town's defenses. There are a variety of actions described in the Campaign Turn Actions section to which townspeople can be assigned. Hired Swords may also command worker points as heroes.

This workforce is represented by *Worker Points*, and **at the start of the campaign there are fifty such points**. If a civilian is bitten or killed, a WP is lost. A civilian healed from being bitten returns that WP to the pool, but a civilian fatality loses the point permanently.

None of the NPCs count as worker points. The fifty represent civilians remaining in the town who are non-combatants. When recruiting town militia, remove a worker point from the game to represent that civilian transitioning from worker to NPC warrior.

There are some events that will alter the WP total. The current WP value should be noted on the Campaign Tracker.

Alternatively, counters in units of five and one may be used to represent WPs. Place these counters next to Town Actions plotted by warriors to represent the assigned workers to that task, or next to the bitten track to represent WPs lost due to bitten townies.

Henchmen groups can be assigned to tasks that use worker points, and count as a worker point per henchman. Dwarf henchmen count as two worker points for construction tasks.



Bitten and New Vampires

The number of those bitten by a vampire in the town starts at zero and increases as the game goes on. The Bitten Track is used to keep up with this count, and if the number of bitten ever reaches thirty, the players lose the campaign (see Victory Conditions).

At the end of each Night Phase, during the bitten segment, players:

- Determine if any of the existing bitten turn into vampires.
- Determine how many newly bitten should be added to the track.
- Determine if any of the newly bitten are player warriors or important NPCs.

To determine the number of bitten that turn into vampires, identify the number of bitten who were guarded via the Guard Bitten action. One model can guard up to three bitten. For each unguarded bitten, a roll of 1 or 2 on a d6 results in a new vampire. For guarded bitten, roll another set of d6, and a turn occurs only on a 1. Each room in town protected from vampires (see Campaign Turn Actions) grants one reroll.

The town church is always considered to be protected from vampires, and as such there is always at least one reroll of a turn die.

If any NPCs or player warriors are bitten, be sure to identify which die corresponds to that model before rolling.

When bitten turn into vampires, the bitten track is lowered by one for that bitten but the town Morale also drops by one. In addition, if the turned model was an NPC or player warrior, that model is removed from the campaign. If a civilian, a worker point is permanently lost.

Note that if a bitten player Hero turns, a Morale point is lost because of the turn, but no additional point is lost for a Hero being slain.

After determining new vampires, roll to see if there are any newly bitten. The number of dice rolled is based on the number of player warbands:

Bitten base dice

- 2 warbands: 8d6
- 3 warbands: 10d6
- 4-5 warbands: 12d6

A number of dice may be added to this pool based on the **Bitten Bonus** shown on the current Night Event, and necromantic spells may also add dice to the pool. A Town Attack rout **doubles the bonus** shown on the Night Event.

For each 1 or 2 rolled, a new bitten is added to the bitten track.

Sufficient warriors assigned to Guard Town action at night may allow for up to a maximum of three rerolls of 1s or 2s. For each guarding warrior over twice the number of player warbands, a reroll is gained. For example, if there are three player warbands, and seven models were allocated to guard, a reroll is gained. A reroll may not be used to reroll the same bitten die twice.

For each new bitten, determine immediately if the bitten is an NPC or player warrior. Select d6 into three pools as follows: 5d6 to represent normal citizens, 1d6 for NPCs, and 1d6 for each human warband. The number of bitten are chosen from the highest roll downward, rerolling ties as needed. If there are more bitten than d6 rolled, roll the full set of dice a second time and identify bitten as before.

For each bitten that comes from a human warband, roll randomly to determine which warband and which model is affected. That model must from that point always be plotted in the bitten action for day and night phases until they are either healed or turn into a vampire.

For NPCs, roll randomly amongst the following to determine which was bitten:

Gustav, the Burgermeister, Father Jonas, the three Ostermark spearmen and their captain, and Sergeant Gerhardt of the town militia.. At the beginning of the campaign there are eight models to roll between.

If models are slain, already bitten, or town militia members are added to Gerhardt's command, continue to roll randomly amongst all remaining unbitten to determine which NPC has been bitten.

If Gustav, Father Jonas, or the Burgermeister are bitten, town morale immediately drops by one, but can be restored by one if they are subsequently healed. There are no additional negative affects if any members of the militia (including Gerhardt) or the spearmen are bitten.

As with player models, the model for a bitten NPC must be kept in the bitten slot for day and night town actions until that model turns to a vampire or is healed.

The number of bitten can be reduced by a town action (Heal Bitten) which can be performed only by priests. See the Actions section for more details.



The town morale track starts at ten and if it ever reaches zero the players have lost the campaign..

Certain events can lower and raise town morale. A list of the primary ones follows, but scenario subplots or events may also call for Morale increases or decreases.

Note that when these events reference a model being "slain", this means that the model dies as a result of a post battle injury roll, not just that they are taken out of action. Even though Vampire Forces models do not gain experience, injury rolls should still be made for Minor Vampires and Vampire Forces Heroes. For Minor Vampires, roll as if they were a henchman (die on a 1 or 2 on a d6).

Morale Penalties

- -3: Players rout from Town Attack
- -2: Strangulf gains Full Influence (three points) in a game area.
- -2: Gustav, Jonas, Sgt. Lowenherz, or the Burgermeister slain.
- -1: Player Hero or town citizen slain. Does not apply to Diedrich's men.
- -1: A Bitten transforms to vampire.
- -1: Gustav, Jonas, Sgt. Lowenherz, or the Burgermeister bitten.
- -1: Players rout from Coffin Hunt. For SchattenTurm this penalty does not apply if any party returns on its own accord without routing.
- -1: Cold Magritte howls before Town Attack.
- -1: Influence point is called for in an area already at max of three.

Morale Bonuses

- +2: Vampire Forces Hero slain.
- +1: Vampire Forces Hero taken Out of Action, but not slain.
- +1: Minor vampire staked in Coffin Hunt scenario, or slain from injury roll after combat.
- +1: Strangulf Coffin eliminated.
- +1: Siege withstood.
- +1: Coffin Hunt completed without rout. For SchattenTurm, this bonus is gained if any party returns to town without routing.
- +1: Gustav, Jonas, Lowenherz, or the Burgermeister healed from Bitten.

See the Vampire Forces section for an explanation of Vampire Forces Hero, but basically they are the unique models.

Additionally, there are a few Event Cards that affect Morale, as well as some Exploration Roll results and Coffin Hunt scenario subplots.

In general, a Morale modification should be applied to the track immediately upon being triggered.

The only exception is for scenarios. It is best for the players to accumulate all Morale modifications that occur as a result of a scenario (some of the modifications may not be known until after rolling for injury results), and apply the net modification to Morale at

one time. This way, the players cannot lose the overall Campaign due to Morale dropping to zero in the middle of a scenario.

Morale cannot rise above ten, but in the optional rules there is a table of rewards that may be granted to the heroes that players may roll on each time a Morale increase is called for when Morale is already at its max.



Players plot actions for the NPCs and their own warriors each day and night phase. However, a given model cannot keep going forever without rest.

A model (referring to an NPC or player warrior) that plots three consecutive non-rest actions gains a fatigue marker. Each non-rest action after they have gained a marker results in another marker, to a maximum of three fatigue markers. After three markers the model has no option but to rest for their next action phase.

After completing a rest action, all fatigue markers for that model may be removed. If a rest action is interrupted by a town siege, fatigue markers are neither removed nor added – they are just carried over with the model to the next action phase be it day or night.

The easiest way to track fatigue markers and when rest is required is for each player to keep a list of their own warband members denoting in what phase that model last rested and how many fatigue markers they currently have. One player may be designated to track the same for the NPCs.

As explained in the Campaign Actions section, henchmen groups must be slotted to an action together, and should similarly have fatigue tracked as a group.

Fatigue markers have the following *cumulative* effects on a model:

- 1 marker: The warrior must pass a Toughness test to run, but may charge without testing.

- 2 markers: The warrior may not run, and is -1 to hit in close combat and missile combat.
- 3 markers: The warrior may not use combat, shooting, or speed skills.



Strangulf's Coffins

As described earlier, Strangulf brought five coffins with him to Ostermark containing his native soil. If all five of these coffins are eliminated, Strangulf must retreat from the area and the campaign is won.

At the beginning of the campaign, create five small markers (slips of paper or cardboard) of equal size and mark one of them with a suitably vampyric symbol. These chits represent Strangulf's coffins, and the marked one represents one where he may be sleeping during a day phase.

Turn the chits facedown, scramble them, and place one on the campaign board in each of the five areas other than Nachtdorf itself. For flavor, the chits can be randomized and placed inside five miniature coffins with accessible interiors.

During Coffin Hunt scenarios, one of his coffins may be found. The corresponding marker on the campaign board can be checked at this point to see if Strangulf is sleeping there. Even if he is not there, Blessed Water may be used to ruin the coffin for him. This is described in more detail in the Coffin Hunt scenario section.

At the beginning of each day phase, scramble the remaining markers across the game areas where a coffin has not yet been found. Once one of his coffins is eliminated in an area, there will never be a coffin in that location again. Players may still return to that area in an attempt to prevent three influence points from occurring in that location, however (see below).

If Strangulf is found sleeping in a coffin during a Coffin Hunt, but the players fail to eliminate him, at the beginning of the subsequent day phase insure that the marker representing his

sleeping location is still present in the set of markers that remain in play.

The Coffin Hunt scenario describes more information on how to proceed when one of Strangulf's Coffins is located during a scenario.



Influence

Strangulf's Influence, the measure of his control over an area, is fully established near Altschloss, but in the other four areas where his coffins are hidden undead forces are not yet at full strength. To represent this, there are three placeholders to represent his Influence next to each of these four game areas on the Campaign Tracker board.

Night Event cards are the primary way Influence points are added to these areas, but scenario results or a necromantic campaign spell may also allow him to place an Influence token (use a chit or a gem game piece) on one or more of these four game areas. The more Influence he has, the tougher and more numerous his forces. Each scenario describes how Influence Points affect the strength of Vampire Forces for that scenario.

There are a few ways that the players can remove Influence Points in particular game areas. If one of these events occurs when there is no Influence available in the area to remove, the benefit is lost (Influence does not go negative).

- Ruining one of Strangulf's Coffins with Blessed Water in a Coffin Hunt scenario lowers Influence in that area by one.
- Each Coffin Hunt area has one subplot that can result either in an increase or decrease of Influence by a point.
- Each Minor Vampire staked successfully in an area or slain by injury roll after combat has a chance of reducing that area's Influence points by one. Roll a d6, and for the first slain vampire the chance of a single point decrease is 6+, for the second a 5+, and for the third and subsequent the chance is 4+. You

may wish to keep markers on the Away Actions Board to show how many Minor Vampires have been slain in each area.

If an Influence increase is called for in an area already at Full Influence, Strangulf may draw an additional spell into his hand.

When there are three Influence markers on a game area, Strangulf is considered to have reached Full Influence in that area. When this happens, town Morale decreases by two, and Strangulf gains a campaign reward based on the area:

Full Influence Rewards

Hugel Friedhof:	The Corpse Cart
Bachmeir Baurenhof:	Kalt Magritte
Schattenwald Ruins:	The Ghoul King
Schattenturm:	Ash + 3 Necro Spells

See the Vampire Forces section for details and stats on the creatures above. Note that these campaign rewards may be substituted as desired by the CM with other powerful foes based on models available.

If an Influence marker is removed from an area with Full Influence, this campaign reward is not taken away, nor is the two-point loss of Morale restored.

If an Influence point increase is called for in an area already at Full Influence, Town Morale drops by one and Strangulf may also draw an additional Campaign Spell.



Necromantic Campaign Spells

Strangulf is a dangerous necromancer in addition to being a vampire. The Necromancy Deck represents spells Strangulf can gain over the course of the campaign. He begins the game with one of these cards, and can gain others as a reward for Full Influence in Schattenturm, as a result of certain Night Events, or as a result of a scenario event.

The list of cards in this deck follows the end of the rules. The CM may roll randomly on this list of cards and scratch off “drawn” ones, or print an actual deck on business cards using a template provided as an accessory to these rules.

Scenario Tactical Rules

This section describes additional rules that will affect play during many of the campaign scenarios.



Cooperative Play

The player warbands in Vampire Hunters act in many ways as one large, single warband. This alters some aspects of a scenario significantly from standard Mordheim rules.

During a given campaign phase, there will likely be some player warriors in Nachtdorf, and some that venture to other game areas for Coffin Hunts. Possibly the only time all player warriors will be in the same game area during a phase is during a night phase, since venturing out on a Coffin Hunt at night can be very risky.

Parties that venture forth may contain a mix of warriors from participating warbands. The only NPC that will leave town on expeditions is Gustav. The other NPCs will always remain in Nachtdorf, and only participate in scenarios when there is an attack on the town.

The following rules explain how to handle allied forces during allocation to phase actions and during a given scenario:

Captain per Coffin Hunt: When allocating warriors to phase actions, there must be a captain from one of the player warbands sent with *each* group leaving town on a Coffin Hunt. It is not required that a Captain be left behind in Nachtdorf, but if at least one hero is not left a great risk is being taken (see Rout if No Heroes).

Any Captain in a Storm: For the purposes of making leadership tests, a given warrior may use the leadership value of any captain he is within range of (based on the captain's leadership range).

Acting Captain: If all the Captains in a given scenario are taken out of action, the hero from any player warband with the highest leadership becomes the Captain for rout test purposes.

Rout if No Heroes: If all player Heroes are taken out of action, or none were present at the start of a Town Attack, ***all allied forces automatically rout!***

This includes NPCs. Even in Nachtdorf, the NPCs will not stand against the enemy without at least one player hero still in play.

Common Rout Test Threshold: Rather than each warband having its own 25% or greater threshold based on the number of warriors present in the allied force, there is one threshold for the entire force. This includes any NPCs:

- Gustav
- The Burgermeister
- Father Jonas
- The Ostermark Captain and his troops
- The town militia sergeant and any militia members trained up by the players

If there are five warriors from one warband on a Coffin Hunt, along with two warriors from a second warband, two from a third, and Gustav, the entire force numbers ten and the rout threshold for the entire force is three.

Separate Rout Check Rolls: Once the shared route threshold is reached, each player must begin making a rout check for their warriors.

The campaign master also makes rout checks for the NPCs.

When a player or the NPCs fail their roll, their models rout, but other warriors may stick it out. For rout roll purposes only, treat all NPCs except for Gustav as one group, and use the

highest leadership score amongst them. Roll for Gustav individually.

Once the rout threshold for the allied force is reached, player warbands may voluntarily rout if they so wish. The players may elect for the NPCs and/or Gustav to voluntarily rout as well.

All rout check rolls are made using the leadership value of the captain with the highest leadership, regardless of which warband is making the test.

NPC Leadership: The Burgermeister and the Militia Sergeant both act as captains with a 6" range for militia members only. The Ostermark Captain acts as a captain with 6" range for his troops only.

Father Jonas and Gustav always test with their own leadership value.

Player warriors may never use the leadership value of an NPC.

Militia members may also use player captains for leadership tests, but the Ostermark troops will not do so.

Act as One: The player warriors and NPCs act as one side during all scenario turn phases.. All allied warriors go through Recovery, Movement, etc. together.

Players may elect in what order to shoot, which melees to resolve hand-to-hand first, etc. In effect, a Vampire Hunter scenario turn is like a two player Mordheim game with the allied player and NPC force acting as one side and the Vampire Forces acting as a second side. In Bachmeir Baurenhof, there will be three sides (see Scenario section for details).

The primary purpose of this change to normal turn sequence alteration between players is to speed things along.

Winning Captain: Any +1 experience for winning captain bonus applies to all allied captains in the scenario.



Darkness and Weather

There will inevitably be night fights during the campaign, and it is a dangerous time. The vampires are out, other undead forces are more numerous, and of it's also just a tad harder to see.

Darkness: Any night scenario is played in darkness and there is a **Sight Limit Range**. This limitation prevents charges beyond that range or targeting models with spells or missile weapons beyond that range. A spell or missile that centers on an area may still be set loose beyond sight range, but roll a scatter die and a d6 to see where it ends up centering.

Missile weapons or spells that require a BS roll hit roll suffer an additional -1 BS penalty if they target a model beyond half the sight limit range.

The sight limit range within the town walls at night is 18". The sight limit range outside the town walls at night or in any scenario area at night is 12". A model within the town walls targeting a model outside the walls is at the 12" sight limit.

All undead forces except for zombies and necromancers have a minimum sight range of 24" at night, regardless of whether they are in town or not.

Defensive Torches: These are long-burning torches mounted on tall, sturdy frames that can be built as a town action. See more details in the Campaign Actions section.

A defensive torch radiates light up to 8" around it at night. Other models may target any model within this radius without any sight limit range due to darkness.

Torches and Lanterns: In addition to their normal rules, a torch carried in the hand of a warrior radiates a 6" light radius that acts like a defensive torch. This radius is halved to 3" by fog.

Lanterns behave similarly but have an 8" and 4" radius respectively.

Foggy: Fog halves sight range at night. So within the town walls the sight range is 9" in a night fog, 6" outside the town walls or in other campaign areas. For undead with 24" night sight limit range, fog still applies and limits them to 12" range.

Defensive torches have the same effect in a night fog, but are limited to a 4" range.

A daytime fog creates a sight limit range of 18", and defensive torches have no effect.

Rainy: Rain creates a sight limit range of 24" during the day, and 12" at night.

A black powder weapon fired in the rain may misfire on a 1 in 6 chance. Torches may also go out on a 1 in 6 chance per turn. This includes defensive torches.

Windy: Heavy winds cause a -1 to all BS checks except when the weapon used is a black powder weapon. Hand-held torches may go out on a 1 in 6 per turn. Defensive torches are not affected.



Defensive Positions

In town attack scenarios, the player and NPC warriors may establish defensive positions. If a model is directly behind a short wall, barricade, window, or other obstacle across which a close combat could conceivably take place, the allied warrior has a defensive position.

An allied warrior at the top of a town wall that is charged by a Vampire Forces warrior from outside the town also has a defensive position. If the Vampire Forces warrior was already on the wall or charged from inside the town, no defensive position is granted.

An allied warrior holding a position at the top of stairs or directly above a ladder that is charged by a model coming up those stairs or ladder also has a defensive position.

Defensive position holds for one turn only, the turn of the charge. The position removes the strike first ability granted by the charge, and

also adds a -1 penalty to the to hit die rolls of the charging model for that turn.

Use judgment to apply the defensive position bonus to allied models, but Campaign Master has the final say on whether the bonus applies to a particular situation.



Flyers

Some of the Vampire Forces are classified as **Flyers**. These monsters are able to move up to their listed movement value through the air. They always begin and end their movement on the ground.

Flyers do not run or charge, but instead are considered to be charging whenever they move in base contact with an enemy. A flyer's charge may not be intercepted.

Vertical distance travelled should be measured and counted as part of a flying model's movement, so a flexible tape measure is necessary.

Flyers obviously do not need to make initiative tests to jump gaps and suffer no hits from falling.



Leapers

Some of the Vampire Forces are classified as **Leapers**. Leapers have a high movement rate, but may not run. They may charge at double their listed rate as normal.

In a manner similar to the Leap skill, Leapers may make a single leap as part of their movement. Measure vertical distances over 1" high. Obstacles 1" or lower may be leaped over without reduction to movement due to height.

The primary difference from the Leap skill is that Leapers may move their full listed movement rate as part of their leap. So a Leaper with a 7" movement may make up to a

7" leap, instead of the d6" leap warriors with the Leap skill are capable of.

Leapers should declare their movement or charge before measuring. If an obstacle proves to be too high, or a gap too wide, the Leaper will fall.



Wall Climbers

Some of the vampire's forces are **Wall Climbers**. They may scale or descend any vertical surface as part of their movement distance without an initiative test, even if they are running or charging.

If a wall climber descends a vertical surface using this ability, the distance of their descent does count as part of their movement distance.



Ethereal Critters

Models with are ethereal may travel through walls and other obstacles. For a wide wall, like a town wall, the width of the wall counts as part of their movement rate.

Ethereal models cannot, however, see through these obstacles, so they cannot charge through them unless within 4" and they pass an Initiative test as normal.

Normal weapons cannot hit ethereal models. This includes, sadly, any siege weapon that the town might build under hero direction (see town actions).

A Gromril or Ithilmar weapon can hit an ethereal model as well as a *magical* weapon. Magical weapons may be found as loot during the campaign.

A *silver weapon* may also hit an ethereal model, but they are not terribly effective weapons. Silver weapons may be cobbled together by a town action.

Spells can always hit ethereal creatures.



Undead Direction

During scenario play, Vampire Forces Heroes may always move intelligently based on the CM's choice of action. Minions, however, such as Ghouls, Skeletons, Zombies, etc. do not generally behave so intelligently.

The actions of most minions during a scenario are dictated by the **Undirected** rule. Undirected Undead behave as follows:

- Move towards the closest, most accessible visible enemy.
- Failing a visible enemy, towards nearby combat, at CMs discretion (weapons being used, distance, intervening terrain).
- If inside the town, and no visible enemies or detectible combat present themselves, they may only then attempt to enter a building to look for food.
- If outside the town walls in an attack scenario, they move to the closest, most accessible visible opening or entry.
- If outside the town walls and there are no visible entries, they will attempt to move to the wall and climb. Yes, even zombies. It's pretty pathetic.
- They will charge nearest model when with range for close combat.
- Barring all of these, the CM may simply roll a scatter die and move them randomly.

The CM has final say on what undirected models will do. The general idea is that they should not act with strategic designs in mind.

The CM may decide when placing Vampire Forces models for a coffin hunt that a given group has a particular pre-ordered mission – such as to guard a building or patrol an area. Undirected models can accomplish such a mission, but are less likely to leave that area when hearing nearby combats or seeing enemy models outside of that area. Such

creatures as rats and zombies are extremely unlikely to carry out such a guard or patrol operation, but skeletons or grave guard may.

All of the Vampire Heroes (meaning Strangulf and his three mistresses), and some Vampire Forces Heroes and special minions, have the ability to give orders to nearby undead models. Necromancers and Grave Guard Seneschals are also able to command undead.

Vampire Forces models which fall under such a commander are considered to be **Directed**.

The ability to direct will be specified with a range. The directing model may issue simple orders to undead that are within this range at the beginning of the Vampire Forces turn. The directed models will attempt to carry out these orders even after they leave the range of the directing model. Once the orders are complete (in their simple minds), they will regress to an undirected state.

Examples of Directed orders:

- Enter the town through the broken East wall.
- Stay here and guard me.
- Enter that building.
- Charge those warriors over there.

Again, the CM has final say on what exactly is possible, but the general idea is that such direction allows the controlling model to commit a number of Vampire Forces to strategic objectives. The CM may jot down such direction rather than inform the players, if desired.



Turning Vampires

A player Hero equipped with a Holy Relic may attempt to turn a single Vampire within 12" on their shooting phase, instead of firing a missile weapon or casting a spell. If either the Hero or Vampire is engaged in close combat, a turning attempt is not possible.

To successfully turn the target vampire, the Hero must make a Leadership characteristic

test at a penalty of -2 to their Leadership value. For one of Strangulf's mistresses or Strangulf himself, the penalty is -3. If the turning Hero is a Priest, reduce the applicable penalty by one.

Mark the Vampire as turned and which model turned it. The Vampire suffers the effects of being turned on its subsequent turn.

On its subsequent turn, the Vampire must either move away from the turning model or the Vampire must cower.

With the move option, the Vampire must end its movement phase further away from the turning model than it was at the beginning of the movement phase without ever coming within 4" of the turning model. When resolving a turn in this manner, the Vampire may also not target the turning model or any model within 4" of the turning model with a spell, missile weapon, or ability. The Vampire may charge or shoot at other models outside of this 4" radius as long as they satisfy the condition of moving further away from the turning model.

If the move option is not possible, the Vampire cowers and may not move in any way, shoot, cast, or use any innate ability. If near cover, they may Hide.

If multiple heroes turn a Vampire in a single turn, the Vampire must satisfy the move requirement with respect to all turning models or cower.



Empire in Flames

A number of scenario rules from Empire in Flames may be used for Vampire Hunters. These include the rules for difficult terrain, equipment, and mounted warriors.

When warbands make their exploration rolls following Coffin Hunt scenarios, Treasures are gained as opposed to Wyrdstone as per EiF.

Optional Rules

This section describes rules which may be applied to the campaign by decision of the CM and players.



Hero Serious Injury Mulligan

Losing a Captain or a key Hero early in the Campaign could be disappointing for a player. With this option, each player may reroll one Hero Serious Injury table result over the course of the campaign,



Experience for Vampire Heroes

Normally experience is not tracked or accumulated for Vampire Forces Heroes. With this optional rule, both Serious Injuries and Experience may be accumulated for key villains, along with resulting advances.

For Vampires (Strangulf and his Mistresses), treat them as starting with twenty experience for Strangulf and eight for each Mistress. When an advance is earned, use the skill tables available to Vampires in the standard Mordheim rules.

Note that these models all start with special abilities and some skills. Anything they earn during the campaign would be in addition to these abilities rather than in place of.

Bonecaller starts with eight experience when using this optional rule, and earns advances as per the Necromancer in the standard Mordheim Undead warband.

It is recommended that Full Influence reward Vampire Forces Heroes (such as the Corpse Cart) not earn experience or advances, but Serious Injuries may be tracked for these models if desired.

Note that with normal rules, Serious Injury roles are always made for these models to determine if they have been slain, but it is an

option whether or not to track injury results other than a fatality.



Morale Increase Bonuses

This optional rule allows a bonus to be rolled each time a Morale point increase is called for and Morale is already at the maximum of ten. If using this rule, do not apply the effects until Day Phase two – on the first Campaign Turn it does not apply.

Roll once on the table for each point over ten:

1. **Holdouts from the countryside decide to throw in with the town.** Add d3+1 worker points to the town's pool.
2. **A fleeing member of Ostermark's forces has heard of the defense of Nachtdorf and comes to town.** Add one soldier to Diedrich's force.
3. **Town citizens are inspired to dig deep into hidden stores.** They provide d3+2 rolls on random treasure tables to the heroes.
4. **Citizens are motivated to follow the heroes' commands!** The next day of leadership checks (for current day or next day depending on when this result is rolled) for town actions made by player heroes are at +1. Only one such result may be in effect at a time, reroll if needed.
5. **Inspired citizen defenders!** The maximum number of militia that may be trained (normally five) increases by two.
6. **A grizzled old scout from the countryside arrives in town and pitches in.** He counts as a scout in campaign turns, will venture forth on Coffin Hunts and can be assigned to Find Supplies and Patrol town actions. He is M4,

WS3, BS3, S3, T4, W1, I3, Ld7. He is Hardened (immune to fear). Armed with bow, sword, dagger, helmet, light armor, and shield. Earns exp as a Hired Sword and uses the Combat and Shooting skill tables. This result may only occur once - reroll if it appears again.



Diedrichs Men

If desired, roll a d10 on the table below to determine the type of soldier to be added to Diedrich's small force. If desired, this table may be used at the beginning of the campaign for the initial force as well.

- 1-3: Spearman
- 4-5: Swordsman
- 6-7: Handgunner
- 8-9: Crossbowman
- 10: Greatsword

Spearman:

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

Armed with LA, shield, spear.

Swordsman:

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

Armed with LA, sword, shield, may reroll miss on first turn of close combat.

Handgunner:

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

Armed with LA, sword, shield, handgun.

Crossbowman:

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

Armed with LA, sword, shield, crossbow.

Greatsword:

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

Armed with HA, Double Handed Sword (+2 Str, strikes last). *Immune to Fear*.

Campaign Turn Actions

This section describes the actions that player warriors and NPCs can perform during the day and night phases of each campaign turn.



The Action Boards

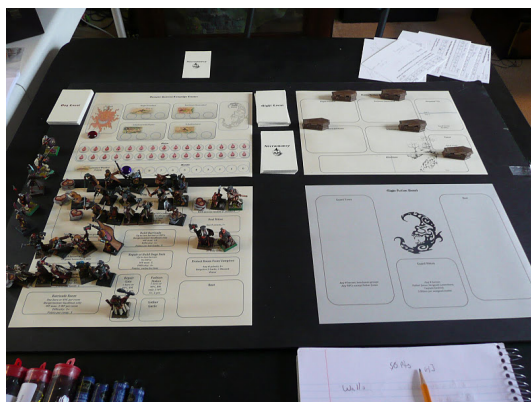
There are three Action Boards provided with these rules that may be printed on paper or cardstock. Each board contains a number of boxes corresponding to actions. During the “player actions segment” of each phase, players place models for warriors on the box that represents the action that warrior will perform for a given day or night phase of a turn.

The CM places models for NPCs, but may take suggestions from players when doing so.

These three boards should be readily available in the play area. A second small table near the main gaming surface is ideal. They may be mounted on foamcore along with the Campaign Tracker.

The action boards are:

- The “Day Town Actions” board.
- The “Away Actions” board.
- The “Night Town Actions” board.



The Action Boards and Campaign Tracker mounted on foamcore

The two town action boards are used for the appropriate phase of the campaign turn. If the current phase is a night phase, for example, there should be no models present on the Day Town Actions board after the assign warrior actions segment of the phase is complete. The Night Town Actions board contains considerably less possible actions than the Day Town Actions board, as the townspeople prefer to huddle indoors at night.

Regardless of whether it is a day or night phase, models allocated to town actions are considered to be within the town walls. If an attack on the town occurs, those models will be placed within the town unless they have a special ability allowing them to be placed otherwise which they wish to exercise.

The Away Actions board is used for models that will be leaving the town for that phase, and may be used during both night and day phases. These actions include hunting for Strangulf’s coffins in the other five game areas outside of town (there is a box for each area on this page), travelling to Burgenhof to shop, or patrolling the area around the town.

Some away actions can take multiple turns to complete, due to travel time. This is indicated on the board, just slide the models between segments on the board. Multi-turn away actions may only be initiated during a daytime phase.

Away actions are the only type of actions that result in scenario play during a turn other than a town attack, which is initiated by the Vampire Forces based on revelation of a phase event card.

NPCs can perform a limited number of actions, as shown below. Gustav is the only NPC that can be assigned to an away action. The individual actions describe which NPCs can be assigned to them, if any. NPCs can be split across actions (for instance, the Ostermark state troops do not have to be assigned to one action).

Player warband henchmen groups must always be assigned to the same action. They cannot be split across multiple actions.



Action Types and Rules

One or more action types qualify most actions. Certain heroes based on rules in the Warband section or on skills acquired (see Skills section) may gain an advantage when executing an action qualified by a certain type. Some action types (construction, metal-working, and scavenging) use *Worker Points (WPs)*. The town starts fifty worker points available each day phase. There are no worker points available at night.

Worker points may be lost permanently if townies are slain or turn, temporarily if bitten, and they may be added by being healed or by other campaign or scenario events. Henchmen may also substitute as workers. See the Campaign Rules for details on tracking worker points.

Human Heroes can command up to five worker points on a given action, non-human Heroes three.

Guarding Actions: Guard actions involve protecting the town. Heroes, henchmen, and most NPCs can be assigned to guard actions. There is no limit to the number of models that may be assigned.

Models guarding the town have the most flexible placement options during a town attack, and players may choose how they are placed. See Guard Town action.

Construction and Metal-Working Actions: The actions involve building or repairing some item or part of the town. These tasks use WPs, and must be assigned player heroes to marshal WPs. The ratio is normally one hero to five WPs, but see the Warbands section for exceptions.

A certain number of **Construction Points (CPs)** will be required to complete these kinds of tasks. Each worker has a chance of generating a construction point during the

action resolution segment. If a given phase executing this task does not result enough CPs, the points gained should be marked down and can carry over until the action is completed. If more points are generated than are needed to complete the task, the extra points generally do not carry over. Individual actions may explain exceptions.

These types of tasks involve a difficulty check for each worker when they are resolved. This is a single d6 number. For example, a 6+ difficulty means that for each worker assigned to the task, roll a d6, and on a 6 that worker generates a CP that can be applied to completing the task.

A Hero assigned to this kind of action with the appropriate grants a +1 to the d6 roll if they make a successful leadership check. If the hero specializes in the kind of action being attempted (for example, a Dwarf hero), the successful leadership check grants a +2 instead. If there are multiple heroes assigned to the action, each Hero gets a leadership roll and may potentially grant a bonus. A roll of one for a worker always fails to generate a CP.

These types of actions have both worker limits and a limit to the number of heroes who can be assigned to the action.

Henchmen groups may be assigned to these types of tasks as workers, and generate one possible CP per model. Each model counts as an assigned WP, so the max WPs for the action includes assigned henchmen.

If the town is attacked at day with models allocated to construction or metal-working actions, the involved models should be placed near the item they are working on, and may only move – not shoot, cast spells, or charge – on the first player turn. For tasks such as defensive torches or barricades, models are most likely working either indoors or in a clearing.

The CM has final say on where these models are placed in a town attack, rather than the players.

Foraging and Scavenging Actions: These actions involve trying to find resources (foraging) or supplies (scavenging) in the

town or surrounding area. WPs are assigned based on the limit for the given action, and heroes must be assigned to motivate those workers as per Construction actions.

These actions usually have a difficulty check, which is a d6 roll per worker, and a +1 bonus is granted by a successful leadership roll by a hero as per construction tasks. Some heroes may generate a +2 bonus, as noted by the action.

These types of actions may not require a number of points to complete like construction tasks, but rather each successful worker roll may allow an item or items to be found or produced. Each action of this type provides a detailed explanation.

Henchmen groups may be assigned to these types of tasks as workers, with the same limitations as noted for construction tasks.

Day attacks interrupt construction, metal, foraging, and scavenging actions.

During a day attack, roll a d6 for each hero or NPC assigned to foraging. On a 1 or a 2, the model may not participate in the scenario. They are forced to hole up just outside the town until the attack is over. Otherwise treat as per construction upon attack.

Priestly Actions: These actions may only be assigned to a priest (Father Jonas or a hero as identified in Warbands section). They have a 2d6 difficulty, much like casting a spell. Any bonus a priest has to casting spells (reroll, lowering difficulty, etc.) may be applied to checks to complete a priestly action.

Priestly actions may allow a certain number of Worker Points to be assigned to a priest that gain that priest a +1 on his Difficulty Check. Only a single such bonus may be gained, but each priest performing an action may be assigned Worker Points to gain the +1.

Experience from actions: Any town action that requires a player hero to take a leadership check earns the hero an experience if the check is passed, to a maximum of one experience for that phase.



Heroes Gotta be Heroes

NPCs may be assigned to any allowed action for them repeatedly, with no limitation except fatigue requiring them to rest.

Player heroes lose their effectiveness if the don't prove themselves in battle. A player Hero may not be assigned more than twice to a town action without participating in a combat scenario (town attack counts).



Day Town Actions

Guard Town (guarding)

Player warriors: Any number of heroes, hired swords, or henchman groups.

NPCs: Any except Father Jonas.

Assigned models spend the phase either on the town walls or patrolling the interior of the town.

If an attack occurs, models assigned to this action may be placed anywhere the players choose and may act normally on their first scenario turn.

Train Militia

Player warriors: Any hero with WS 3+.

NPCs: Militia Sergeant only.

Assigned models assemble a motley crew of townies and attempt to marshal them into worthy defenders. When this action is resolved, roll a leadership test for each assigned hero. For each success, a militia member is added to the NPCs reporting to the Sergeant, and the hero gains +1 Exp for their effort. The Sergeant himself never gains experience.

The number of militia at any given time may never exceed six. If a militia member is slain in a town attack, another townie may be trained in their place. Remember to remove a worker point permanently for each militia member trained.

Militia members have the following stats, and may be granted armor and weapons based on the model, as determined by the CM.

Profile	M	WS	BS	S	T	W	I	A	Id
	4	2	2	3	3	1	3	1	6

If the leadership check is exceeded by two or more, the new militia member has WS3 or BS3 as selected by the hero. Normally NPCs cannot be given items, but town militia may be given weapons and armor from the player stash.

If a day attack occurs, this action is interrupted, and no test for new members occurs. Assigned models are placed in a clear area inside the town and may move on first turn but not charge or shoot.

Shopping Trip

Player warriors: Any number of Heroes.

NPCs: Not allowed.

WPs: up to 3 per hero, minimum 2.

Player Heroes travel to Burgenhof, a staging area for Mordheim warbands, to shop for items or hirelings. Every worker point and Hero assigned must either be mounted or in a wagon. Two horses or mules are required to pull a wagon, and a wagon can carry four worker points or heroes.

This is a two-day action to complete. Models assigned to this action shop for items when resolution of the second day action occurs. They are considered to be back in town the following night phase, and all fatigue for them is cleared (they sleep the first night in Burgenhof).

There is no limit to the number of common items that may be purchased, even if only one hero is sent. Purchased items may be distributed across warbands as desired when the assigned heroes resolve their action on the second day phase. Any warband that sends a hero may sell as many of its treasures as it desires, as well as roll for an experience pool and hire additional warriors for their band.

Each Hero may also choose to make up to three rolls for either a rare item or a Hired Sword. Rare item checks are at a -1 penalty,

as Burgenhof is not as well stocked as Mordheim.

Burgenhof also has a more narrow range of mercenaries available. For a Hired Sword search, roll on the following table. The same Hired Sword may be searched for multiple times, but a Hero of a given warband may only hire one of a particular type.

Pit Fighter: 7+
 Ogre Bodyguard: 9+
 Halfling Scout: 8+ (*counts as scout*)
 Warlock: 8+
 Freelancer: 7+
 Elf Ranger: 8+ (*counts as scout*)
 Dwarf Troll Slayer: 8+
 Bard: 8+
 Road Warden: 8+ (*counts as scout*)
 Kislev Ranger: 8+ (*counts as scout*)
 Tilean Sharpshooter: 8+
 Priest of Morr: 9+ (*counts as priest*) (*)
 Warrior Priest of Sigmar: 9+ (*counts as priest*)

Worker points accompanying Heroes on the shopping trip may either be allocated to perform a rare item search, or make one roll for a selected Hired Sword on behalf of any warband with a Hero on the trip. This decision may be made at any time, and rare item and hired sword check rolls made in any order the players like.

If a Hero has the Streetwise skill, the +2 to Rare Item checks may also be applied to Hired Swords, and also the Worker Points assigned to that Hero also gain the benefit of the +2. Note that the Opulent Coach provides a +1 to everyone in the Shopping Trip (see Items section).

Hired Swords may not be assigned to town actions other than guard actions, patrol or find supplies for scouts only, and priestly actions for priests only. The CM may of course add other Hired Swords to the above list.

Hired Swords may always venture forth from town with player warriors.

(*) The priest of Morr will stay with the warband for as long as they pay upkeep, rather than leaving after a single scenario.

Hiring cost is 20 g.c., and upkeep is 40g.c., however.

Patrol

Player warriors: Any number of *scouts* (includes Hired Swords).

NPCs: Gustav only.

The warriors patrol the area surrounding Nachtdorf looking for undead heading the town's way.

If the town is attacked, the patrol provides advance warning if any assigned model makes a leadership test. This advance warning cancels all action or missed turn penalties. Models must still be placed in areas according to their actions, but they may move, shoot, charge, etc. on the first turn without penalty. Each assigned hero that passed the first test may also make a second leadership test at -1. If at least one extra test is passed, the players setup after the Vampire Forces in the town attack, and the player side gains the first turn.

Models on patrol that made their first check may be placed within the town as if they had chosen the Guard Town action if an attack occurs. Models that failed their first check miss the scenario.

Build Defensive Torch (construction)

Player warriors: Up to three heroes or NPCs.

NPCs: Burgermeister only.

WP max: 15 Worker Points.

Difficulty: 5+

Points per Item: 5

A defensive torch is a large, difficult to topple torch which can aid defense at night or in foul weather (see Tactical Rules section).

Each torch takes five CPs to produce. Any CPs in excess may be noted and carried over to subsequent turns.

A defensive torch has a toughness of three and takes four Damage Points to destroy (see Siege Attack and Defense in the Scenarios section).

Build Barricade (construction)

Player warriors: Up to two heroes or NPCs.

NPCs: Burgermeister only.

WP max: 10 Worker Points.

Difficulty: 5+

Points per Item: 5

A barricade is a collection of furnishings, barrels, etc. lashed together in such a way as to provide a defensible position.

Barricades should be two to three inches across, and roughly an inch high. They have a toughness of three and take four damage points to destroy.

Repair Gate (construction, metal)

Player warriors: One hero or NPC per gate.

NPCs: Burgermeister only.

WP max: 5 workers per gate.

Difficulty: 5+

The various entries to the town should be given a toughness and damage point rating before play. This action will repair one damage point on an entry per CP generated. There is no carry over if an entry is fully repaired.

A typical reinforced large wooden entry to the town would be toughness 4, eight damage points to breach (see Town Attack scenario for rules on breaching).

Repair Town Wall (construction)

Player warriors: Up to three heroes or NPCs per wall.

NPCs: Burgermeister only.

WP max: 15 workers per wall.

Difficulty: 6+

Points to repair wall: 25

Several town wall sections at the start of the campaign are breached (suggested number two or three depending on difficulty desired). This action will repair a damaged wall to the point where it can be replaced with a normal wall section once twenty-five points are accumulated for a given wall.

Damaged town walls allow free entry into the town to undead where they are located along the wall line.

Barricade Room (construction)

Player warriors: One hero or NPC per room.

NPCs: Burgermeister only.

WP max: 5 workers per room.

Difficulty: 5+

Points to barricade room: 3

Once three CPs are accumulated, players may choose a room in the town to be barricaded. A barricaded room has both windows and doors sealed shut. If the room has an interior door leading to it, this is also considered sealed.

A barred window or door is toughness 3 and takes 3 damage points to breach. Once an entry is breached the entire room is no longer barricaded.

Undead models in a town attack may not freely enter a barricaded room without forcing a breach first. Player warriors may not see through sealed windows, but may exit a barricaded room through a sealed door. A barricaded room has no impact on bitten rolls.

Repair Siege Weapon (*construction, metal*)

Player warriors: Up to three player heroes.
NPCs: None allowed.
WP max: 5 workers.
Difficulty: 6+
Points to repair: 10

Nachtdorf has one damaged heavy weapon at the beginning of the campaign, which may be repaired and put into service by this action. The item described in these rules is a Dwarven Cannon (see Town Attack scenario), but the CM may substitute any weapon desired.

The CM may opt to allow warrior to build new siege items (see Siege Attack and Defense) with this action. The CM should determine how many points are required to build the item, and whether or not materials would be around the town to build it. A Rock Dropper forever, is primarily wood and might take 8 to 10 points to construct. Boiling oil just requires a big pot in a frame, and might be built with 3 to 5 points.

Fashion Rosewood Stakes (*foraging*)

Player warriors: Up to three heroes or NPCs.
NPCs: Burgermeister only.
WP max: 5 per hero or NPC.
Difficulty: 5+
Points per item: 2

Each party led by a hero forages outside town looking for Rosewood to fashion stakes from.

These stakes are essential for ending the undead lives of vampires located during the day.

Excess points do not carry over to subsequent turns. Note that each party should roll its results separately, but points may be carried between parties.

Fashion Silver Weapons (*metal*)

Player warriors: Up to 3 heroes.
NPCs: Burgermeister only.
WP max: 4 per hero.
Difficulty: 6+
Points per item: 3

Each party led by a hero hunts for silver in town and the hero attempts to fashion the located items into weapons. Such weapons are useful against certain undead.

Results are rolled separately for each party, but points are accumulated. Any remainder may be carried for subsequent turns. For each three points, the hero may choose to produce (see New Items section):

- One silver melee weapon
- Silver bullets
- Silver arrows (or bolts)

Gather Garlic (*foraging*)

Player warriors: One hero or NPC.
NPCs: Burgermeister only.
WP max: 5 workers.
Difficulty: 6+.

Each successful roll results in one sprig of Garlic being found. These are useful in combat vs. undead and also help protect rooms against vampires.

Find Supplies (*scavenging, scout*)

Player warriors: Up to two *Heroes or scout Hired Swords*.
NPCs: Gustav only.
WP max: 7 workers.
Difficulty: 6+

This group searches the town and surrounding areas for items that can be of use to the heroes. For each success rolled, a roll with no bonuses may be taken on the Loot and Items tables (see Items section).

A scout assigned to this task adds +2 if they make their leadership test.

Rest

Player warriors: Any number of heroes and henchmen groups.

NPCs: Any number of NPCs.

Resting models lose all their fatigue markers if they resolve the action without interruption.

A Town Attack interrupts a Rest action. Models interrupted from Rest must be placed inside a building with a roof (this can be a gatehouse) at the beginning of the scenario. Place them in a *Knocked Down* position. They must keep their current fatigue markers, skip the first turn entirely, and on the second turn may stand up and proceed as per normal for a Knocked Down model.

If a patrol provides warning of the attack, the lost turn penalty is removed, but these models still retain fatigue and begin Knocked Down from any roofed room.

Heal Bitten (any priest)

Difficulty: 7+

WP for Priest Bonus: 3

On a success the priest is able to remove one bitten marker. If player or NPC models are bitten, the priest may select one to heal.

If three Worker Points are assigned to the priest, a +1 is gained on the Difficulty Check.

If a town attack occurs, the action is interrupted and the priest should be placed in a room containing bitten (see Town Attack). The priest moves on the first turn as normal.

Fashion Holy Items (any priest)

Difficulty: 7+, Blessed Water; 8+ Holy Relic.

WP for Priest Bonus: 2

A success allows the priest to create either a Holy Relic or Blessed Water.

If two Worker Points are assigned to the priest, a +1 is gained on the Difficulty Check.

If a town attack occurs, the action is interrupted and the priest should be placed in

the church. The priest may move on the first turn as normal

Protect Room from Vampires (any priest)

Difficulty: 8+

WP for Priest Bonus: 5

On a success the priest is able to secure blessings and abjurations that protect a room from vampires. This protection will make a room more difficult to enter by a vampire during a town attack and also help prevent bitten contained within the room from being turned (see Campaign Rules section and Town Attack section).

This action requires two Garlic and one Blessed Water, which are always consumed regardless of outcome or interruption.

If five Worker Points are assigned to a priest on this task, that priest gains a +1 to the Difficulty Check.

If a town attack occurs, the action is interrupted, the room is not protected, and the priest should be placed in the room they were attempting to protect.

Gatehouses and rooms within the town walls may not be protected in this way.



Night Town Actions

The only actions described in the Day Town Actions that may also be performed at night are: Guard Town, Patrol, and Rest. In addition to these actions, there is the following action available at night:

Guard Bitten (guarding)

Player warriors: Any # of heroes.

NPCs: Jonas, Lowenherz, Diedrich, Kaufmann

The assigned heroes or NPCs may guard up to three bitten each in an interior room of the town (not at any location on the wall). Guarded bitten are less likely to turn.

If there is a night attack, place guarding models with bitten markers (see Town Attack). They do not lose a scenario turn.

The Vampire Forces

The presence of a powerful vampire with necromantic powers such as Strangulf in the area has undead stirring. The following section describes the vampire heroes and forces that may be encountered during play.



Heroes

The term **Vampire Forces Hero** refers to the four principal vampires, his Necromancer Bonecaller, and any major single monster (Corpse Cart, Varghulf, etc.) that is rewarded to him for Influence. Basically, if there is only one of a given creature in the campaign, it's a hero.

Any Vampire Forces Hero improves Morale by two when slain (not simply taken OOA). If a VFH is taken OOA in a scenario, after the scenario roll a d6 to determine if the model is slain (slain on 1 or 2). If using the optional rule for tracking injuries for Vampire Forces Heroes, they are slain as per the normal result on the Serious Injury table.

Note on Minor Vampires: Minor Vampires do not count as Vampire Forces Heroes, as they are not unique. However, slaying one does improve Morale. If a Minor Vampire is slain as a result of injury roll after being taken OOA or as a result of being staked, town Morale improves by one.

When a minor vampire is taken OOA, treat as a henchmen and roll a single d6. On a 1 or a 2, the minor vampire is slain.

Slaying or staking a Minor Vampire may also reduce Influence in the area by one (see Campaign Rules).

The companions for Strangulf and the mistresses can never be slain (they just get new ones).

Baron Von Strangulf

Profile M WS BS S T W I A Lb
6 6 5 5 5 3 6 3 10

Strangulf is an extremely powerful vampire, as well as necromancer. He wears Gromril armor, helmet, and fights with a magical double handed sword – *Life Taker*. He also wears a *Cloak of Souls*. AS: 4+

Life Taker allows him to strike at +2 str, ignores all armor saves, and strikes in initiative order rather than last.

The Cloak of Souls allows Von Strangulf to hurl souls of those he has consumed at his enemies during the shooting phase. It is a STR 5 move and shoot weapon, and he can fling d3 souls at models of his choosing within an 18" range. It may not be used during combat. If a flung soul causes a wound, Strangulf heals a wound.

Von Strangulf has the following skills and abilities:

Cause Fear, Immune to Psychology, Immune to Poison, No Pain, Strongman, Lightning Reflexes, Warrior Wizard, Sorcery, Leader – 6".

Von Strangulf may cast the following spells in a scenario:

Bat Swarm: Difficulty 7. A swarm of bats appears at a spot chosen within 18" of Strangulf. They will harry Strangulf's enemies and cause a -1 WS and -1BS to all models within 4" of them. They may move up to 8" during Strangulf's movement phase, and last until the end of Strangulf's next turn after casting. They cannot be attacked.

Mist Form: Difficulty 8. May be cast only if not engaged in close combat. If successful, Von Strangulf vanishes into mist and is removed from the scenario.

Strangulf can Direct Undead in a 24" radius.

Strangulf's Fell Bats

Profile M WS BS S I W J A Lb
12 3 0 3 3 2 3 2 6

Fly, No Pain, Immune to Psychology / Poison, Cause Fear.

Mistress Carmilla

Profile M WS BS S I W J A Lb
6 6 4 4 5 2 5 3 9

Carmilla is the eldest of Strangulf's mistresses, and runs his household. She is imperious and cruel. In life, she was a trained warrior and is vicious with a sword.

Carmilla is armed with sword, shield, helmet, and light armor. AS: 4+ (with shield adding 2). Her sword is always poisoned, and will wound automatically on a 6 as per Black Lotus.

She has the following skills and abilities:

Cause Fear, Immune to Psychology, Immune to Poison, No Pain, Combat Master, Leader – 6”.

Skull of Fear: Carmilla may brandish a magical skull in the shooting phase. Use a flame template for the area. Any model within this area must make a leadership test at a -1 penalty or flee as if having failed an All Alone test.

Carmilla can Direct Undead in a 12” radius.

Two Dregs escort Carmilla. These dregs are placed with her in any scenario in which she appears:

Carmilla's Dregs

Profile M WS BS S I W J A Lb
4 2 2 3 3 1 3 1 7

They may be armed as per the models used.

Mistress Mircalla

Profile M WS BS S I W J A Lb
6 4 4 4 4 2 6 2 8

The second ranked mistress, Mircalla is smooth and seductive. She is always flanked by a pair of wolves.

Mircalla shies from melee combat, but if cornered fights with a dagger.

She has the following skills and abilities:

Cause Fear, Immune to Psychology, Immune to Poison, No Pain, Step Aside, Dodge, Acrobat, Leap, Scale Sheer Surfaces, Leader – 6”.

Charm Person: In the shooting phase, Mircalla may target a single human model within 12” and line of sight from her and attempt to charm them. The target must test leadership at a -1 penalty. If failed, she controls the model and they move and attack under her direction in her next turn. The effect ends at the end of Mircalla's subsequent turn.

Glamour: Any model attempting to attack Mircalla in any way (spell, missile, declared charge) must first make a leadership check at -1 penalty. If this check is failed, they cannot attack Mircalla but may decide to do something else. Note that for a charge, the fear check would still apply after the Glamour check.

Mircalla can Direct Undead in a 12” radius.

Mircalla's Dire Wolves

Profile M WS BS S I W J A Lb
9 4 0 4 3 1 2 1 4

Charge (2 attacks), May not run, Cause Fear, Immune to Psychology, Immune to Poison, No Pain, Leap (as per campaign tactical rule).

Mistress Milagra

Profile M WS BS S I W J A Lb
12 4 4 5 4 2 5 3 8

Miragla is the youngest and most feral of Strangulf's mistresses. She is a creature of the air, and commands a pair of harpies in

addition to having wings herself. Miragra has the "Fly" tactical campaign rule.

Milagra wears no armor, and fights with tooth and claw. She has the following skills and abilities:

Cause Fear, Immune to Psychology, Immune to Poison, No Pain, Resilient, Unstoppable Charge, Lightning Reflexes, Strike to Injure, Web of Steel, Leader – 6".

Milagra is too busy trying to rip things apart to Direct Undead.

Milagra's Harpies

Profile M WS BS S I W I A Lb
10 3 0 3 3 1 5 2 6
Fly.

Bonecaller, Master Necromancer

Profile M WS BS S I W I A Lb
4 3 3 3 4 2 4 2 9

Bonecaller is Strangulf's primary necromancer. He fights with sword and dagger.

Bonecaller has the following spells:

Lifestealer (diff 10): -1 w to target in 6", added wound for Bonecaller.

Death Vision (diff 6): Bonecaller causes fear for the duration of the battle.

Greater Reanimation (diff 7): d3 zombies taken OOA within 12" of Bonecaller since his previous turn are returned to play within 6" of him.

Bonecaller has the following skills:

Sorcery (+1 diff), Step Aside, Leader – 6".

Bonecaller can Direct Undead up to a 18" radius.

The Corpse Cart

Profile M WS BS S I W I A Lb
4 2 0 2 4 3 1 d6+1 7

The Corpse Cart and its driver is a reward Strangulf achieves upon gaining three Influence points in the Cemetery Hill play area (Hugel Friedhof). It serves as a conduit for raw necromantic power.

The corpse cart may not run or charge, but counts as charging if it comes into base contact with an enemy model during its movement phase.

When deployed to a scenario, 3d3 zombies are deployed within 6" of the cart and will remain near it throughout the scenario. If the cart comes in base contact with any enemies, it gets 2-7 attacks at STR 2. The cart's Armor Save is 5+ and it cart *Regenerates*: upon being wounded on a roll of 4+ ignore the wound. Regeneration does not apply to wounds from flame or fire spells.

At the start of each Vampire Forces turn, roll a d6. On a 5+, a corpse on the cart animates and joins the Zombie retinue accompanying the cart.

Any undead within 6" of the corpse cart are energized, and gain the *Strike First* rule. Enemy wizards suffer a -1 to casting if within 24" of the cart, and necromancers gain a +1 so casting if within 24".

If the cart itself is taken out of action, treat it as a henchman after the scenario (destroyed on a 1 or 2, otherwise it is still available to Strangulf).

The driver of the corpse cart can *Direct Undead* in a 12" radius, but its Zombie escort will always stay near it.

The Corpse Cart has the following abilities: *Regenerate, Cause Fear, No Pain, Immune to Psychology, Immune to Poison.*

The Ghoul King (Varghulf)

Profile M WS BS S I W I A Ld
8 5 0 5 5 4 2 4 4

The Varghulf is a massive, feral beast granted to Strangulf as a campaign reward for establishing Full Influence in Schattenwald Ruins campaign area.

The Varghulf appears with d3 ghouls in scenarios. It is capable of delivering immense structural damage, doing three times the number of wounds it inflicts in terms of damage points to defensive structures.

The Varghulf has the following abilities:
Cause Fear, No Pain, Immune to Psychology, Immune to Poison, Leap.

The Varghulf cannot Direct Undead.

Cold Magritte, Greater Banshee

Profile M WS BS S I W I A Ld
6 4 0 3 3 2 3 2 5

This is a stronger form of Cold Magritte, which Strangulf receives as a reward for full Influence in the farmstead play area.

This form has been granted a spiritual sword by Strangulf, and can engage in close combat as well as use her howl in the shooting phase.

Banshee Howl: This form of Magritte gets a 2d6+2 roll on a single model within 8" range, no LOS needed. The howl inflicts a wound with no armor save for every point over the leadership of the target model. Captain's leadership cannot be used. Treat it as a spell, so skills like Dodge cannot be used against it.

In addition to the howl Magritte has the following abilities:

Ethereal, Cause Fear, No Pain, Immune to Psychology, Immune to Poison.

Magritte does not Direct Undead.

If Cold Magritte is in the forces of a Town Attack scenario, she will howl around the city

walls before the scenario begins causing -1 to Morale before the scenario is played.

Ash, Zombie Lord

Profile M WS BS S I W I A Ld
8 4 0 4 4 2 3 3 8

The Zombie Lord is part of the reward for Strangulf gaining full Influence in the Ruined Necromancer's Tower play area. The zombie lord is mounted on a zombie horse, but they are considered as one model.

Ash may run and charge. He may Direct Undead in an 18" range. He wears heavy armor and shield and has a 3+ armor save.

Zombies and Skeletons within 12" of Ash are inspired to perform to the best of their ability, and gain the *Strike First* rule.

In addition to the above, Ash has the following abilities:

Cause Fear, No Pain, Immune to Psychology, Immune to Poison, Leader – 6".



Minions

The minions constitute the bulk of Strangulf's recruited undead forces in the area. They may never act as Leaders/Captains, but a few of the unit types have a special type (such as ghouls for ghouls). The special type may have extra abilities.

Minions do not gain experience.

Minor Vampire

Profile M WS BS S I W I A Ld
6 4 4 4 4 2 5 2 8

A number of minor vampires serve Strangulf and his mistresses. They are the equivalent of standard Mordheim vampires and may be equipped as per the model. The minor vampires should not be too heavy on equipment, however. If the model has no weapons, do not penalize their attacks – treat

their hand and claw as a standard melee weapon.

They have the following abilities:

Cause Fear, No Pain, Immune to Psychology, Immune to Poison, Leader - 6".

A minor vampire can Direct Undead in an 8" radius.

Zombies

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	1	1	5
Totem-bearer	4	3	0	3	3	1	1	1	5

Cause Fear, May not run, Immune to Psychology, Immune to Poison, No Pain.

A Totem-bearer is a zombie that carries a totem or icon charged with necromantic power. It has the following additional ability:

Totem-bearer: Zombies within 8" gain WS3.

Skeletons

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	5
Champion	4	2	2	3	3	1	2	2	5

Cause Fear, Immune to Psychology, Immune to Poison, No Pain.

Giant Skeletons

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	3	3	2	6

A rare feat of necromancy is required to raise the skeleton of an Ogre or Troll to service.

Cause Fear, Immune to Psychology, Immune to Poison, No Pain.

Ghouls

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	3	4	1	3	2	5
Ghast	4	3	0	3	4	1	3	3	5

Cause Fear, Immune to Psychology, Immune to Poison.

Poison Attack: Ghouls and Ghosts have foul, venomous claws. A roll of 6 to hit results in an automatic wound, with normal Armor Save allowed.

Dire Wolves

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

Charge (2 attacks), Cause Fear, May not run, Immune to Psychology, Immune to Poison, No Pain.

For this campaign Dire Wolves also gain the **Leap** special ability (see Tactical Rules).

Giant Rats

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

A number of malevolent animals complement Strangulf's ranks.

Fell Bats

Profile	M	WS	BS	S	T	W	I	A	Ld
	12	3	0	3	3	2	3	2	6

Fly, No Pain, Immune to Psychology / Poison, Cause Fear.

Giant Spiders of SchattenWald

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	3	3	3	1	4	1	6

These dreadful spiders always lurked in the depths of Schattenwald, but the chaotic times

have brought them out in greater numbers. Some have even answered Strangulf's call.

These spiders have the following special abilities:

Leap, Wall Climber.

Poisoned Bite: A roll of 6 to hit automatically causes a wound with Armor Saves at -1.

Web Caster: In the shooting phase these spiders can fire a glob of webbing at a model with range of 16" (8" short range). They may fire into combat.

If they hit, the model is snared in webs. The model must roll under or equal to their strength on a d6 the next time they attempt to move. If successful, they are unstuck and can move, but not run or charge. If the strength test is failed, the model may not move.

Models in close combat who are struck by webs are at -1WS and may not use the *Step Aside* skill.

Cairn Wraith

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	3	3	2	2	3	7

Cause Fear, Immune to Psychology, Immune to Poison, No Pain, Ethereal.

Banshee

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	3	3	2	3	1	7

Cause Fear, Immune to Psychology, Immune to Poison, No Pain, Ethereal.

Banshee Howl: 2d6+2 roll on a single model within 8" range, no LOS needed. The howl inflicts a wound with no armor save for every point over the leadership of the target model. Captain's leadership cannot be used. Treat it as a spell, so skills like *Dodge* cannot be used against it.

Grave Guard

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	4	1	3	1	7
Seneschal	4	3	0	4	4	1	3	2	8

Cause Fear, Immune to Psychology, Immune to Poison, No Pain.

Wight Blade: All Grave Guard's weapons as magical, and add +1 to all injury rolls.

The Seneschal can Direct Undead in a 12" radius (this applies to all types of undead, not just the Grave Guard unit it accompanies).

Necromancer

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

Roll for one Necromancy spell at random, but reroll sixes.

The Necromancer can be armed as per model

Necromancers can Direct Undead in a 12" radius.



Core Generation Tables

The following tables allow random generation of Vampire Forces for a variety of scenarios. Scenario-specific tables appear in the Scenarios section, and a quick reference card with both types of tables is included at the end of the rules.

Zombies

- 1-2: d3 Zombies
- 3-4: d3+1 Zombies
- 5-6: d3+2 Zombies + Totem-bearer

Skeletons

- 1-2: d3 Skeletons
- 3: d3+1 Skeletons
- 4-5: d3+2 Skeletons + Champion
- 6: d2 Giant Skeletons

Ghouls

- 1-2: d3 Ghouls
- 3-4: d3 Ghouls + Ghast
- 5: d2 Ghasts.
- 6: d3+1 Ghouls + d2 Ghasts

Rats

- 1-3: d3+1 Rats
- 4-6: d3+2 rats

Bats

- 1-4: 1 Fell Bat
- 5-6: d3 Fell Bats

Wolves

- 1-4: 1-2 Dire Wolves
- 5-6: d3+1 Dire Wolves

Spiders

- 1-3: d3 Spiders
- 4-6: d3+1 Spiders

Spirits

- 1-4: Cairn Wraith
- 5-6: Banshee

Grave Guard

- 1-2: d2 Grave Guard
- 3: d3 Grave Guard
- 4-5: d3 Grave Guard + Seneschal
- 6: d3+1 Grave Guard + Seneschal

**Command Generation Tables**

Use these tables to generate commanders when called for. See the Scenarios section for details on when commanders appear.

Note that a named Vampire Forces Hero cannot appear twice in the same campaign turn. Reroll to avoid this situation.

Command Table, Clear Day

- 1-3: Necromancer
- 4 -5: Grave Guard Seneschal
- 6: Bonecaller

Command Table, Overcast Day

- 1-2: Necromancer
- 3: Bonecaller
- 4: Grave Guard Seneschal
- 5-6: Vampire Table roll

Command Table, Night

- 1: Necromancer
- 2: Bonecaller
- 3: Grave Guard Seneschal
- 4-6: Vampire Table roll

Command Table, Vampires

- 1-3: Minor Vampire
- 4 -5: Mistress (roll d3 to determine which)
- 6: Baron Von Strangulf

**Area Specific Core Tables**

Each game area has varying Vampire Forces available. When making a core force roll in a game area, use the tables below to determine which core table to roll on. Roll a d18 (two d6, with first die acting as 0, 6, or 12 points).

Hugel Friedhof

- 1-3: Rats
- 4-6: Zombies
- 7-9: Skeletons
- 10-12: Ghouls
- 13: Wolves
- 14-15: Grave Guard
- 16-17: Spirits
- 18: Bats

Ruins of SchattenWald

1-2: Rats
3-4: Zombies
5-6: Skeletons
7-9: Spiders
10-12: Ghouls
13-14: Wolves
15-16: Grave Guard
17: Spirits
18: Bats

Bachmeir Baurenhof

1-2: Rats
3-5: Zombies
6-8: Skeletons
9-11: Ghouls
12-13: Wolves
14-15: Grave Guard
16-17: Spirits
18: Bats

SchattenTurm (above ground)

1-2: Rats
3-4: Zombies
5-7: Skeletons
8-9: Spiders
10-12: Ghouls
13-14: Wolves
15-16: Grave Guard
17: Spirits
18: Bats

Altschloss

1: Rats
2-3: Zombies
4-6: Skeletons
7-8: Spiders
9-11: Ghouls
12-13: Wolves
14-15: Grave Guard
16: Spirits
17-18: Bats

Nachtdorf (Town Attack)

1: Rats
2-4: Zombies
5-7: Skeletons
8-9: Spiders
10-12: Ghouls
13-14: Wolves
15-16: Grave Guard
17: Spirits
18: Bats

Scenarios

There are essentially just two types of scenarios played in the campaign: Coffin Hunts and Town Attacks. There are many variations on these two themes, however.

Coffin Hunts have creature types and subplots that vary by game area. One of the Coffin Hunt areas, the Ruins of SchattenTurm, is significantly different from the others and involves exploring a random dungeon!

Town attacks also will have a variety of attacking creatures and situations that should give each one its own feel.

There may be multiple scenarios played in a given phase of a turn. If this happens, always play a Town Attack (if there is one) last. The players may choose the order in which to play Coffin Hunts.



Vampire Forces Heroes

The appearance of Vampire Forces Heroes varies based on the type of scenario. Vampire Forces Heroes represent a unique model.

If a unique hero appears in a scenario, that same hero cannot appear in subsequent scenarios played in the same phase. If a roll indicates such reappearance, simply re-roll until a hero that has not been previously encountered results.



Scenario Weather

If a scenario is played in the night phase of the current turn, the Darkness tactical rule should be used.

The Day Vampire Actions deck card for the current turn will indicate the overall weather condition for the day – clear or overcast. Individual weather effects for scenarios drive

off this condition. Roll on the tables below to determine weather effects for each scenario.

For SchattenTurm scenarios, these effects only apply to the part of the scenario played above ground.

Clear, Day

- 1-5: No effects
- 6: Windy

Clear, Night

- 1-4: Darkness
- 5: Darkness, Windy
- 6: Darkness, Foggy

Overcast, Day

- 1-3: No effects
- 4: Rainy
- 5: Foggy
- 6: Windy, Rainy

Overcast, Night

- 1-3: Darkness
- 4: Darkness, Rainy
- 5: Darkness, Foggy
- 6: Darkness, Windy, Rainy



Scenario Areas

The five game areas outside of Nachtdorf that may be hunted for coffins are described in the Setting section. Note that Altschloss and Schattenturm have additional rules from the other areas that are covered following the Coffin Hunt basic rules.



Random Table Location

A random table location is selected by rolling a die to select a starting point, then rolling a

scatter die and two d6 from that point to determine the location.

If playing on a 4' x 6' surface, divide the surface into six 2' by 2' areas. Roll a d6 to select one of these areas. Roll the 2d6 and scatter die at the center of the selected area.

For a 4' by 8' surface, follow the same process but roll a d8 to select a 2' by 2' area..



Random Table Edge

For both 4' by 6' and 4' by 8' gaming surfaces, roll a d6 to determine a random table edge.

The long edge is divided in two in both cases (two 3' edges on a 4' by 6' surface, two 4' edges on a 4' by 8' surface).

If the random table edge is used for starting player models, the farthest 4" at either end of the edge should not be used, and the models should be placed within 1" of the edge.

If a random edge is used for placing monsters (Orcs or VF), roll a d6 to determine where along the edge the models are placed. They may be placed within 4" of the edge.



Searching and Digging

The Coffin Hunt scenarios have a number of locations that must be searched to find an item. In most cases, this involves looking for a coffin, and some digging and rooting around in outcroppings or weeds may be necessary.

If one or more player models **end** their movement phase within 3" of an item that must be searched for (coffin, etc.), a player can roll to determine if the item is found at the end of the player turn. If the models within 3" of the item belong to several players, choose a player to make the roll.

If the coffin is on the second floor of a building or otherwise positioned such that a model cannot reach the coffin token without climbing, the model does not count as in range to search. The model will need to climb and be within three inches to count for searching.

The base chance for the search to succeed is 1 in 6 per warrior searching. If only one warrior is searching, then the search will succeed on a roll of 6+, while three warriors would successfully search a location on a 4+. If the search is unsuccessful, the location may be searched again in a subsequent turn, with a +1 to the search roll (and a +2 on the third turn of searching, etc.).

Note that the number and the identity warriors searching a location may vary from turn to turn. Such changes do not penalize the searchers: at the end of the turn, a player totals the number of his or her warriors searching a location, and adds any modifiers for previous searches of the same location, and rolls to determine if the search is successful.

A warrior in hand-to-hand combat, or within six inches of an enemy model, cannot search. Searching models cannot fire a missile weapon or cast a spell.

Note that since a model qualifies for a search based on proximity to the item at the end of their movement phase, it is possible that the a coffin in a Coffin Hunt scenario can have its contents revealed at the end of the first turn on which a player model was within 3" of it and unengaged.

Coffin Hunt



Hugel Friedhof setup for a Coffin Hunt

It becomes easier to win the campaign as Strangulf's five coffins are located and ruined one by one. A frequent player action will be to explore one of the game areas looking for one of his coffins.

Terrain

A game area of 4' x 6' or (for four or five players) 4' x 8' is setup. The CM should place terrain on this area based on the location of the hunt:

Hugel Friedhof: At least one large hill with gravestones, mausoleums, statues, and fencing should be setup to represent the primary cemetery. Other cemetery scenic can be setup radiating around this hill as desired.

Some trees and other rough terrain may be placed as desired.

Ruins of SchattenWald: The majority of the terrain should contain ruined buildings; standard Mordheim buildings are perfect. A large number of trees should be placed both between and around the buildings, to represent the forest. Hills may be placed as desired.

Bachmeir Baurenhof: A series of buildings representing the Bachmeir farmstead should be placed in the center of the area. Walls between these building are ideal, as the farmstead is fortified. Hills and light woods can surround the clearing of the farmstead.

A family graveyard nearby will add some color.

SchattenTurm: A ruined tower on a hill should occupy the center of the table. Woods should surround the hill, and rough and varied terrain from there to the table edge.

Extra table space should be made nearby for dungeon levels. Cardstock dungeon terrain or other 3D dungeon set pieces should be near at hand.

Altschloss: A ruined castle on a rocky hill should be placed at one of the short sides of the play area. Players will be advancing on this castle across the terrain from the other end. Woods and hills should rest between.

A number of outbuildings and mausoleums to the castle can be scattered across the terrain.

Setup

1. The CM should first determine the weather, based on the tables above.

2. Next, the CM should determine if there is a subplot for the scenario. Subplots vary by area, although a few are shared. The CM may should roll to determine if a subplot is active, and if so, which subplot.

To see if there is a subplot, roll a d6. On a 4+, there is a subplot. There is never a subplot for Altschloss.

The subplots are described following the Coffin Hunt scenario. Scenarios marked with a star are those that may alter Influence in the area upward or downward.

Hugel Friedhof

1-2: Sacrificial Ceremony (*)
3-4: Hunt for Dark Magic
5-6: Rise of the Newly Dead

Ruins of SchattenWald

1-2: Lost Patrol
3-4: Caught in the Webs (*)
5-6: The Ghost's Treasure

Bachmeir Baurenhof

1-2: The Looters' Return
3-4: The Captives
5-6: Kalt Magritte (*)

SchattenTurm

1-2: Lost Patrol
3-4: Rise of the Newly Dead
5-6: The Necromancer's Relic (*)

3. If there is a subplot, the CM should explain the subplot to the players and setup any extra models, markers, or terrain called for by the subplot.

4. If the scenario is taking place at the farmstead, place Orc Warriors as follows:

of players x 3 Orc Warriors.
of players x 1 Orc Biguns.
1 Orc Shaman.
1 Orc Boss.
On a roll of 5+, a Troll.

These models are placed inside the farmstead, and should contain roughly half of the models with missile weapons.

They will defend the farmstead, and on occasion sortie out to attack any player warriors that wander too close.

5. Determine groups of VF undead which begin the scenario on the table. Roll a number of d6 as follows:

Day, clear: 1d6 x # players + 1d6
Day, overcast: d6 x # of players + 3d6
Night: d6 x # of players + 5d6

Additional dice are added based on Influence points gained by Strangulf, as follows:

1 IPs: +1 d6
2-3 IPs: +2 d6
4-6 IPs: +3 d6
7+ IPs: +4 d6

Important: Count Influence in the area of the Coffin Hunt as a full point above, but count Influence in other game areas as a ½ point, rounded up. For an Altschloss Coffin Hunt all Influence in all areas counts a full point.

Once these dice are rolled, separate 5s and 6s from the rest. The remaining dice, the 1s through 4s, represent core monster table rolls. The CM decides with each 5 or 6 to:

- Take one roll on the Command table for the given scenario area.
- Remove the die and add two dice to the pool of core dice.
- If Strangulf has gained a reward creature for this area, remove the die and add that reward creature to the starting forces.

Complete rolls on the appropriate tables, setting each group of models near the gaming area as they are generated.

Command models and VFH's may be set aside as their own group or added to any core group as preferred by the CM.

Once rolling is complete, determine a random game *location* for each group to begin the scenario. Place the models in a single group within 2-3" of one another.

6. Set aside twelve coffin tokens. Small, equally sized slips of paper or cardstock will work fine. Mark them as follows:

- 3 counters: leave blank (clear day, make this 2 counters).
- 3 counters: mark "T" for Treasure.
- 2 counters: mark "T+1" for Treasure with bonus.
- 4 counters: mark "V" for Vampire Coffin (clear day, make this 5 counters).

Turn these counters upside down and scramble them. Alternatively, for color, place each token in a model coffin with removable lid.

The CM places these tokens anywhere on the game area. There is no limitation on placement; it is entirely at CM discretion.

7. The players roll to determine where their models begin the scenario. They may divide their models into any number of groups, containing any number of models.

For each group with a scout, that group may choose a table edge to enter the scenario. Place that groups models within 1" of the chosen edge.

For each group without a scout, roll a d6. On a 1-4, the group enters from a random table edge. On a 5-6, the group is placed within 2" of one another at a random table location (see general scenario rules).

starting the game

The players take the first turn, followed by the Vampire Forces. Alternate accordingly. If there are Orcs on the board, there are three sides played per scenario turn, with the Orcs going last.

special rules

Limited Turns: The coffin hunt cannot last forever, at a certain point either the coming night or approaching undead forces require the players to retreat.

At the start of each player turn, including the first, roll a d6. Set the die aside, adding a die each turn. When the total on the dice reaches 35, the scenario ends at the conclusion of that player turn.

Scouts: In addition to helping their group with starting position, scouts have two other useful functions in a Coffin Hunt. Set two d6 aside for each scout at the beginning of the scenario.

When rolling at the beginning of the player turn for the scenario limit (see Limited Turns), the scout may elect to use one of his or her dice to roll after seeing the result of the turn limit die. The scout may choose to replace the turn limit die with his or her own.

The scout may also use one of their dice to in a similar manner when determining the contents of a Vampire Coffin.

Wandering Undead: At the start of each VF turn after the first, roll a d6 per number of player warbands in the campaign. Additional dice may be added for Influence. For each Influence Point in the area being explored, add one d6. For every three Influence Points in other areas, add another d6 (round down).

For SchattenTurm, this rule only applies while there are models above ground. Once all

models are underground, follow the dungeon rules.

Roll these dice and consult the chart below to determine the number of groups that appear this turn:

- Night: Each 4+ is a group.
- Overcast Day: Each 5+ is a group.
- Clear Day: Each 6 is a group..

For each new group, roll a d6. On a 5+, the group is a command group. On a 1-4, the group is a core group. Roll to determine the models in the group on the appropriate tables.

Roll a d6 for placement. On a 1-4, generate a random edge. On a 5-6, generate a random location.

The new models will move on that turn, as Directed or Undirected appropriately. ***They may not charge, cast spells, or shoot, however, unless they are a command unit or count as Directed (are within range of a command unit).***

Searching Coffins: Use the Search and Digging rules to determine when a coffin's contents have been revealed. The players may check the marker immediately upon a successful search. If the marker is a treasure counter, roll below (roll twice for T+1 markers):

Coffin Treasure Table

1-2: 1 Treasure per EiF.
3-4: d3+1 rolls on random treasure tables.
5-6: 1 Treasure per EIF plus d3+2 rolls on random treasure table rolls.

Disregard animal and large transport results on the random treasure rolls! Well, presumably it could be a dead animal, but it's best not to dwell on that.

Dealing with Vampire Coffins: If a Vampire Coffin is revealed, determine the contents below. Note that a Vampire Coffin at night is always empty.

Vampire Coffin Table

1-2: Empty.
3: d3 random treasures.
4-5: Sleeping Minor Vampire.

6: One of Strangulf's Coffins!

Note that one of the two reroll dice for a scout may be used on this table.

If the coffin is Strangulf's, inspect the coffin on the campaign board for this game area to see if Strangulf is sleeping in this coffin.

If there is a vampire in the coffin, and it is a clear day, it will not awake and may be staked (see below). If it is an overcast day, roll a d6 at the beginning of each VF turn after the sleeping Vampire is revealed. On a 5+, the Vampire awakes and may take its turn as normal. Strangulf will awake on a 4+ on an overcast day.

To stake a vampire, a hero with a Rosewood Stake must be in base contact with the coffin at the start of their turn. That hero may make a leadership check in the shooting phase. If the check is passed, the vampire is staked. If the vampire is Strangulf, this leadership check is at a -2 penalty on an overcast day, a -1 penalty on a clear day.

Successfully staking a minor vampire increases town Morale by one. For the first vampire staked in an area for the campaign, it will remove an Influence point on the area if there are any on a 6+. For the second vampire an Influence may be removed on a 5+, and for third and subsequent on a 4+.

If one of Strangulf's coffins is found empty, it may be ruined in the shooting phase by any model in base contact with it that has a vial of Blessed Water. The Blessed Water is consumed by this act. This will lower increase town Morale by one immediately, and lower Influence in the area by one at the end of the scenario.

ending the game

A Coffin Hunt scenario ends when:

- The players rout.
- The turns expire (see Limited Turns).
- Strangulf is staked (campaign ends).

experience

+1 Survives. If a Hero or Henchmen group survives the battle they gain +1 experience.

+1 Winning Captain. Each player captain participating gains +1 experience as long as the players do not rout.

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each enemy he puts out of action. For multi-wound models, inflicting a wound also earns +1 experience.

+1 Per Staked Vampire. Staking any vampire earns the staking Hero +1 experience.

+1 Strangulf Coffin Ruined. Eliminating one of Strangulf's coffins earns +1 experience for the hero who uses the Blessed Water.

Coffin Hunt Subplots

Sacrificial Ceremony

A Necromancer (Bonecaller on a 5+) is sacrificing a victim in an attempt to gain Influence for Strangulf in the area.

Place the Necromancer with d3+1 zombies and d2 Grave Guard in the central graveyard.

At the beginning of each VF turn, roll a d6 and accumulate the results. When 15 points are accumulated, the ceremony is complete. If the Necromancer is knocked down, stunned, in close combat, or not within 6" of the sacrifice location at the beginning of the VF turn, skip the roll that turn.

When the ceremony is complete, add d3+1 skeletons around the Necromancer, and add one Influence point to the Hugel Friedhof game area at the end of the scenario.

If the Necromancer is taken out of action, the sacrificial victim is rescued. One Influence point may be removed from Hugel Friedhof.

If the scenario ends in any way before the scenario is complete, no Influence change occurs due to the subplot.

Rise of the Newly Dead

Recently buried or battle-fallen corpses are actively rising to Strangulf's summons.

At the start of each VF turn, two zombies appear at a random table location.

Hunt for Dark Magic

A Necromancer (Bonecaller on a 5+) is searching the game area for a tome of necromantic spells.

The Necromancer has with him one party of Zombies and one party of Skeletons (roll on core tables). Place the group along a random

table edge. When players choose starting locations, they cannot choose this edge.

If the Necromancer spends a turn in base-to-base contact with a scenario coffin, and does nothing else that turn, he may roll a d6. On a 5+, the tome is found. If not found, the Necromancer must move on to another coffin.

The coffin where the tome was found is removed from play. Players will not be able to search it.

If the Necromancer gets off the board after finding the tome, the VF may draw two spells from the Necromantic campaign deck at the conclusion of the scenario.

Lost Patrol

Desperate survivors of an Ostermark state regiment are lost in the wilderness and searching for safety.

Place d3+1 soldiers at a random table location. They will move during the player turn, in an attempt to avoid any undead on the board. The CM decides how they move. Their primary focus is to avoid undead, and they will leave the game area to do so if necessary.

If a player ever comes in base contact with a patrol member, that hero may make a leadership check. If successful, that patrol member will join the player party.

At the end of the scenario, for each patrol member that joined the party, roll a d6. On a roll of a 5 or 6, that soldier is so grateful that they elect to stay on and help defend the town, under the Captain's command.

They are armed as per the models, and could be handgunners, crossbowmen, spearmen, swordsmen, etc.

Lost Patrol

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

Caught in the Webs

Strangulf is attempting to sway the forest spiders fully to his side by providing them with d3 + 1 civilians to devour! Place each civilian at a random table location.

Place one Giant Spider within 6" of each civilian. These spiders will defend their general area, but not move away from their food.

The civilians are trapped in webs, and cannot move.

At the beginning of each VF turn after the first, roll a d6 for each model. On a 1 or a 2, the spider has eaten its meal. Remove the civilian, but the Spider will now move aggressively against the players.

If a player comes in base contact with a civilian, and does not shoot or cast spells, roll a Strength check for the model(s) at the end of that player turn. If passed, the civilian is free and will subsequently move with the player models.

If attacked, civilian models will not fight; have on wound, WS2, toughness 2.

For each civilian freed from webs and still alive at the expiration of turns for the scenario, roll a d6. On a roll of a 5+, that civilian was related to a family in town, and their return to the safety of the town raises Morale and WPs by one, up to a maximum of two. No rolls are made if the players rout.

If no civilians are freed from webs and unengaged in close combat at the end of the scenario, Strangulf's Influence in the area increases by one. If at least two civilians are freed and unengaged at the end of the scenario, Strangulf's Influence in the area decreases by one.

If the players free two or more civilians but rout, the outcome is undetermined and no Influence change occurs due to the subplot.

The Ghost's Treasure

Place a model representing a ghost at a random table location. This is the legendary ghost of the Ruins of Schattenwald, cursed to never find the treasure it had hidden in the area in life.

The ghost will move randomly 2d6" in direction indicated by a scatter die each VF turn. If it leaves the game area, remove it from play.

Place a token on each area where the ghost stops its movement (including its initial location). Each such token marks a possible treasure location.

Models may search these locations as per the search and dig rules (see general scenario rules). Once an area is successfully searched, roll a d6. On a 6, the treasure has been found.

The treasure consists of seven rolls on the random treasure tables (see Items section). Reroll any common items or items that make no sense to have been buried for decades. Any rolls made on the Gold table are at +2.

Once the treasure has been found, do not replay this subplot.

The Looters' Return

A band of Orcs that was out hunting for loot is returning to the farmhouse. Place d3+2 Orc Warriors and one Big Un at a random table edge. Players may not select this as a starting edge.

The Orcs will make their way back to the farmstead. One of them carries a chest, and can fight only with one hand if engaged and may not run.

If this model is stunned, knocked down, or taken out of action the chest drops and may be picked up by any other model by coming into base contact.

The chest contains d3+1 random treasure rolls worth of loot (see Items section).

The Captives

d3 civilians are held captive by the Orcs. Place them in the walled farmhouse randomly.

If rescued from the farmhouse (outside walls and with player model group) and alive at the end of the scenario, roll as per Caught in the Webs scenario to see if they are relatives and Morale bonuses (up to 2) occur.

Kalt Magritte

This subplot is only valid before the Banshee Kalt Magritte is obtained by Strangulf as a Full Influence reward.

Strangulf's forces are attempting to sway the Banshee to their side by locating the grave of her slain child and raising the child from the dead.

After coffins are placed during setup, the CM should place a Necromancer (Bonecaller on a 5+), one core group of Skeletons, and one core group of Grave Guard at a random table location. A Banshee representing the lesser form of Kalt Magritte (standard Banshee stats) should be placed at another random table location.

If the Necromancer spends a turn in base-to-base contact with a scenario coffin, and does nothing else that turn, he may roll a d6. On a 5+, the body is found and raised. Place a zombie in place of the coffin on the board.

If not found, the Necromancer must move on to another coffin.

Once the zombie is placed, Kalt Magritte will alter her movement pattern to go directly to it. If she gains base contact with the zombie, the transaction is complete, and an Influence point is added for Bachmeir Baurenhof.

If the players take the Necromancer, Kalt Magritte, or the zombie out of action, then the

transaction is spoiled and one Influence point may be removed from Bachmeir Baurenhof.

Any other conclusion, such as end of scenario by expiration or rout before either of the above conditions are met, results in no Influence change in the area.

The Necromancer's Relic:

A Necromancer (Bonecaller on a 5+) has been sent to search the dungeons for an important relic. At the end of each VF turn, roll a d6 and accumulate the results. If 25 points are reached before the players locate and stop the Necromancer's party, the relic has been located by the VF.

If the relic is found, the VF gain an Influence in the area at the end of the scenario, and two Necromantic campaign spells are drawn.

Each time the party has a creature encounter in the dungeon, roll a d6. On the first level of the dungeon, the encounter is with the Necromancer's party on a 6+. On the second level and lower, 5+.

When the party encounters the Necromancer, roll two core groups to determine the Necromancer's party:

- 1-2: Zombie core table roll
- 3-4: Skeleton core table roll
- 5: Ghoul core table roll
- 6: Grave Guard core table roll

On any turn where the Necromancer's party is engaged in close combat, the Necromancer does not get a roll towards locating the artifact.

The Necromancer may elect to desert part of his forces engaged in combat. If it reaches a stairwell or other portal that changes dungeon level, it is disengaged and may begin rolling again to locate the artifact on subsequent turns. In such a case, rolls to re-encounter the Necromancer again occur only in the direction the Necromancer took (if he goes down, for example, he cannot be reencountered by the party on a higher level).

Once the Necromancer locates the relic, his party will not be encountered subsequently.

If the party takes the Necromancer out of action, they find d3 items of random treasure, either gold or uncommon or rare items. Influence in the area also decreases by one.

SchattenTurm and Dungeon

The Shadow Tower play area is the scene of Coffin Hunt scenarios like the other areas, but there is a significant difference: under the tower is a three-level dungeon, and the scenario is simultaneously played out on the surface level and one or more dungeon levels!

Setup for a SchattenTurm scenario is similar to other Coffin Hunts, with some additional steps:

- Instead of placing all twelve coffin tokens on the above-ground play surface, the CM should select three at random to place above ground. They should be at least 12" apart. The remaining coffins are set aside and will be found in the dungeon.
- Two or three roughly 2' by 2' play surfaces should be available as well as the 4' by 6' or 4' by 8' above ground surface. These areas will be where the dungeon tiles are laid out.
- A pile of corridor and room tiles should be available. These can be cardstock or 3D terrain from a variety of manufacturers. In a pinch, a matt with squares that can be marked with a pen will do fine.

In general, the lower levels of the dungeon have tougher monsters, more treasure, and higher probability of locating coffins.



Scenario Duration and Winning

Time in the dungeon is distorted and fiddily, and as such the 35-point scenario duration only applies to models above ground. Models in the dungeon continue the scenario until they leave the dungeon or rout.

When models in the dungeon return to the surface, they rejoin the above ground party (see parties, below). If models return to the surface after the 35-point scenario duration,

they are set aside, as the scenario is concluded for them.

If a model returns above ground before scenario expiration and there are no other models above ground, they are subject to All Alone rules, and they constitute a new party for rout check purposes.

The scenario is considered to be a victory for the players if any models return to town without having routed. One dungeon team routing does not necessarily constitute a loss for the scenario.



The Dungeon Level Layouts

Nine templates are provided for dungeon levels, three possible configurations for each of the three dungeon levels. When models enter a new level, roll a d3 to determine which floor plan for that level to use, or the CM may simply pick one. For a given scenario, there should only be one template used for each of the three levels, but on later scenarios the configuration is regenerated.

The three first level configurations all have an "Entry Room", which is the room with marked stairs. If models enter the dungeon through the cave and passage route (see below), they will come out in this room.

All dungeon levels have three or four random "Entry Point" areas. These are locations for teleporter endpoints (see below), and also act as the locations where randomly generated stairs connecting to a level from other levels may come out. Each Entry Point is indicated by a triangle with a number in it, so that a die may be used to determine randomly which Entry Point to use when exiting the teleporter or random stairs.

Entry Point Rooms and Entry Point Areas are situated in empty spots in the dungeon – there should be no monsters or random contents nearby unless player models are already

present on that level and have stirred up monsters.

Doors are marked on the maps, and will always be closed when a level is first entered. Rooms with question marks contain random contents. If the room has a fuzzy border, it is of random size and may also be a special room. Fuzzy-bordered rooms with underscores under the question marks are more likely to be special rooms.



Entering the Dungeon

There are two ways to enter the dungeon.

Cave and passage: a cave in the side of the hill below the tower leads to narrow, winding stairs that dump out in the entry room on the first level. The location of this cave should be marked on the hill at the beginning of the scenario.

Entry to this passage is narrow and difficult and a maximum of three models may enter the passage per turn. Place models aside on their turn of entry. Keep each group of models that enter the passage on a given turn together to the side of the play area.

During the recovery phase of a player turn, models already in the passage have a chance of emerging into the entry room (see Entry Room, below) of the first level of the dungeon. Roll a d6 per group. On a 4+, they emerge. If there is a Dwarf amongst the group, on a 3+ they will emerge. If there is a lantern or torch amongst the group, add one to the die roll.

On a natural roll of 1 for a group, a model has fallen in the dangerous passage. Select a model from the group to suffer d3 Strength 2 hits.

When a group emerges in the entry room, place them in the entry room, but that constitutes their full movement for the turn.

Teleporter: The second route is a magical device on the floor of that teleports into the dungeon randomly. It leads to lower levels much more surely than the passage and

subsequent exploration, but has the risk of splitting entering forces.

The teleporter is activated when a player steps on it in their movement phase. Immediately roll on the table below to see where they are placed:

Teleporter Entry From Tower

1-2: Random Level 1 Entry Point.

3-4: Random Level 2 Entry Point.

5-6: Random Level 3 Entry Point.

The other end of the teleporter connects to a location on the table above. It stays connected to this single location, until it doesn't anymore.

The first time a model steps through the teleporter, determine where the model comes out as above, and place them appropriately. A marker of some kind may be used to indicate the entry point. The model may take no further actions that turn.

New Entry Point areas are always empty, so there are no room contents or monsters to generate. The player model may not move further that turn, cast spells, or shoot – their turn is done.

If another model goes through the teleporter on the same turn, on a roll of 2+ they appear in the same location as the previous model. For models that step through on the subsequent turn, the teleporter connects to the same room on a 3+ instead of a 2+. If a 3+ is rolled in a subsequent turn, the portal is still pointed at the same endpoint and other models entering that same subsequent turn get a 2+ roll.

If a turn passes where no models enter the teleporter, the next time a model enters, start the process over by generating a new exit point by using the table above.

An entering model may purposefully move the teleporter to a different exit point by manipulating the device in the tower. If this option is used, generate a new random endpoint when this model crosses through, and subsequent entering models use the rule above to determine if the gate is still bound to the same exit point..



Exiting a Dungeon Level (Stairs and Teleporter Entry Points)

A model may leave a dungeon level either by stairs or teleporter.

All Entry Point rooms (with numbered triangles) contain a teleporter endpoint. When a model nears a room with an endpoint, the CM may place a token in the room to represent the exact location of the entry point.

A model may attempt to enter an endpoint during their movement phase. Roll for each model that enters the point. On a 3+, they are teleported back to the tower and they may take no further actions that turn. On a 1 or 2, the teleporter is not focused when they attempt to enter, and they go nowhere. In this case, they remain beside the teleporter in the dungeon, but may take no further actions that turn.

When a model enters a stairwell, set the model aside. On the next turn, they emerge at the exit point (either another dungeon level or the tower, as appropriate). On the turn they emerge, they may take no further actions that turn. Rules for determining where a stairwell connects are below. Of course, the fixed stairwell on the first level of the dungeon always leads to the tower.



Parties and Routing

Each group of models moving together in the dungeon counts as a party. Generally they should either be in line of sight of one another or within initiative range of each other. It is the CMs decision which models constitute a party. It is possible for there to be multiple player parties on the same dungeon level.

A party must have a hero. If, at the beginning of a player turn, a henchmen model or models are isolated (not in a party), they rout automatically. An exception is made if the henchmen models are within 6" of a Teleporter Entry Point on a level.

When taking the player turn in Schattenturm, treat each party as a separate warband, taking their turn in full before moving to the next party. The players may choose the order in which to play out the party's turns.

Rout tests are made at the level of the party. Once there are models in the dungeon, any models remaining above ground count as a party.

The parties basically count as warbands in their own right, with highest leadership hero acting as the captain. Note that this rule overrides the normal cooperative play rules on routing in the Tactical Rules section.

Party composition may change if groups come together or are separated. When this happens, simply add the number of models and the number of out-of-action models from both groups for the purposes of determining when rout tests are needed. A party that is making rout tests cannot voluntarily split up. If a party splits up that has models out of action already, pick a party against which to count the OOA model.

Note that it is possible for the above ground party to be forced into rout tests by models going into the dungeon. If one model was taken out of action above ground, for example, and a group of remaining models enter the dungeon leaving only three models above ground, then above ground forces remaining total four, with one of that number out of action.



Other Dungeon Special Rules

All Alone: All Alone checks work as normal, but only for heroes, as a henchmen model in this situation in a party will simply rout. Teleporter Entry Points count as friendly models for the purposes of determining if an All Alone check is necessary.

It's Dim in Here: Dim, greenish light seeping from the walls lights the dungeon. There is a limited sight range as per Tactical Rules of 6". A lantern or torch will extend this range to 8".

Dwarves and Elves have no sight limitation range in the dungeon.

It's Scary in Here: It's an oppressive environment. All leadership checks made by party members are at a -1 penalty. A priest with a party cancels this penalty.

Thieves: Thieves (see Warbands section) are able to do a number of useful things in a dungeon such as spot traps, unlock doors and chests, and sneak past enemies.

See doors, chests, and traps rules for bonuses granted to a thief with regards to unlocking and bypassing traps.

Thieves do not have to make All Alone checks in the dungeon. They may also use their sneak ability.



Random Occurrences

At the beginning of *each parties* turn, roll a d6 and a d8 for that party. A 1 on the d6 roll indicates an encounter with wandering monsters. A 1 on the d8 roll indicates a random event.

Wandering monsters: Roll one group of monsters from the core table for the current dungeon level. The group of monsters is placed between 2" and 4" from the party in a random direction.

Random events: Roll on the table below to determine the nature of the event.

Random Event Table (d 10)

1-3: Trap! The party has stumbled upon a trap. If there is a thief, a successful initiative check by the thief at -1 avoids the trap. Otherwise, select a party member at random for the primary trap target and roll on the Traps table (below).

4: Lights out! Argh! Whatever is powering the ominous green lights has a hiccup, and the entire level is in darkness for d3 turns. Sight limit range is 3", except for Dwarves, who get an 8" range.

5-7: Hey look at that! There is some treasure just lying there on the ground (or on an old corpse)! Choose a random hero in the party to find the loot, and they may roll once on the random treasure tables. Reroll livestock and anything too large.

8: Lost soldier! A soldier from Diedrich's regiment is found wandering the dungeon. He joins the party, and may be added to Diedrich's forces after the scenario if he survives.

9: Necromantic flux! Dark energies cascade around the party. For d6+1 turns, all Necromantic spells on this level are easier to cast by one, and any other type of spell is more difficult to cast by 1.

10: Warp in space! A ripple of magical energies transports a number of the party. Roll a die for each party member. On a 1-3, that member is teleported to a room in the new location. The CM should roll a d3 for each affected model to determine which dungeon level and Entry Point on that level the model is teleported to.



Creatures in the Dungeon

While the dungeon is populated primarily by undead, until Strangulf gains full influence in the area they are not his undead. Any vampires or necromancers encountered will be from Strangulf's allies, but keep in mind that random skeletons and such are defending the dungeon. This may be important if any of Strangulf's heroes are encountered, as dungeon undead may as well fight his forces, as they will that of the party.

Wandering monsters will always be from the dungeon tables, not the Vampire Forces tables. For room monsters, if Strangulf has Full Influence in SchattenTurm, the monsters are Vampire Forces on a roll of 4+ on a d6. If Strangulf has 2 Influence Points, they are his on a 5+, for 1 Influence Point, they are his on a 6 only. If he has no Influence Points in SchattenTurm, the monsters are always Dungeon monsters.

Whenever monsters are encountered, the rule should specify a number of monster pool dice to roll (or equivalently, a number of groups).

Roll the appropriate number of pool/group dice on the table below for the current dungeon level.

If the force is Strangulf's, it will have a command. Roll once on the command table, then roll the called for number of groups on the Vampire Forces table, below.

Dungeon Level 1 Core Table

1-2: Rats
3-5: Zombies
6-9: Skeletons
10-13: Spiders
14-15: Ghouls
16-17: Grave Guard
18: Spirits

Dungeon Level 2 Core Table

1: Rats (add +1 to die)
2-3: Zombies (add +1 to die)
4-7: Skeletons (add +1 to die)
8-10: Spiders (add +1 to die)
11: Ghouls (add +1 to die)
12-15: Grave Guard
16-18: Spirits

Dungeon Level 3 Core Table

1-5: Skeletons (add +2 to die)
6-8: Spiders (add +2 to die)
9-10: Ghouls (add +2 to die)
11-14: Grave Guard (add +1 to die)
15-18: Spirits

Vampire Forces Dungeon Command (d10)

1-3: Necromancer
4-5: Bonecaller
6-8: Minor Vampire
9: Mistress (select randomly)
10: Baron Von Strangulf

Vampire Forces Dungeon Core (d12)

1-2: Zombies
3-5: Skeletons
6-8: Ghouls
9-10: Wolves
11-12: Grave Guard



Exploring the Dungeon

The general rule is that a new corridor tile or room tile is added to the dungeon when one or more player models has line of sight off the edge of an already placed tile. Fill in enough of the dungeon with tiles to meet the sight limit range of the point member(s) of the party.

Alternatively, the CM may choose to simply lay all the corridor tiles and fixed-size room tiles down for a level when the level is first entered.

Rooms marked with "?" on the maps contain random contents (see Random Rooms, below). Such rooms are usually behind doors, and their contents should be generated when one of their doors is opened. There are a few chamber rooms, open to passages. For these rooms, generate their contents as soon as a model has Line of Sight to the room.



Doors

Models may attempt to open a door by coming into base contact with it and spending half of their movement during the movement phase.

Doors in the dungeon may be locked, trapped, or both. When players attempt to open a door or check it for traps, the DM should roll two concealed d6es:

Door Dice

Locked Die: Door locked on a 1 or 2.

Trap Die: Door trapped on a 1 only.

A locked door may be forced open by any model in contact with it during the close combat phase with a successful Strength test.

A thief that attempts to open a locked or trapped door has a chance of detecting the trap and unlocking the door without need for forcing.

Roll an Initiative -1 test to detect and bypass any trap that is present. Roll a separate Initiative -1 test to unlock the door if a lock is

present. These tests are made during the movement phase, but end the thief's movement, and the thief may take no further actions on that turn. Subsequent unlock attempts may be made on later turns.

A door trap is triggered if it is opened without a successful trap test by a thief. See traps tables below.



Random Rooms

Random rooms are marked on the map with "?" marks. If the room has a fuzzy border, it is of random size. Rooms with underscores under the "?" marks are more likely to be special rooms.

If the room has a fuzzy border, first determine if it is a special room. Roll a d6 per level of the dungeon. If any of these dice show a 6, then the room is a special room and its contents should be generated using the special rooms rules, below. If there is an underscore under the "?", add an extra die to this roll. Skip to the special rooms section of the rules if a special room is indicated.

If not special, but size is undetermined, roll below to determine size.

Room Size (d6)

- | | |
|------|------------------------------|
| 1: | 20' by 15' |
| 2-3: | 20' by 20' (+1 content die) |
| 4-5: | 20' by 30' (+2 content dice) |
| 6: | 30' by 30' (+3 content dice) |

Next, determine the contents of the room. Roll one d10 for each level of the dungeon the room is in, plus any extra d10 based on the size of the room, and accumulate the results.

If the party encountering the room contains a dwarf, a scout, or a thief, one of these content die may be rerolled.

Room Contents. Dungeon Level 1

- | | |
|------|-------------|
| 1-4: | Nothing |
| 5: | Stairs down |
| 6-8: | Monsters |
| 9: | Chest |
| 10: | Coffin |

Room Contents. Dungeon Level 2

- | | |
|-------|---------------------------|
| 1-2: | Nothing |
| 3: | Stairs (1-3 up, 4-6 down) |
| 4-6: | Monsters |
| 7-8: | Chest |
| 9-10: | Coffin |

Room Contents. Dungeon Level 3

- | | |
|-------|-----------|
| 1: | Nothing |
| 2: | Stairs up |
| 3-5: | Monsters |
| 6-7: | Chest |
| 8-10: | Coffin |

Stairs: If stairs are encountered on the first level, they always go down. Similarly on the third level, they always go up. On the second level, roll randomly up or down. See the "Exiting Dungeon Level" section for rules on stairs. The CM should generate one of the random Entry Points on the destination level when a model traverses the stairs successfully.

Note that stairs may not be found on a level, and a teleporter may be the only way out of that level. Similarly, it is possible in a given scenario that the only way to reach the second or third levels of the dungeon is to use the tower teleporter.

Room Monsters: Each Monster result on a contents table is one pool die for the monster roll that will subsequently be made (see Creatures, above). For the second level of the dungeon, add an extra pool die. For the third level, add two extra pool dice. See the monsters section, above, to generate the force.

Since monsters are encountered when player warriors reveal the room, they will not move until the monster turn.

Searching Rooms: Contents such as chests and coffins for random rooms are placed along with any monsters when the tile is set into place.

Since the coffins and chests in the dungeon are in plain sight, the Search and Digging rules used for above ground Coffin Hunts are not applicable. Coffins in the dungeon have their contents revealed exactly as do chests, except they are never locked or trapped.



Chests

Chests are opened exactly as per doors, including lock and trap determination. Roll for contents of a chest when they are opened. Contents of a chest may be added to the party's inventory immediately.

Chest Contents

Level 1: d3+1 random treasure rolls
Level 2: d3+2 random treasure rolls
Level 3: d3+3 random treasure rolls



Traps

When a trap is encountered, it will center on the targeted warrior. It may affect only that warrior, or multiple warriors in an area.

Random Event Traps (d6)

1-3: Hidden Pit!
4: Wall Arrows!
5: Poisonous Gas!
6: Poof!

Door and Chest Traps (d6)

1-3: Poison Needle!
4-5: Hidden Pit!
6: Yeah, that's not a door.

Hidden Pit: The selected model triggers a pit. Generate the pit below, and place something representing the pit in front of the triggering model. If this is a door trap, place the pit in front of the door. A 10' wide pit in a corridor should be placed such that it blocks the corridor.

Pits (d6)

1-2: 5' by 5'
3-4: 5' by 10'
5: 5' by 5', spiked.
6: 5' by 10', spiked.

The triggering model and any other models in or adjacent to the pit must make an Initiative test at -1 to their Initiative or fall into the pit.

A model falling into a pit suffers d2 Str 2 hits, or d2 Str 3 hits if the pit is spiked, and may take no further actions for the turn. They may climb out in a subsequent turn. If any hero in their party has a rope and hook, they may climb out of the pit on their next turn with no Initiative check.

After their initial placement, models may leap over pits using the normal Mordheim gap rules. There is no penalty to the Initiative checks in this case, but a failed check results in a fall into the pit.

Wall Arrows: All models within 4" of the triggering model take 0-2 Str 3 hits. The triggering model is in a safe area and suffers no hits. Survivors may proceed to beat the triggering warrior about the ears.

Poisonous Gas: All models within 3" of the triggering model and including the triggering model must make a Toughness check. If the check is failed, a single Str 4 hit is suffered.

Poof: The triggering model is teleported. Roll a d6. On a 3+, move the model to a random Entry Point on the current level. On a 1-2 move the model to a random dungeon level, then a random Entry Point on that level. Byeaaaaa!

Poison Needle: The warrior opening the door is stuck with a poison needle, and suffers a single Str. 4 hit.

Yeah, that's not a door: It's a weird creature that looks like a door. How absurd. The triggering model is in close combat this turn.

Mimic

Profile	M	WS	BS	S	T	W	I	A	Id
	3	3	0	3	4	2	3	2	6



Special Rooms

There are several special rooms in the dungeon. Each time they are found as part of a scenario, they are restocked with items and creatures. They will never appear in two different places in the same dungeon scenario,

though. Reroll a different special room in this case.

Special Rooms (b20)

- 1-2: Barracks
- 3-4: Guard Room
- 5-6: The Forge
- 7-8: The Armory
- 9: The Alchemist's Lab
- 10: The Library
- 11: Luxurious Bedroom
- 12: Torture Room and Cells
- 13: The Mortuary
- 14: The Well
- 15-16: The Crypt
- 17: The Wizard's Study
- 18: The Necromancer's Doomporium
- 19-20: The Treasure Vault

The contents are expressed in the form of "xd, n+". This means to roll x number of d6, and for each value of n or greater the item is present. Item tables may be found in the Random Treasure section.

Players acquire the contents of special rooms at the end of any player movement phase when there are party members in the special room and no monsters. In the case of chests or coffins, however, they are opened and contents revealed as per rules above.

Monsters are expressed in terms of a single roll for presence of any monsters, and then a number of pool dice to roll on the appropriate level table. Add one pool die to this for each level **beyond the first** level that the special room was encountered. Some rooms may describe exceptions.

Note that the bonus per level only applies when a core dice result is called for. If an entry specifies a specific table to roll on (such as "Rats" or "Vampire Forces Command") then extra dice on the second or third level of the dungeon do not apply.

Example: 5+, 3 core monster dice.

For a special room on level two of the dungeon, this would mean roll a single d6. On a 5+ there are monsters in the room, and four dice should be rolled on the appropriate dungeon monster core table.

If multiple entries for monsters appear, resolve **each line separately** and when finished **add all results together, but only apply the bonus pool dice for dungeon level once, if any of the rolls resulted in monsters.**

Barracks

- 4d, 5+: Melee Weapon
- 3d, 5+: Missile Weapon
- 1d, 6+: Blackpowder Weapon
- 1d, 5+: Chest
- 4d, 5+: Miscellaneous Equip.
- 1d, 6+: Coffin (5+ on lvl 3)
- 5+: 2 core monster dice

Guard Room

- 3d, 5+: Melee Weapon
- 2d, 5+: Missile Weapon
- 1d, 5+: Chest
- 4+: 1 core monster dice

The Forge

- 6d, 4+: Melee Weapon
- 4d, 4+: Armor
- 4d, 4+: Missile Weapon
- 1d, 5+: Magic Melee Weapon
- 1d, 6+: Magic Missile Weapon

The Armory

- 10d, 4+: Melee Weapon
- 6d, 4+: Armor
- 6d, 4+: Missile Weapon
- 4d, 5+: Blackpowder Weapon
- 1d, 5+: Magic Melee Weapon
- 1d, 6+: Magic Missile Weapon

The Alchemist's Lab

- 10d, 4+: Poisons and Potions
- 3d, 5+: Miscellaneous Equipment

The Library

- 1d, 4+: Halfling Cookbook
- 1d, 5+: Tome of Magic
- 1d, 5+: Regional (as MH) Map
- 3d, 5+: Chest
- 1d, 5+: Spirits (no bonus/level)
- 1d, 4+: Rats

If the map is found, it's the best kind, and details the campaign area rather than Mordheim.

Luxurious Bedroom

- 4d, 4+: Miscellaneous Equipment
- 2d, 5+: Chest
- 1d, 4+: Coffin
- 2d, 6+: Magic Ring
- 1d, 5+: Vampire Forces Command

Torture Room and Cells

- 3d, 5+: Prisoners
- 2d, 5+: Coffin
- 3+: 1 core monster die
- 4+: 1 core monster die
- 5+: 1 core monster die

For each prisoner, raise town Morale by one and add a Worker Point.

The Mortuary

- 0+: 9 operating tables
- 3d, 4+: Chest
- 3d, 4+: Skeleton core group
- 3d, 4+: Zombie core group
- 1d, 4+: Necromancer

A sheet covers undetermined contents on each operating table. Any unengaged model in contact with a table during the player recovery phase may reveal the contents:

- 1-2: Zombie! Place 1" from any player model.
- 3-4: old bones
- 5-6: corpse with 1 random treasure

The Well

The only thing in this room is an old well. Roll below for contents

- 1-2: Empty, but acts as stairs down if on first or second level.
- 3-4: A foul, noxious liquid from which emerge d3+1 Ghouls accompanied by a Ghast on a 4+.
- 5-6: Sweet, blessed water left as a sanctuary by unknown parties. Collect d3+1 vials of Blessed Water, and any warrior may drink once from the well, which heals any wounds

suffered and, on a d6 roll of 5+, one serious injury suffered (missing eye, etc.).

The Crypt

- 5d, 4+: Coffin
- 3+: 1 core monster dice
- 4+: 1 core monster dice
- 5+: 1 core monster dice

The Wizard's Study

- 1d, 5+: Magic Tome
- 2d, 5+: Miscellaneous Magic
- 2d, 5+: Magic Trinket
- 4d, 4+: Poisons and Potions
- 2d, 4+: Chest

Necromancer's Doompodium

- 3d, 4+: Coffin
- 3d, 6+: Miscellaneous Magic
- 4d, 5+: Potions and Poisons
- 2d, 5+: Chest
- 1d, 4+: Necromancer (*)
- 3+: 2 core monster dice
- 4+: 2 core monster dice

If the Necromancer's Relic subplot is in play, and the necromancer's party is not yet in play, ignore all monster entries in the table below and place them here.

If a random necromancer is indicated on the table above, roll a d6 and on 5+ it is Bonecaller.

Treasure Vault (celebrate)

- 6d, 4+: Loot (use lvl of dungeon!)
- 6d, 5+: Armor
- 5d, 4+: Weapon
- 7d, 5+: Magic

For the Loot rolls, use the Loot table in the Random Treasure section corresponding to the level of the dungeon where the vault is located (third level = Serious Loot table, etc.).

Altschloss Coffin Hunt

The Altschloss game area is different in that the old ruined castle at the edge of the mountains serves as the primary lair for Strangulf.

Knowing this is not particularly helpful for the heroes, however, until Strangulf's coffins in the other game areas are eliminated. Since taking Strangulf out of action in combat is difficult, and the odds of him being slain from an injury roll are low, a campaign win from straight combat is unlikely.

In addition, Altschloss is heavily protected and difficult to reach. It is a two-day action on foot to reach Altschloss. Warriors mounted or pulled in a wagon (requires to horses or mules to pull a wagon, but can hold four) may reach Altschloss in one day as per other game areas, and fight the scenario on the same turn it is plotted rather than the day after.

For all of these reasons, it is most likely that the primary objective of the players for a Coffin Hunt scenario will be the same as with any other game area: to locate and eliminate Strangulf's coffin in the area.

Terrain

A game area of 4' x 6' or (for four or five players) 4' x 8' is setup. A ruined castle on a rocky hill should be placed at one of the short sides of the play area. Players will be advancing on this castle across the terrain from the other end. Woods and hills should rest between.

A number of outbuildings and mausoleums to the castle can be scattered across the terrain.

A small dungeon area with three or four rooms should be setup on a side table. There should be one or two entries into this area marked on the surface terrain. These are the dungeons underneath the castle.

Setup

Setup is a bit different for an Altschloss coffin hunt. Determine weather as normal, but skip over subplot generation.

Vampire forces are a bit stronger in Altschloss. When rolling for initial forces use the following tables to determining the pool dice:

Day, clear: 2d6 x # players + 3d6

Day, overcast: 3d6 x # of players + 3d6

Add one d6 to this pool for every Influence Point Strangulf currently has in any campaign area, to the maximum of twelve.

The determination of forces based on this pool roll is the same as a normal Coffin Hunt, with the exception that 5s and 6s may be spent to purchase Strangulf himself, any of the three mistresses, or Bonecaller as additional options.

Also, as per a Town Attack, a 5 or 6 may also be spent to purchase a reward creature from any campaign area where Full Influence was achieved.

Placement of these forces is as per a normal Coffin Hunt (random location per group) with the following exceptions:

- No Vampire Forces models may be placed within 2' of the edge the players will be coming from.
- Strangulf and the Mistresses and any core group they were assigned to may be placed wherever the CM chooses, including within the dungeon.
- If the day is clear and Strangulf does not use an "Alter Weather" card to shift it to overcast, all vampires must stay within the dungeon area during the scenario.

For the coffin setup, the CM should select six coffins rather than twelve. Two of these are

empty, three have heavy treasure (+1 on table used for Coffin Hunt), and one is Strangulf's coffin. These coffins may be placed anywhere by the CM on the board, but must be at least 8" apart. A maximum of three may be placed in the dungeon area.

If the CM is not playing a player warband, the CM may know which coffins are which. Otherwise, their contents should be unknown to the CM prior to placement just as they are to the other players.

After placement of the Vampire Forces and coffins, players may place their warbands as follows:

- All models are placed within 3" of the short edge farthest from the ruined castle.
- Each scout may be assigned up to two models each, and those groups may be placed separately wherever the players choose, as long as it is on the half of the table farthest from the castle.

starting the game

The players take the first turn, followed by the Vampire Forces. Alternate accordingly.

special rules

Limited Turns: Exactly as per a normal coffin hunt.

Scouts: Scouts may use their two rerolls for turn expiration as normal, but since the only vampire coffin on the table is by definition Strangulf's coffin, there is no need to use their rerolls for vampire coffin contents.

Wandering Undead: There are no wandering undead for an Altschloss hunt. What the Vampire Forces get at the beginning of the scenario is all they get, so the CM should spend models wisely in an attempt to slow the player's progress across the board.

Searching Coffins: Exactly as per a normal hunt. If Strangulf's coffin is revealed in this scenario, it will always be empty, as he will be in the dungeons during the day, but the coffin

may be spoiled with Blessed Water as per the normal rules.

Dungeon: Play with the "It's Dim in Here" and "Narrow Passages" rules from the SchattenTurm section, and the CM may choose to have closed or locked doors at various points in the dungeon.

ending the game

An Altschloss Coffin Hunt scenario ends when:

- The players rout.
- The turns expire (see Limited Turns).
- Strangulf's coffin is eliminated, if this is his last coffin in the campaign (celebrate!)

experience

+1 Survives. If a Hero or Henchmen group survives the battle they gain +1 experience.

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each enemy he puts out of action. For multi-wound models, inflicting a wound also earns +1 experience.

+1 Strangulf Coffin Ruined. Eliminating one of Strangulf's coffins earns +1 experience for the hero who uses the Blessed Water.

The Baurenhof Orc Bandits



A unique aspect of a Coffin Hunt in Bachmeir Baurenhof is the presence of a small group of Orc bandits holed up in the central walled farmstead.

These will consist of their boss, Morg the Vile, the Shaman Gadooz, a number of Big 'Uns equal to the number of campaign player warbands, a number of Boyz equal to three times the number of player warbands, and on a 4+ on a d6, the troll Big Nutz (presumably on a 1-3, Big Nutz is drooling in the basement or out eating rocks).

See Coffin Hunt subplots for a variety of goals these greenies may have, but in general they will defend the farmhouse and take potshots or sorties at any who come too close.

They take their turn immediately after the Vampire Forces turn, and they will route if they take sufficient losses as normal. You need not keep up with advances or injuries for these lads, but may keep up with either or both if you like.

Boss Morg the Vile

Profile M WS BS S T W I A Ld
4 4 4 4 4 2 3 1 9

Morg has a crossbow, light armor, sword, shield, and helmet. Note that he has an extra wound and one better leadership than a starting Orc Boss.

Gadooz, the Shaman

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

Gadooz is armed with a staff (club) and a bow.

He has the Orc Skill 'Ard 'Ead, and has a 3+ save to only be knocked down when stunned.

He has spells Led'z Go and Fire of Gork. He likes to snarl "Gadooz!" when firing off the latter, hence, the name.

Led'z Go! (diff 9, lasts till knocked down or stunned). Orcs within 4" gain Strike First. Fire of Gork (diff 8, range 12"). Two bolts that each cause d3 str3 hits at single closest target or at two closest targets.

Big Uns

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

All Big 'Uns are armed with axe, sword, bow, shield, helmet, and light armor. They may choose to fight with two weapons or weapon and shield at discretion of CM.

Boyz

Profile M WS BS S T W I A Ld
4 3 3 3 4 1 2 1 7

All Boyz are armed with axe, sword, bow, shield, helmet, and light armor. They may choose to fight with two weapons or weapon and shield at discretion of CM.

Big Nutz the Troll

Profile M WS BS S T W I A Ld
6 3 1 5 4 3 1 3 4

This river troll has regeneration (heals wound on 4+), vomit attack (str 5 auto hit, no armor save, single model, instead of regular attacks), and is subject to stupidity.

Town Attack



The Vampire Forces may attack the town both during the day and at night, although night attacks are more likely. Even if the attack is fought back, undead gaining access to Nachtdorf can cause other problems...

Terrain

A game area of 4' x 6' or 4' by 8' is setup. To contain the walled town of Nachtdorf, 4' by 8' may be required.

There should be five to seven primary buildings inside the town walls of Nachtdorf. Place ruined walls according to the state of the campaign. At the beginning of the campaign there should be two or three ruined walls, but players may repair these as the campaign progresses.

There should be at least two gates into the town, which start closed. Each gate should have at least eight damage points and will be

Toughness four, but the CM has final say on the strengths of all entries into Nachtdorf.

There should be 6" to a foot of open space outside the town walls on all table sides to allow for Vampire Forces models to approach from any direction.

A few building may be placed outside the walls, along with trees, hills, etc.

Setup

1. The CM should first determine the weather, based on the tables above.
2. If there is a player *scout* out on a Patrol action, resolve their leadership checks as described in the Town Actions section. Note that a successful check could result in step 3 (players place models) being done after Vampire Forces models are placed.

3. Next, the players place their models, NPC models, markers for any Bitten, and any Siege Defense items they have (barricades, defensive torches, siege defense weapons, etc.).

Player and NPC models are placed according to the rules for their action. See the Town Actions section for details.

Bitten may be placed roughly three per standard-sized room. Use any kind of token are markers to indicate Bitten. They must all be in rooms within the town walls, and not in any rooms built into the town walls.

Denote with player models are guarding which Bitten, if there are any models with Guard Bitten plotted. As long as those guarding bitten stay on station, the bitten are guarded. If the model leaves the room containing the bitten, those bitten are no longer guarded for purposes of scenario rules or resolution during the Bitten campaign phase.

If any player warriors or NPCs are bitten, use their model for a bitten counter and remember that they cannot participate in defending the town, nor will undead attack them.

4. The CM rolls to determine the Vampire Forces attacking the town. This is done by rolling a pool of d6 in a similar manner to the Coffin Hunt scenario, but with a few differences:

Overcast Day: 3d6 x # of Players

Night: 4d6 x # of Players

Influence Bonus: +1d6 per Influence on any area.

As with Coffin Hunt, 1-4s rolled represent core troops, 5s and 6s are spent as follows:

- Take one command roll.
- Remove the die and add two dice to the pool of core dice.
- Spend the die to gain any reward Hero gained by Influence thus far.
- Spend to gain 2 Siege Attacker points worth of equipment (see Siege section).

Triples and quadruples rolled may also gain special bonuses for the Vampire Forces. These bonuses are decided based on the initial roll before any of the dice are spent to acquire troops. Dice are still spent as above after noting the bonuses.

All bonuses rolled apply, although a die can only count a part of one set (quadruples do not include a triple).

Vampire Force Triples Bonuses

- (1 1 1): **Siege!** 2 Siege Attacker points
 (2 2 2): **By My Command!** Choose placement for up to three core groups when placing forces instead of rolling randomly.
 (3 3 3): **Infiltrators!** One extra core group is generated at the end of Vampire Forces placement and is placed at a random table location (may begin in town and even in a town building).
 (4 4 4): **Treachery!** One town entry selected by CM begins the game open.
 (5 5 5): **Silent Attack!** Player models that start with one turn delay start with two instead. Negated if there was a Patrol.
 (6 6 6): **Lead my Children!** Choose placement of all command models instead of rolling randomly.

Vampire Force Quadruple Bonuses

- (1 1 1 1): **Dark Summons!** The players must make the roll to see if existing bitten turn now, rather than during the final segment of the Night phase. Any turned models cause Morale to lower by 1 and place a Minor Vampire in play in place of a random bitten marker.
 (2 2 2 2): **Fog!** A roiling fog rolls over the town.
 (3 3 3 3): **Ambush!** Three extra core groups are generated at the end of Vampire Forces Placement and placed at random table locations.
 (4 4 4 4): **Extra Reinforcements!** The Vampire Forces gain Reinforcements (see special rules) on a 5+ instead of 6+.
 (5 5 5 5): **Absolute Command!** Vampire Forces models are all placed by choice of CM rather than randomly.
 (6 6 6 6): **Infernal Siege!** 4 Siege Attacker points.

Once bonuses are noted and decisions made as to how to spend 5+ rolls, the CM then rolls

on appropriate command and core tables to generate the individual groups of undead that make up the attacking force. Each group and commander is set aside on its own.

The core table for a town attack is as follows:

Nachtdorf (Town Attack)

- 1: Rats
- 2-4: Zombies
- 5-7: Skeletons
- 8-9: Spiders
- 10-12: Ghouls
- 13-14: Wolves
- 15-16: Grave Guard
- 17: Spirits
- 18: Bats

The CM may spend Siege Attacker points to add various types of siege equipment after the core and command table rolls are made, but the decision to use a 5+ from the pool of dice for two siege points must be made before any rolls are made on the core or command tables.

Siege equipment should be placed with groups before proceeding to placement. This is required even if there are not enough models in any group to carry the item.

5. The CM places the Vampire Forces.

For each group being placed randomly, determine a random table edge. After all random models are placed, groups that allow choice of placement may be placed, but must be on an edge.

All models should be within 3" of the edge.

Finally, any models requiring random table location placement are placed.

starting the game

The Vampire Forces take the first turn, then alternate as normal. Note that a Patrol action may sometimes allow the players to take the first turn.

Note that the Vampire Forces have two rolls to make at the beginning of each of their turns (time limit die and reinforcements die), while

the players have one die to roll for random events at the beginning of each of their turns.

special rules

Limited Turns: The Vampire Forces cannot sustain a town attack forever; time is on the players' side with a Town Attack, just as it is on the Vampire Forces side in a Coffin Hunt.

At the start of each Vampire Forces turn, including the first, roll a d6. Set the die aside, adding a die each turn. When the total on the dice reaches 30, the scenario ends at the conclusion of that Vampire Forces turn.

Siege: See the Siege section following this scenario for details.

Protected Buildings: Any room protected from vampires (see Town Actions) is difficult for undead to enter. Any undead model must pass a leadership test to enter such a room, and vampires must pass at a -2 penalty to their leadership. The Temple of Sigmar is considered to be protected.

If any undead gain entry to a protected room, with the exception of the church, the protection is cancelled at the scenario. The room will need to be re-sanctified.

Undead Reinforcements: At the start of each Vampire Forces turn after the first, roll a d6. On a 6, the forces gain one core group of reinforcements. This group is placed at a random table location, even if the location is in town or even in a building. They will appear only on the ground floor of buildings.

These units represent undead that slip into town in the chaos of battle, or find devious routes into the town unnoticed.

These models should be placed at least 2" from any enemy model, and may move as Directed or Undirected appropriately. ***They may not charge, shoot, or cast spells on their first turn unless they are a command unit or are within the Direct Undead range of a command unit.***

Random Events: During the first four player turns, roll a d6. On a 1, a random event

occurs. The possible events are listed following this scenario.

Occupied Buildings: Undirected undead models will not normally enter buildings on their own, unless pursuing a model they can see in the building or running into it. Directed models may enter building at the CMs discretion.

At the end of each Vampire Forces turn, check to see if there are any VF models in an interior building of reasonable size. Exclude rooms built into town walls and gates, or outbuildings such as exposed stables. Any area where townsfolk could be reasonably hiding should be included.

For each VF model in such a building that is not engaged in close combat, mark down the number of natural attacks this model has (one for a zombie, etc.). This is the Undead in Building Total. Accumulate this number as the game progresses, as it will be used at the end of the scenario in calculating the number of townsfolk killed during the attack.

Do not include vampires in this number, as they are more likely to bite than slay townsfolk. For vampires, tally a separate number, the Vampires in Buildings Total. At the end of each VF turn, add one to this total per wounds remaining to any vampire unengaged within any town building.

The tally for unengaged vampires in buildings will be used at the end of the scenario to determine if any new bitten are added.

Vampires Reaching Bitten: A vampire reaching a bitten model is a very bad thing. If an unengaged (not in close combat) vampire comes in base contact with a bitten model or token representing a townsfolk, roll a d6 immediately. On a 1-2 that bitten turns into minor vampire that is placed on the table at that point, but may take no actions on the turn it appears. Lower Morale by one.

If the bitten townsfolk passes the check, the vampire may force a test on subsequent turns by staying in base contact and remaining unengaged. A vampire can only make such contact with one bitten per turn.

If the bitten model is a player or NPC warrior, make a leadership check at -1 penalty for the warrior. If the check is failed, the model is lost to the player, and turns into a minor vampire as above. Lower Morale by one.

If the warrior passes the leadership check, subsequent checks must be made on the Vampire Forces player turn as long as the vampire remains in base contact and is otherwise unengaged.

Note that in this scenario, the "Vampires in Building" counter is also incrementing. While the vampire is influencing the target bitten to turn, they may also be biting anyone else at hand.

Vampires in town buildings: never good.

Bloody Sneaky Vampires: A vampire entering the confines of the town is hard to track. At the start of the Vampire Forces turn, if a vampire model is unengaged and not in line of sight of any NPC or player warrior (sight limits according to darkness, fog, etc. apply) then the CM may choose to make the vampire Stealthy.

A Stealthy vampire model is removed from the table and replaced with three tokens, any one of which could be the vampire. Not even the CM will know which is the vampire. One token should be marked to indicate the vampire, but the CM and players should both be unaware of which token this is. The three tokens are placed within 2" of where the vampire model was.

The tokens move during the phase they are placed at any movement rate the CM desires that the vampire itself could move, using any special movement abilities available to that vampire.

Reveal a token if:

- A player warrior or NPC gains clear line of sight to the token at the end of the player turn (if firing a missile weapon, there would be no cover).
- The token comes into base contact with a bitten, panicked townsfolk, etc.

- A warrior that could not see it charges the token successfully.

If the token is the vampire, replace it with the appropriate model. The vampire may subsequently go Stealthy again in later turns.

ending the game

A Town Attack ends when:

- The players rout.
- All player heroes are taken Out of Action (automatic rout).
- The turns expire (see Limited Turns).

In addition to allocating experience for player warriors, be sure to roll for civilians killed and extra bitten due to occupied buildings. Apply changes to the Bitten Track and Morale immediately.

For each point in the Undead in Building total, roll a d6. On a 1 or a 2, a towns person was killed. For each towns person killed lower the Morale by 1 and remove a worker point.

For each point in the Vampires in Building total, roll a d6. On a 1 through 3, add a point to the Bitten Track and determine who the bitten are. Note that rerolls for bitten that may be applied in the Bitten Adjustment phase at the end of the campaign turn may not be applied to this roll.

If the scenario ends due to turn expiration rather than player route, the Morale raises by one. If the scenario ends due to a player rout, the Morale lowers by three!

experience

+1 Survives. If a Hero or Henchmen group survives the battle they gain +1 experience.

+1 Winning Captain. Each player captain participating gains +1 experience as long as the players do not rout.

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each enemy he puts out of action. For multi-wound models, inflicting a wound also earns +1 experience.

Warriors that could not participate in the scenario because they were bitten, out of town, or were missing turns due to injury do not gain experience, even if they were technically in the town.

Warriors that were resting still participate in the scenario (their rest is interrupted), so they may still gain experience as above.

Town Attack Random Events

During the first four player turns, roll to see if a random event occurs. An event occurs on the roll of a 1 on a d6.

Once an event occurs, do not roll subsequently.

Events go into effect immediately when rolled, before players move. The CM should place any models that need to be placed on the table as a result of an event before players begin moving.

1-2: Panic! A small group of townsfolk break and run from cover. Place d3+1 models or tokens representing townsfolk within 1" of a ground floor window or door of a random building inside the town.

These models will move d6+2" in a random direction during the player turn, but before any player models move. They may leave town or enter other buildings, but cannot enter barricaded floors.

If an undead model comes into contact with a panicked townsfolk, remove the townsfolk from the board and roll a d6. On a 1-2, the townsfolk was slain and Morale lowers by one. Otherwise the townsfolk was injured or played dead.

If a player hero or the Burgermeister comes into base contact with a townsfolk, that hero may make a leadership test. If passed, remove the panicked townsfolk from the board to no detriment to the players. A player hero that accomplishes this gains an experience point.

3: Come to the Master! A few bitten hear the call of their master and break loose from their confines.

Select d3+3 bitten at random. If a selected bitten is unguarded, place that bitten outside their building, within 1" of a window or door (even if they were barricaded in). If a selected bitten is guarded, roll a d6. On a roll of 4+, their guard nips things in the bud and they do

not answer the call. On a 1-3, place them as unguarded bitten answering the call.

These bitten models will move during the player turn, but before player warriors or NPCs move. They will move d6+2" per turn, towards the nearest Vampire Forces hero on the table. If there are no Vampire Forces heroes on the table, they will move to the nearest table edge.

If a bitten comes into contact with a vampire, roll as per the Vampires Reaching Bitten scenario special rule.

If a bitten leaves the table edge, roll a d6 per each bitten,

Townies bitten in this situation are lost on a 1 or a 2 and town Morale drops by 1. For NPCs and player warriors, the model is considered to be out of action. Roll for henchmen or hero injuries as appropriate to determine their fate.

4: Unexpected Allies! Warriors roving the countryside are holed up in an outlying building of the town, and as the town is attacked decide to join in.

The CM selects an outlying building at random and places d3 human mercenaries in the town, armed with a combination of missile and melee weapons.

Mercenaries

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

These men will interfere with the Town Attack, as they are able. They take their turn as part of the player turn, in any order decided by the players.

For any of the mercenaries remaining alive at the end of the battle, roll a d6. On a 5+, that mercenary will join Dedrich's men.

5: **Mad as Hell!** A citizen has had enough. The CM chooses a random interior town building and places a model representing a pissed off civilian inside the building.

The citizen now counts as part of the Town Militia reporting to the Sergeant and may move as such immediately during the player turn.

6: **Stalled Wagon!** A daring pair of traders heading south on the road have popped a wheel off their wagon in an attempt to get out of the way of the undead.

The CM generates a random table edge and places the wagon there, at least 8" away from any undead models. If this is not possible, generate another table edge.

Place two models representing the traders. They are tough guys, use the Mercenaries stats above and consider them armed with whatever melee weapons the models show. They have light armor.

They will stay with the wagon, and defend its contents. If they are both taken out of action by undead in the area, the spoils are carried off. If the scenario ends and the traders are still alive, they will give up their venture and leave their spoils with the town in exchange for refuge.

The wagon contains foodstuffs and twelve rolls on the random treasure table. Two light horses may also be added to the inventory of player items as well as a barricade (overturned wagon).

Siege Attack and Defense

The Town Attack scenario involves a number of rules and items not normally used for Mordheim. This section explains some of the new mechanics and lists a few items that can be employed by both the Vampire Forces and players.

Feel free to add other items and rules!



Structural Damage Points

During a Town Attack there are objects that the attackers may wish to destroy or breach, such as doors, walls, or even town defense engines.

Each such item has a Toughness rating and a number of Damage Points (DPs). The list below is a suggestion. The CM may decide what values various items in the town should have, and add other items to the list.

- Town gate: Toughness 4, 8 DPs.
- Town wall: Toughness 9, 20 DPs.
- Barred building door or window: Toughness 3, 3 DPs.
- Defensive torch: Toughness 3, 4 DPs.
- Free-standing barricade: Toughness 3, 4 DPs.
- Siege engine: see individual rules.

If such items are damaged during a town attack, it should be noted. Most of the items will need to be repaired via an appropriate town action. The CM may decide that some items, such as a building door, are too trivial to track with town actions and may be considered repaired between attacks for free.



Buildings Struck

If any war machine hits an interior town building, roll a d6. On a 1 or 2, civilians inside were slain. Roll a d2 to see how many civilians were slain and lower Morale appropriately.



Siege Engines

The term siege engine here is used to refer to two types of devices: war machines, and siege equipment. War machines are traditional Warhammer machines that inflict wounds on targets, use the scatter die and or artillery die, etc.

Siege equipment refers to devices that are not weapons, such as battering rams and tall siege ladders. Many such items were described in the Warhammer Siege supplement published in 1998, and some of those are re-introduced here for this campaign.

Both types of siege engines have structural damage points, which are the same as wounds. Typically their toughness is too high for a warrior to inflict damage on them, but other engines can damage them easily. If a warrior or creature attempts to damage an engine, use their natural attack score as the number of hits they inflict (there is no roll to hit, only to wound).

Large creatures (Ogre, Troll, etc.) that hit a siege engine do two damage points for every wound they inflict.

Warmachines that hit structural targets do one DP per wound they inflict.



Commanding Hero and Experience

War machines may have a commanding hero as part of their crew. This is a hero designated by the player. For Vampire Forces war machines, it is any Vampire Forces model the CM selects.

Town named NPCs other than Father Jonas may also act as commanding heroes in a war machine crew.

When a war machine fires, a commanding hero that makes a leadership check may choose to re-roll one die of any type that is rolled during the process of resolving the shot.

A commanding hero gets one experience point if a shot takes any enemy models out of action. If multiple models are taken out of action, still only one experience is gained. If the model was a multi-wound model, experience equal to wounds inflicted is granted.

No experience is granted to player heroes for inflicting structural damage on objects, nor do Vampire Forces models ever gain experience of any kind.



Crewing, Firing, and Moving Siege Engines

Both war machines and siege equipment take a minimum number of models to operate. For siege equipment sometimes this simply means moving the item.

For war machines, minimum crew may allow the weapon to fire and move only at a penalty. This is detailed in the rules for each machine, below.

The operational crew number given below for each item is the number of crew required for the item or machine to function with no penalties.

Any crew count less than operational but equal to or greater than minimum allows degraded operation.

If a model crewing a siege engine is engaged in close combat, they do not count as crew for the item until that combat is resolved.



Vampire Forces Engines

Vampire Forces engines are purchased with Siege Points, and that cost is listed for each item below. See the Town Attack setup rules for an explanation of how Siege Points are generated.

The following items may be purchased by the Vampire Forces, but feel free to think up others!

Note the following abbreviations used in these lists: DP (damage points or wounds), SP (siege points required for purchase), St (strength of weapon), W (wounds inflicted on a hit), T (toughness of item), minC (minimum crew), opC (operational crew).

Siege Ladder

Profile	SP	DP	T	minC	opC
	1	2	4	2	4

The siege ladder is tall enough to reach the top of Nachtdorf's walls, and allows access to the wall for the Vampire Forces.

Four models are required to be in contact with the ladder to move it at full speed, which is the lowest speed of those models. Running is allowed, if the carrying models are able to do so. A large model counts as two for purposes of moving a ladder. There must be a minimum of two normal sized models or one large model to move it at all, and in this degraded mode the ladder can only be moved half the speed of the slowest crewing model.

To place the ladder against the wall so that it is available for use, the moving models must consume half of their movement. If they do not have enough movement left to do so, they must wait to their next turn to place the ladder. The full operational crew count is required to place a ladder.

Models may climb the ladder, including running up it if able to do so, as soon as it is placed. Charges are allowed. Note that defending models on the walls may have defensive positions, as per the Tactical Rules section.

If models are partway up the ladder at the end of their turn, simply place them near the ladder and note on paper how far up it they are.

Player warriors or NPCs on a wall that are within 1" of a ladder's top and are unengaged

may attempt to push a ladder off as their action during a Shooting Phase. Each model may attempt to make a single successful roll to wound (ignore their number of attacks) to push the ladder off. The ladder's toughness is 4 + 1 for every enemy model that is on the ladder currently.

Ladders may be damaged by models in base contact with them, if the model attacks the ladder specifically. The natural attack value of the model is used in this case. Models on the wall may not attack placed ladders in this manner, however.

Missile weapons do not damage ladders significantly (arrows, bullets, etc.), but war machines that hit them certainly will. The CM may use discretion as to what damages a ladder or any similar piece of siege equipment.

Log Ram

Profile	SP	DP	I	minC	opC	S	W
	1	2	4	2	4	5	3

Log rams allow Vampire Forces to bash their way through the gates of the town. They move in exactly the same way as siege ladders.

On a Vampire Forces close combat turn that begins with a ram in contact with a town gate, the ram may strike the gate. Resolve a strength five hit against the toughness of the gate, a successful wound causing three damage points to the gate. A typical town gate will take three such strikes before collapsing.

The number of rams that can be deployed against a gate is determined by the CM, and may vary based on the width of the gate.

Rams may be damaged in a similar manner to ladders.

Battering Ram

Profile	SP	DP	I	minC	opC	S	W
	4	5	6	4	6	7	6

Battering rams are large, wheeled, and covered versions of log rams. They move with

respect to minimum and operational crew in exactly the same way as ladders and rams.

The roof of a battering ram provides cover for crew models targeted by missile weapons from higher elevations. Damage from siege engines is always applied to the battering ram first until it is destroyed, rather than to the crew.

Rams require six crew to strike, but will do massive damage when they do, typically compromising a town gate in a single turn.

Stone Thrower

Profile	SP	DP	I	minC	opC	S	W
	6	4	6	1	3	4(8)	d6

The stone thrower is a vicious weapon in the bony clutches of the Vampire Forces. It can take defenders out of action easily, damage walls and gates, or smash into the town itself and potentially cause civilian casualties.

A stone thrower can only be moved with operational crew count. It can move at the slowest non-running speed of the crew (typically 4"). If a stone thrower is moved on a turn, it cannot fire that turn.

Stone throwers can pivot towards their target for free, and fire in the shooting phase. To resolve a shot:

1. CM selects a target spot and guesses range to this target. Max range is 60".
2. Place the circular 3" diameter warhammer template (or substitute) by measuring the distance guessed along path to target.
3. Roll a warhammer scatter die and artillery die together.
4. On a misfire, consult table below.
5. If not a misfire, check scatter die and number on artillery die and move the center of the template appropriately.
6. All models under template (and wall if it is under template) are hit automatically. Partially under are hit on a 4+.
7. Roll to wound, no armor saves, and any models wounded suffer d6

wounds if they are multiple wound models.

8. Structural objects under the template suffer d6 damage points.

The stone thrower can fire with minimum crew, but only once every other turn.

Misfires:

- 1: Destroyed, remove engine but not the crew.
- 2-3: Disabled, cannot fire this turn or next. Must be crewed full operational during the next turn to be repaired.
- 4-6: Just misses this one shot.



Nachtendorf Defensive Engines

The engines below are those which Nachtendorf can easily construct, or, in the case of the cannon, an engine they had lying about in poor repair from the old days. The CM or players can nominate other engines they would like to begin the campaign with or be allowed to find and repair or build. It's all at CM discretion.

Cauldron of Boiling Oil

Profile	DP	I	minC	opC	S	W
	4	4	2	2	5	1

The cauldron can only fire once per battle. It can be moved up to the non-running speed of the crew, and may be tipped over in the shooting phase on the same turn it is moved.

Place a 3" template bumped up directly under the point of the wall below the cauldron. All models partially or completely under the template take a single S5 hit with no armor save. Crew of a battering ram receive a special 4+ save due to the cover provided by the ram (the ram takes no damage from the oil).

Skeletons and Spirits are not harmed by boiling oil, unfortunately. Advantages of not having any skin, and all.

Rock Dropper

Profile	DP	I	minC	opC	S	W
	4	4	2	2	4	1

The rock dropper is a simple device designed to swing a payload of rocks a short distance out from the wall and drop directly down on attackers.

It moves and fires in exactly the same way as a cauldron, but can be fired each turn in an attack. The rock dropper is a S4 hit as opposed to the S5 of the boiling oil, and armor saves are allowed at the normal -1 penalty.

A rock dropper can harm all Vampire Forces models except spirits.

Small Cannon

Profile	DP	I	minC	opC	S	W
	4	6	1	3	10	d3

The old dwarven cannon presented earlier in these rules may be repaired, and functions essentially as a Warhammer small cannon once in play.

The cannon can move up to the non-running speed of an operational crew, or half the speed on minimum crew. It may not fire on a turn it moves. It may pivot to face targets before firing freely.

The cannon fires during the shooting phase at up to a 48" range. It may be fired normally, or with grapeshot.

For a grapeshot round, roll an artillery die to verify the cannon does not misfire (see table below if it does). place a Warhammer flame template at the tip of the cannon. All models even partially under the template suffer a single S4 hit, with armor save at -2.

For a normal round, resolve as follows:

1. Player turns cannon toward intended target and declares (guess) how far cannon will shoot.
2. Roll an artillery die. If there is a misfire, resolve below. If no misfire, measure the distance declared plus

the number on the die in direction target is facing, and place a marker directly on that spot.

3. Roll an artillery die a second time. If there is a misfire result, the ball has wedged into the ground at the one marker spot and does not bounce. If there is a number, measure that distance in the line of the shot from the first marker and place a second marker.
4. All models within 1" of the endpoints or path of the two markers takes a single STR 10 hit with no armor saves that causes d3 wounds!

Mortar

Profile	DP	I	minC	opC	S	W
4	6	1	3	3/6	1/d3	

A Mortar can be moved at the lowest normal move speed of the operational crew. It cannot be moved unless there are three crew.

A Mortar can be fired once per turn if there are three crew, once every other turn otherwise.

Each time a Mortar is fired, choose a direction and declare how far it will fire, between 12" and 48", without measuring.

Measure to the spot, and place a large (5" diameter) circular template centered over the spot.

Roll a scatter die and artillery die. If the scatter die shows a bullseye, the shot hits the spot directly; if not, it drifts in the direction shown by amount on the artillery die.

If the artillery die rolls a misfire:

- 1: Mortar is destroyed, all crew OOA.
- 2-3: Mortar may not fire this turn or next.
- 4-6: Mortar has no effect this turn.

All models under template are automatically hit, those partially under are hit on a 4+. These models take a Str 3 hit with a -1 Armor Save.

Any model under the hole in the center takes a Str 6 hit with no Armor Save allowed that causes d3 wounds.

Hellblaster Volley Gun

Profile	DP	I	minC	opC	S	W
4	5	1	3	5/6	1	

The Hellblaster requires a crew of three to be moved and fired every turn. It has a range of 24", with 12" and under being close range. If firing from the wall, do not measure vertical distance down. It may be fired once every other turn with a crew of one.

Before firing the Hellblaster, roll the artillery die once to see if a misfire occurs, and roll on misfire table if so.

The Hellblaster gets three shots when it fires, and each must be taken at either a single model or models within 6" of the first model targeted. For each shot, roll to hit at BS4, BS3 if not fully crewed.

Each round that hits does a Str 5 hit at -2 Armor Save, unless within 12", where it does a Str 6 hit with a -3 Armor Save. If a Hellblaster round makes it to the Injury table, it gains +1 on the Injury roll. If it Stuns, it can Stun creatures that have the No Pain rule.

Misfires:

- 1: Destroyed, all crew OOA.
- 2-3: Cannot fire this turn or next. Crew must spend next turn unjamming.
- 4-5: Does not fire this turn.
- 6: All hits this turn are Str 6 -3 AS regardless of range.

Post Battle Sequence

This section describes the differences in the post battle sequence for the Vampire Hunter's campaign. Each of these steps is performed after *each scenario*.



Injuries

After each scenario is played, first resolve injuries to player warriors and NPCs. This is done as per a normal Mordheim campaign.

The Serious Injury table from Mordheim is used with two substitutions:

24: Bitten! The Hero returns bitten. If the Hero is of a type that cannot be bitten, reroll this result.

61: Beguiled! The Hero returns somewhat dreamy, beguiled by a Vampire on the return home.

For d3+1 full Campaign Turns (counting from the beginning of the next Campaign Turn after injury sustained), the Hero will not attack in any way a Vampire. Similarly, Vampires will not attack them. If there is a Town Attack, roll a d6 for each Beguiled warrior. Each 1 or 2 results in an open gate.

65: Cornered! The Hero must fight a Minor Vampire one on one. Start the two 6" apart, and roll a d6 plus Initiative for each model. The highest score gets the first turn.

If the Hero is taken OOA, roll two d6 on the injury table to see if slain or injured (11-35). If 16-21 is rolled in this case treat it as 24 / Bitten rather than Multiple Injuries. After this roll the Hero may return normally.

If the Hero wins, they gain +2 experience and 50 g.c. Roll to see if the Minor Vampire is slain (1 or 2 on d6). If slain, the town gains a Morale Point. Also, if the roll was made following a Coffin Hunt, mark an extra Minor Vampire slain in the area and roll to see if Influence reduces as described in the Coffin Hunt rules.

If an injury result calls for a hero to miss x number of games, this translates to phases. So for instance, if a hero participates in a scenario in the day phase of campaign turn two, and receives an injury requiring one game to be missed, that hero misses the night phase of campaign turn two.

If a hero or NPC dies, remember to lower the town Morale appropriately (see Morale). This happens immediately.

Heroes, NPCs, or henchmen that are "missing" phases are assigned to the Rest action area for those phases, but are knocked down on the Town Action board to reflect the fact that they are there as a result of injury. Such models may discard their fatigue markers, but may not participate in a Town Attack scenario in any way. They are not placed on the board, and their "rest" is not interrupted.

Named Vampire Forces Heroes that are taken out of action, or Influence reward heroes, must also make injury rolls. If they are required to miss games, the mechanic is as above. If a scenario calls for them to be present before the phases they must miss are up, simply reroll to replace them with another model.



Allocate Experience

After each scenario, players with warriors in that scenario may apply experience and roll for any improvements the warriors receive as a result.

None of the NPCS gain experience, nor do any Vampire Forces heroes.



Exploration Roll

After a Coffin Hunt to any game area except Altschloss, heroes involved in that scenario may make an exploration roll. This reflects

interesting things found on the journey to and from the Coffin Hunt location, as well as extra odds and ends that might have been found in the scenario area.

There is no exploration roll made after a Town Attack scenario, or after an expedition to Altschloss.

Rather than each player making separate exploration rolls, one roll is made for the entire allied group that went on the coffin hunt. Any player hero that was not taken Out of Action may add a die to this pool, and any skills or items that hero has that apply to exploration rolls may be used. If the party took Gustav with them, and he was not taken Out of Action, he also gets a die.

Each player may roll dice for his or her heroes, with the CM rolling for Gustav. A die is added if the heroes won the scenario (return without routing). A maximum of 12 dice may be rolled. The players decide which heroes to choose from to roll in the event they would exceed 12.

A Scout that was not taken Out of Action and that has a single reroll left may modify his or her own exploration die by +1/-1. A Scout that was not taken Out of Action that has both of their rerolls left may modify any one of the exploration dice rolled by +1/-1.

A single exploration die may be modified by one only once. It may also be rerolled only once.

After dice are adjusted, apply the exploration result (see custom tables, below), and total the number to determine the number of Treasures (Shard equivalents) found according to the standard Mordheim table.

Any number of Treasures (Shard equivalents) found of may immediately be replaced by a roll on the Radom Treasure Table as desired by the players.



That's it! When does the other stuff happen?

In a normal Mordheim campaign, there would be a number of other post-battle activities that are missing above. These all still happen, but not just yet:

Sell Treasures: Player warbands may sell their "Treasures" two ways:

- A hero from the warband that is on a Shopping Trip may sell any number of their Treasures at Burgenhof before shopping for items, hired swords, or new recruits. See the Town Actions rules.
- At the very end of the Night Phase of a campaign turn, each warband may "sell" one Treasure to Father Jonas for 30 g.c. This is always a fixed price regardless of warband size.

Note that when selling treasures, count the player warbands as separate warbands and use the normal table for warband size vs. price per treasure.

Check veterans, search for and buy Rare items, hire recruits, buy common items: All of these exciting activities can happen only on a Shopping Trip (see Town Activities), barring a special exploration event such as a Peddler.

Reallocate equipment: At any time before the conclusion of Town Actions plotting in the Day and Night phases both, equipment may be swapped around between players or the allied forces' stash at will.

Only players present in town may participate in the reallocation (a model still out on a shopping trip cannot give one of their items to a model in town, for example).

The basic rule of thumb is that as long as a scenario is not in progress, items from warrior or stashes in the same location can be reallocated at will. The CM may allow reallocation at their discretion.



Exploration Results Tables

The following custom tables are used to determine the exploration result. Note that since more dice may be rolled than in a

normal Mordheim or EIF campaign, there is no doubles table, but a sevens table has been added.

An item types “on a 5+” means a single d6 roll, and on a 5+ the item is found. Items may refer to the Random Treasure tables (i.e. random trinket on d 6+). “Random” without specifying item type just means a Random Treasure roll and any type, including loot, is possible.

TRIPLES

(1, 1, 1): A Corpse. *A body in a ditch.* Searching the body, the heroes gain d6g.c.

(2, 2, 2): Burned-Out Home. *The warband stumbles upon the blackened ruins of a burned out home.* Searching the area, the heroes locate one Random Treasure on a 5+.

(3, 3, 3): Fresh Grave. *Disturbed ground and a nearby shovel.* Checking to be sure a Minor Vampire has not been hidden under the ground, the party finds instead the body a young woman, apparently unbitten, buried with two sprigs of Garlic, a Lucky Charm on a 4+, and a Holy Relic on a 5+.

(4, 4, 4): Pale Survivor. *A bitten farmer stumbles out of the fog.* Each priest in the party not taken Out of Action, including Hired Swords, may make one attempt to Heal Bitten. If healed, the farmhand returns with the party and adds a Worker Point. If not healed, the farmhand breaks away and flees suddenly, calling out for his Mistress.

(5, 5, 5): Fleeing Civilians. *The party encounters a group of civilians evacuating to the north.* On a 4+, they share useful information about the area, and an extra exploration die is gained the next time a Coffin Hunt in this area is conducted.

(6, 6, 6): Abandoned Farmhouse. *The warband stumbles upon a deserted farmhouse.* Searching the farm, the heroes locate one Random Treasure on a 4+.

FOUR OF A KIND

(1, 1, 1, 1): Rosewood Tree. *The party encounters a blooming Rosewood Tree and harvest stakes.* The party returns from the Hunt with d3 additional Rosewood Stakes.

(2, 2, 2, 2): Slaughtered Squad. *A small squad of Ostermark State Troops cut down by an unknown enemy.* Searching the remains the party finds d3 Helmets, d3 Random Weapons, and d3 Random Armor.

(3, 3, 3, 3): Fortified Farm. *A group of farmers holed up and toughing it out.* Select a Hero not taken Out of Action and make a Leadership test at a -1 penalty to convince them to retreat to Nachtdorf with the party, gaining d3+1 Worker Points and on a 5+ an extra Town Militia (may exceed Town Militia limit).

(5, 5, 5, 5): Ostermark Scout. *An Ostermark Scout retreating to the north stops to swap intelligence with the party.* The next Coffin Hunt to this area, the heroes may place three models anywhere on the board as long as they are 6” away from any starting undead and concealed (in a building, small wood, etc.).

(6, 6, 6, 6): Forgotten Stash. *A bag of loot hidden away in a hollow tree.* The party finds 3d6 g.c. and d2 Random Treasures (no livestock or large transport).

FIVE OF A KIND

(1, 1, 1, 1, 1): Overturned Wagon. *A damaged and overturned wagon blocks a path.* The party finds d3 Random Treasures.

(2, 2, 2, 2, 2): Slain Vampire Hunter. *The cloaked body lies broken next to a stream.* The fallen hunter has 2d6 g.c., a Random Magic Weapon, a Rosewood Stake, Blessed Water, d3 Garlic, and on a 4+ a Holy Relic.

(3, 3, 3, 3, 3): Grim Soldier(s). *A small group of demoralized state troops hail the party.* They prove to belong to Diedrich's unit and will return with the party and join his men. There are d3 men.

(4, 4, 4, 4, 4): Stables. *A deserted horse farm lies in a clearing.* There are d3 hungry Riding horses, on a 4+ a Wardog, and on a 5+ a working Wagon.

(5, 5, 5, 5, 5): Lone Hero. *An intrepid hero in the wilderness meets the party.* Choose a party Hero not taken Out of Action to convince the Hired Sword to join his or her warband. The Hired Sword will join if that Hero makes a Leadership test, without the normal hire cost (upkeep still required). The Hired Sword is:

1. Freelancer
2. Road Warden
3. Tilean Sharpshooter
4. Priest of Morr
5. Warlock
6. Bard

(6, 6, 6, 6, 6): Bandit Camp. *The bandits run off when they see the armed party headed their way.* They leave behind d2 Riding Horses, 4d6 g.c., d3 Random Treasures, and on a 4+ a Mordheim (Regional) Map. See Items section for special map rules.

SIX OF A KIND

(1, 1, 1, 1, 1, 1): Small Cemetery. *A damaged and overturned wagon blocks a path.* Each hero in the party not taken Out Of Action may search the cemetery for a Vampire Coffin. On a 5+, they have located a Vampire Coffin and may determine its contents:

- 1: 1 Random Treasure.
- 2-4: d3 Random Treasures.
- 5-6: Minor Vampire.

Sleeping Minor Vampires found in this way will never wake up. A Rosewood stake may be used to slay the Minor Vampire.

Mark the Stake off the inventory of the Hero, add +1 experience to the staking Hero, and

increase Town Morale by one. A marker to the number of staked Minor Vampires in this Coffin Hunt region may be added, and roll to see in Influence in the area declines as per normal (6+ for first staked in area, 5+ for second, 4+ for third and subsequent).

(2, 2, 2, 2, 2, 2): Forsaken Village. *Where has everyone gone? Dinner still set at some tables.* Searching the village, the party finds 5d6 g.c. and d3+2 Random Treasures.

(3, 3, 3, 3, 3, 3): Watchtower. *An abandoned Imperial watchtower sits in silence on a low hill.* The tower provides a good view of the Coffin Hunt area the party has just left. In subsequent scenarios in this area, the party gains a free Scout Reroll. The tower's reroll does allow a "reroll of a reroll".

(4, 4, 4, 4, 4, 4): Mysterious Grotto. *One of the warband Heroes notices a small clearing with something glinting.* Select a Human Hero not taken Out of Action at random. The hero finds a small charm in a foggy grotto, and picks it up and wears it while the rest of the party moves on, not noticing. The charm is a Vampire Token from either Strangulf (if a female Hero) or one of the Mistresses at random (if a male Hero).

A Vampire will never bite a Hero wearing a Vampire Token. Further, no Vampire Forces model within range of a Vampire's Direct Undead ability will attack a Hero wearing a Token in any way. Nor will a Vampire itself attack the Token-wearer in any way.

The Vampire Token also allows a one-time only reroll of a Death Serious Injury result, and acts as a Lucky Charm (although it does not stack with a Lucky Charm already in inventory).

On the down side, the Hero will never attack by missile, spell, or weapon the Vampire Hero that the Token belongs to. Also, if the Hero is in Nachtdorf and the Token's Vampire Hero participates in the attack, all gates into the town begin the scenario open.

The Hero may opt to admit their possession of the Token and ask for a Priest to aid them

with its removal. Both the Priest and the Hero must spend a Day Town Action to remove the Token, and a Difficulty Check of 7+ must be made by the Priest to be successful.

(5, 5, 5, 5, 5, 5): Gypsy Camp. *Gypsies are packing up their camp and preparing to head for safer territory.* The party may purchase items from the Gypsies. Only rare items may be purchased. Each Hero not taken Out of Action may make a rare item check for the item of their choice, and purchase it if the item is found. Gold in the town “stash” may be used, but not gold that is out on a Shopping Trip. There is no penalty to rare item checks; they are made at their given value in the rules.

(6, 6, 6, 6, 6, 6): Bloodstained Mansion. *An empty mansion lurks on a wooded hill. Bloodstains mar the walls.* The party searches the mansion and finds 8d6 g.c. and d6+2 Random Treasures.

SEVEN OF A KIND

(1, 1, 1, 1, 1, 1, 1): Gun Emplacement. *The party finds a fortified trench dug into a hillside.* The bodies of several soldiers and wrecked artillery are strewn about. The party finds one working machine with ammunition that they may take with them back to Nachtdorf:

- 1-3: Small Cannon
- 4-5: Mortar
- 6: Hell Blaster

(2, 2, 2, 2, 2, 2, 2): Strange Fog. *The sky darkens and a thick fog overtakes the party.* Roll to determine the outcome:

1. The party makes it back to Nachtdorf but d3 human Heroes in the party prove to be bitten.
2. Some of the party are late returning to Nachtdorf, and must miss the next Day Phase. They appear the following Night Phase fully rested. For each member in the party roll a d6, and on a 1 or 2 that member is late.
3. The party returns to Nachtdorf normally.

4. Strange visions appear to the heroes in the fog. All party members including Henchmen and Hired Swords gain an experience point. This includes models taken Out of Action during scenario.
5. The fog parts in a clearing to reveal three statues of historical Sigmarite heroes. At the base of each statue is a random Magic Weapon.
6. Sitting in the fog by the side of an overgrown path is a beautiful black coach and two black horses. No rider or passengers are near. The party gains two Horses and an Opulent Coach.

(3, 3, 3, 3, 3, 3, 3): Foul Messenger. *A Dreg runs out of some brush and right into the party.* After a brief scuffle, the Dreg is slain, and a search reveals that he carries a message regarding Strangulf.

The intelligence gleaned from the message lowers Influence in the area just left by one. Town Morale raises by one, and the players may look at the contents of the Strangulf Coffin place-holder on the Away Action Board for the area they just left. When coffins are scrambled at the beginning of the next turn, leave this one campaign coffin in place for that turn. Effectively, the players know if Strangulf plans to sleep in that area or not the next day.

(4, 4, 4, 4, 4, 4, 4): Spooky Graveyard. *The party finds a graveyard hidden in a small wood.* Each Hero in the party not taken Out of Action may search the area. On a 4+, they have located a coffin containing:

- 1-2: d3 Random Treasures
- 3-4: d3+2 Random Treasures
- 5-6: A sleeping Minor Vampire

See “Small Cemetery” entry for handling Minor Vampires.

(5, 5, 5, 5, 5, 5, 5): Battlefield. *In a hidden valley lie the broken remains of Imperial soldiers, casualties to the civil war.* Searching the battlefield, the party finds 8d6 g.c., d3 Horses, d3+1 Random Weapons, d3+2 Random Armor, a Magic Weapon on a 5+,

Magic Armor on a 5+, a Wagon on a 4+, and a Mortar on a 4+.

(6, 6, 6, 6, 6, 6, 6): Secret Crypt. *The party stumbles upon a well hidden crypt, covered with vines and moss.* Inside is Strangulf's Coffin for the area just left. If Strangulf is within, he awakens, and the party may select four heroes to fight him inside the crypt. They will start in base contact, and Strangulf must go last on the first turn of melee.

If Strangulf's Coffin for this area has already been located, the party finds 2d6+2 Random Treasures in the crypt instead.

Random Treasure Tables

The following tables are intended to provide the players with opportunities to find items as opposed to only gold crowns or Wyrystone/Treasures as they progress in the campaign.

These tables may be used for standard Mordheim or other Empire in Flames campaigns if desired.

There are a number of different ways these tables can be used. One is to allow exploration rolls to result in treasure table rolls instead of only Wyrystone or Empire in Flames Treasures. They can also be directly referenced in scenarios (for instance, on a 5+, one roll on the Herbs, Potions, and Poisons treasure table).

For convenience, the items listed include their rarity, gold crown cost, and source (MH: Mordheim Rulebook, EiF: Empire in Flames, A02: Mordheim Annual 2002, TCx: Town Cryer, BtB: Border Town Burning, VH this supplement).

If a "Random Treasure" is called for, without a specific type, roll on the following table to determine the type of treasure:

Exploration Treasure Types (d100)

01-35: Loot
36-50: Weapon
51-65: Miscellaneous Equipment
66-80: Armor
81-85: Animal
86-90: Large Transport
91-00: Magic



There are three loot tables. If a specific loot table was not specified, roll on the loot type table first.

Loot Type (d6)

01-40: Small Pickings
41-85: Not Bad
86-00: Serious Loot!

Loot Level 1 - Small Pickings (d6)

01-25: d3 g.c.
26-50: d6 g.c.
51-80: 2d6 g.c.
81-00: 3d6 g.c.

Loot Level 2 - Not Bad (d6)

01-25: 4d6 g.c.
26-60: Wyrystone/Treasure
61-80: 7d6 g.c.
81-00: 9d6 g.c.

Loot Level 3 - Serious Loot! (d6)

01-25: Wyrystone/Treasure
26-60: 10 d6 g.c.
61-80: 12 d6 g.c.
81-00: 15 d6 g.c.



Weapons

The weapons in these tables are all mundane, non-magical weapons. They are divided into three types: melee, missile, and blackpowder. If the specific weapon table was not specified, roll on the weapon type table first.

Some of the weapon tables are also references from the magic treasure tables. Weapons marked with a "#" symbol can never be enchanted with magic (they are already holy, warped by chaos, etc.). If rolling for a magic weapon from the magic table, just reroll if one of these weapons occurs.

Weapon Type (d6)

01-50: Melee
51-85: Missile
86-00: Blackpowder

Melee Weapons (d100)

01-15: Dagger (MH, c, 2g.c.)
16-25: Hmmer, Staff, Mace, Club (MH, c, 3g.c.)

- 26-35: Axe (MH, c, 5g.c.)
- 36-47: Sword (MH, c, 10g.c.)
- 48-55: Spear (MH, c, 10g.c.)
- 56-60: Halberd (MH, c, 10g.c.)
- 61-67: Morning Star (MH, c, 15g.c.)
- 68-75: Flail (MH, c, 25g.c.)
- 76-83: Double-handed wpn. (MH, c, 15g.c.)
- 84-85: Dwarf Axe (A02p24, r8, 15g.c.)
- 86: Ball and Chain (A02p12, c, 15g.c.)
- 87: Squig Prodder (A02p12, c, 15g.c.)
- 88-89: Rapier (A02p84, r5, 15g.c.)
- 90: Brazier Iron (A02p85, r7, 35g.c.)
- 91: Sword Breaker (A02p84, r8, 30g.c.)
- 92-94: Lance (MH, r8, 40g.c.)
- 95: Hrsman's Hmnr (EiFp16, r10, 12g.c.)
- 96: Fighting Claws (MH, r7, 35g.c.)
- 97: Weeping Blades (#, MH, r9, 50g.c.)
- 98-99: Sigm. Warhammer (#, MH, c, 15g.c.)
- 100: Steel Whip (MH, c, 10g.c.)

Missile Weapons (d100)

- 01-13: Sling (MH, c, 2g.c.)
- 14-23: Javelins (TC23, c, 5g.c.)
- 24-36: Short Bow (MH, c, 5g.c.)
- 37-50: Bow (MH, c, 10g.c.)
- 51-60: Long Bow (MH, c, 15g.c.)
- 61-70: Crossbow (MH, c, 25g.c.)
- 71-76: Thr. Star/Knife (MH, r5, 15g.c.)
- 77-80: Silver Arrows (VH, r7, 15g.c.)
- 81-83: Blowpipe (MH, r7, 25g.c.)
- 84-87: Hunting Arrows (MH, r8, 25+2d6g.c.)
- 88-91: Repeater CrsBw (MH, r8, 40g.c.)
- 92-94: Crossbow Pistol (MH, r9, 35g.c.)
- 95-97: Fire Arrows (A02p87, r9, 30+d6g.c.)
- 98-00: Fire Bombs (A02p86, r9, 35+2d6g.c.)

Blackpowder Weapons (d100)

- 01-28: Pistol (MH, r8, 15g.c.)
- 29-46: Handgun (MH, r8, 35g.c.)
- 47-72: Blunderbuss (MH, r9, 30g.c.)
- 73-76: Silver Bullets (VH, r8, 20g.c.)
- 77-84: Dueling Pistol (MH, r10, 30g.c.)
- 85-90: Dbl-Brld Pstl (A02p41, r10, 30g.c.)
- 91-95: Superior Blackpowdr (MH, r11, 30g.c.)
- 96-98: Warplock Pistol (MH, r11, 35g.c.)
- 99: Hochland L. Rifle (MH, r11, 200g.c.)
- 100: Dbl-Brd Hnt Rfl (A02;41, r12, 300g.c.)



Armor

Armor (d100)

- 01-23: Shield (MH, c. 5g.c.)
- 24-36: Buckler (MH, c, 5g.c.)

- 37-48: Tough. Leathers (A02p16, c, 5g.c.)
- 49-68: Helmet (MH, c, 10g.c.)
- 69-83: Light Armor (MH, c, 20g.c.)
- 84-93: Heavy Armor (MH, c, 50g.c.)
- 94-96: Pavise (A02p85, r8, 25g.c.)
- 97-00: Barding (EiF, r11, 30g.c.)



Miscellaneous Equipment

These tables contain non-magical miscellaneous items useful both in Mordheim and elsewhere in the Empire.

Miscellaneous Equipment (d100)

- 01-10: Torch (EiF, c, 2g.c.)
- 11-20: Garlic (MH, c, 1g.c.)
- 21-30: Rope and Hook (MH, c. 5g.c.)
- 31-40: Net (MH, c, 5g.c.)
- 41-48: Small Ladder (BtBp31, c, 5g.c.)
- 49-57: Lantern (MH, c, 10g.c.)
- 58-65: Banner (A02p16, r5, 10g.c.)
- 66-71: Caltrops (A02p86, r6, 15+2d6g.c.)
- 72-76: Half. Cookbook (MH, r7, 30+3d6g.c.)
- 77-81: Lockpicks (EiF, r8, 15g.c.)
- 82-85: Flash Powdr (A02p.86, r8, 25+2d6g.c.)
- 86-89: War Horn (A02p87, r8, 30+2d6g.c.)
- 90-92: Mordheim Map (MH, r9, 20+4d6g.c.)*
- 93-95: Cathayan S. Clk. (MH, r9, 50+2d6g.c.)
- 96-98: Bugman's Ale (MH, r9, 50+3d6g.c.)
- 99-00: Telescope (A02p.86, r10, 75+3d6g.c..)

* Mordheim Map has special rules, see Items.



Animals

Only use this table if animals make sense in the situation, otherwise reroll on the treasure type table.

Animals (d100)

- 01-45: Mule (EiF, r7, 30g.c.)
- 46-80: Horse (Riding) (MH, r8, 40g.c.)
- 81-95: Wardog (MH, r10, 25+2d6g.c.)
- 96-00: War Horse (MH, r11, 80g.c.)



Large Transport

Only use this table if transport makes sense in the situation, otherwise reroll on the treasure type table.

Large Transport (d100)

01-35: Wagon (EiF, r7, 100g.c.)
 36-65: Row Boat (EiF, r7, 40g.c.)
 66-85: River Boat (EiF, r8, 100g.c.)
 86-95: River Barge (EiF, r9, 200g.c.)
 96-00: Opulent Coach (A02p16, r10, 250g.c.)*

Opulent Coach has special rules for the campaign – see Items section.



Magic!

With the exception of poisons, these items are enchanted by sorcery, holy, or otherwise arcane in some fashion. If no specific type of magic item was referred to, roll on the type table first.

Some of these items are new, added in this campaign, and are denoted with a “VH” source. Descriptions of these items can be found in the New Items section that follows these tables.

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Magic Item Type (d100)

01-20: Potions and Poisons
 21-35: Magic Melee Weapon
 36-50: Magic Missile Weapon
 51-65: Magic Armor
 66-80: Magic Trinket
 81-85: Holy Item
 86-95: Miscellaneous Magic Item
 96-00: Magical Ring

Potions and Poisons (d100)

01-15: Potion of Healing (VH, r7, 15+d6g.c.)
 16-25: Healing Herbs (MH, r8, 20+2d6g.c.)

26-32: Mandrake Root (MH, r8, 25+2d6g.c.)
 33-40: Dark Venom (MH, r8, 30+2d6g.c.)
 41-47: Crimson Shade (MH, r8, 35+d6g.c.)
 48-55: Black Lotus (MH, r9, 10+d6g.c.)
 56-60: Mad Cap M. (A02p.12, r9, 30+3d6g.c.)
 61-67: Black Lotus (MH, r9, 10+d6g.c.)
 68-72: Potion of Bravery (VH, r10, 10g.c.)
 73-77: Potion of Levitation (VH, r10, 15g.c.)
 78-82: Potion of Darkvision (VH, r10, 20g.c.)
 83-87: Potion of Strength (VH, r11, 25g.c.)
 88-90: Potion of Toughness (VH, r11, 25g.c.)
 91-92: Potion of Speed (VH, r12, 30g.c.)
 93-94: Potion of Heroism (VH, r12, 40g.c.)
 95-97: Potion of Flying (VH, r12, 45g.c.)
 98-00: Potion of Invisibility (VH, r12, 50g.c.)

For magic weapons, roll the effects to determine the nature of the magic, and then roll on the appropriate mundane weapon table to determine what the base weapon is. The CM may require a reroll if a particular combination of effect and weapon seem at odds.

The new magic weapon effects have costs listed as multipliers of the base weapon cost, just as Ithilmar and Gromril weapons are handled in the basic rules.

Weapon effects are described in detail in the New Items section that follows.

Magical Melee Wpn Effects (d100)

01-20: Magical (VH, 2xCost, r9)
 21-40: Of Illumination (VH, 3xCost, r9)
 41-56: Of Flames (VH, 3xCost, r10)
 57-73: Ithilmar (MH, 3xCost, r9)
 74-83: Of Defense (VH, 4xCost, r10)
 84-93: Gromril (MH, 4xCost, r11)
 94-00: Of Wounding (VH, 5xCost, r11)

For magical missile weapons, reroll the base weapon if ammunition (arrows, etc.) is rolled instead of a weapon.

Magical Missile Wpn Effects (d100)

01-65: Magical (VH, 2xCost, r10)
 66-80: Of Accuracy (VH, 5xCost, r11)
 81-95: Of Wounding (MH, 5xCost, r11)
 96-00: Of Speed (VH, 7xCost, r12)

Magical Armor (d100)

01-15: Steel-Feather Shield (VH, r9, 20g.c.)
 16-30: Shield of Reflection (VH, r10, 35g.c.)

- 31-45: Helm of Command (VH, r9, 40g.c.)
- 46-60: Gromril Helmet (VH, r10, 55g.c.)
- 61-85: Ithilmar (MH, r11, 90g.c.)
- 86-00: Gromril (MH, r11, 150g.c.)

Magic Trinket (d100)

- 01-30: Lucky Charm (MH, r6, 10g.c.)
- 31-60: Rabbit's Foot (A02p87, r5, 10g.c.)
- 61-80: Saint's Amulet (VH, r8, 20 g.c.)
- 81-00: Wyrdestone. Pend. (A02p16, r9, 25+3d6g.c.)

Holy Items (d100)

- 01-40: Blessed Water (MH, r6, 10+3d6g.c.)
- 41-65: Tears of Shlya. (MH, r7, 10+2d6g.c.)
- 66-85: Rosary (BtBp31, r6, 10g.c.)
- 86-95: Holy Relic (MH, r8, 15+3d6g.c.)
- 96-00: Holy Tome (MH, r8, 100+d6x10g.c.)

Miscellaneous Magic (d100)

- 01-45: Tarot Cards (A02p16, r7, 50g.c.)
- 46-60: Cloak of Shadows (VH, r10, 40g.c.)
- 61-75: Boots of Leaping (VH, r10, 50g.c.)
- 76-85: Boots of Striding (VH, r11, 70g.c.)
- 86-95: Elven Cloak (MH, r12, 100+d6x10g.c.)
- 96-00: Tome of Magic (MH, r12, 200+d6x25g.c.)

Magical Rings (d100)

- 01-26: Venom Ring (TC18, r10, 20+2d6g.c.)
- 27-50: Ring of Feather Falling (VH, r10)
- 51-70: Ring of Spell Turning (VH, r11)
- 71-83: Ring of Command (VH, r11)
- 84-90: Ring of Flying (VH, r12)
- 91-96: Ring of Protection 6+ (VH, r12)
- 97-00: Ring of Protection 5+ (VH, r12)

Items

There are a number of new items introduced for Vampire Hunters, and a few with additional or modified rules.

Siege attack and defense equipment is described in the Siege section, but cannot normally be searched for or purchased.

The items in this section can all be used in other Mordheim campaigns if desired, and a rarity and cost is given. There are two new categories of items: Rings and Potions. Both of these have some general rules described below.

Magic weapons are to a certain extent new as well. Previously there were only Gromril and Ithilmar weapons available, aside from artifacts, and a few warband-specific items such as Sigmarite Warhammers.

The new magic weapons have effects that can be applied to any weapon type, similar to Ithilmar and Gromril weapons, and those effects are described here. When shopping for such a magic weapon, the hero may specify the weapon type they desire and the CM may modify the rarity if desired.



Existing Mordheim Item Changes

Mordheim Map: (Regional Map)

- 1: Useless
- 2-3: If owning Hero is on next Coffin Hunt and not taken OOA, may reroll any one die.
- 4: May place 3 models anywhere not within 6" of enemy and hidden from view on next Coffin Hunt.
- 5: If owning Hero is on next Coffin Hunt and not taken OOA, may reroll any three dice.
- 6: If owning Hero is not taken OOA may reroll any one exploration die for remainder of campaign.

Opulent Coach:

May be taken on Shopping Trips and carry four Heroes and/or Worker Points if assigned two Horses to pull it. All rare item checks for the Shipping Trip are excluded from the

normal -1 penalty and are made at the normal rarity level for the sought items. In addition, once during the Shopping Trip, a roll for a Hired Sword may be rerolled.



Potions

Brewed by alchemists and wizards, these magical drafts provide temporary powers to the consumer.

Unless otherwise specified, potions are consumed by a warrior in their recovery phase, and last for a specified number of scenario turns.

There is no limit to the number of potions a hero may carry, but only one potion can be in effect at a time safely. Each time a hero consumes a potion when another potion effect was already in place, roll on the following chart:

Potion Mixing (d6)

- 1: Uh oh. All potion effects are lost, and the warrior takes d3 Str 2 hits.
- 2: All potion effects are lost.
- 3-4: New potion works, other effects lost.
- 5-6: All effects remain.

Potion of Healing (rare 7, 15+d6g.c.)

This potion heals one wound the hero has suffered.

Potion of Bravery (rare 10, 10g.c.)

The hero is immune to *Fear* for d3 turns.

Potion of Levitation (rare 10, 15g.c.)

For d3 turns, the hero may levitate at will during their movement.

This allows the warrior to ascend or descend to another play surface up to 3" distance from their current position in a single turn. The warrior does not actually hover in the air across turns, but must come to rest on a new surface within their movement phase.

The movement counts as part of the warriors total move for the turn, and may be done while running and as part of a charge move.

Potion of Darkvision (rare 10, 20g.c)

For d3 turns, the hero can see in the dark up to 20". Note that this does not allow exceeding a sight limitation due to fog, but rather only for darkness.

Potion of Strength (rare 11, 25g.c)

For d3 turns, the hero's Strength is at +1. Racial limitations may not be exceeded.

Potion of Toughness (rare 11, 25g.c)

For d3 turns, the hero's Toughness is at +1. Racial limitations may not be exceeded.

Potion of Speed (rare 12, 30g.c)

For d3 turns, the heroes base movement rate is doubled, and they receive +1 to their Attack value.

Potion of Heroism (rare 12, 40g.c)

For d3 turns, the heroes Weapon Skill, Leadership, and Attacks are at +1.

Potion of Flying (rare 12, 45g.c)

For d3+1 turns, the hero can *Fly* up to their running movement rate.

Potion of Invisibility (rare 12, 50g.c)

For d3+1 turns, the hero cannot be seen. This means the hero may not be the target of a charge, a missile weapon, or a spell. Area

effect weapons and spells may still affect them.

The invisibility is cancelled if the hero charges a model, fires a missile weapon, or casts a spell. The cancellation of the invisibility occurs when they declare this intent (so charging a model with a spear could result in the previously invisible hero being targeted by the spear before that hero makes any rolls to hit).



Miscellaneous Items and Trinkets

Silver Arrows (rare 7, 15g.c)

Silver arrows have a minor blessing as well, and as such count as magic and can hit ethereal creatures. They may also stun undead who normally cannot be stunned.

There are enough silver arrows for one battle only, if used at all for a scenario the item is removed from the hero's inventory.

Silver Bullets (rare 8, 20g.c)

Act exactly as Silver Arrows, but may be used with any blackpowder weapon.

Silver Weapon (rare 9, 20g.c.)

This is a small silver weapon with a minor blessing, and as such can hit ethereal creatures and is capable of stunning undead that may not normally be stunned.

Their Strength value is as user. It allows a +1 armor save as if it were a dagger.

At the end of any scenario in which the weapon is used, discard it from the Hero's inventory. The silver does not stand up to the damage of battle, and a new one must be acquired.

This does count as one of the melee weapon slots allowed for a warrior.

Cloak of Shadows (rare 10, 40g.c)

This cloak allows the wearer to act as Hidden during an enemy turn, regardless of whether or not they are behind cover.

The effect only works if the wearer is not in close combat, and did not run, shoot, or cast a spell in their previous turn.

Boots of Leaping (rare 10, 50g.c)

These boots allow the user to *Leap* as per this campaign's tactical rule up to their base movement speed.

Boots of Striding (rare 11, 70g.c)

These boots add 1" to the base movement value of the wearer.

Saint's Amulet (rare 8, 20g.c)

This amulet grants a bonus of +1 to any Fear test or All Alone test.



Magic Weapon Effects

These weapon effects can be applied to weapons as specified by the Random Treasure section. Basically the CM may use discretion as to what effects to allow in combination with various weapons. The individual effects may also specify some restrictions.

All weapons with any of these effects can hit creatures only hit by magical weapons.

Magical (rare 9, 2xCost)

A basic magical dweamor that does nothing other than allow the weapon to hit ethereal creatures or other creatures only hit by magical weapons.

For a missile weapon, the dweamor carries on the missile, so the ammunition may hit and wound such creatures.

Of Illumination (rare 9, 3xCost)

The weapon will glow on command of the user or be commanded to glow when enemies are near. The radiance of the weapon extends sight range to 6" around the bearer in darkness.

Of Flames (rare 10, 3xCost)

The weapon can be commanded to emit small flames. In addition to 6" illumination in darkness, wounds from the weapon circumvent any *Regeneration* ability of targets.

Of Defense (rare 10, 4xCost)

The weapon has the *Parry* special rule. If the base weapon type could already *Parry*, the bearer may re-roll one parry check that failed in a single close combat round.

Of Wounding (rare 11, 5xCost)

The weapon automatically wounds on a roll of 6 to hit. A wound roll may still be made to see if a critical occurs.

Of Accuracy (rare 11, 5xCost)

This effect applies only to missile weapons. The weapon grants the user a +1 to hit for all shots made with the weapon.

Of Speed (rare 12, 7xCost)

This effect applies only to missile weapons. The weapon may be fired one more time than usual in a given turn.



Magic Armor

Steel-Feather Shield (rare 9, 20g.c)

This light magical shield may be used with Heavy Armor without penalty.

Shield of Reflection (rare 10, 35g.c)

Any vision attack (like a Medusa) or Spell cast directly at the wearer (not area effect) is reflected back at the caster / originator of the effect.

Helmet of Command (rare 9, 40g.c)

When worn by a Hero with the Leadership ability, and extra 2" is added to their Leadership range.

Gromril Helmet (rare 10, 55g.c)

These rare helmets grant a 3+ Save vs. a Stun Injury Table result (treat as Knocked Down if saved).



Magic Rings

Magical rings are very rare and expensive. A given hero may only wear two rings.

Ring of Feather Falling (rare 10, 40+3d6g.c.)

The wearer takes no damage from a fall.

Ring of Spell Turning (rare 11, 50+3d6g.c.)

If the wearer is targeted by a spell, even an area affect spell, the player may make an opposing difficulty check roll. If the player roll is equal to or higher than the opponent roll, any effect of the spell that would have been applied to the wearer is instead applied to the caster.

Turning may also be applied to spell-like abilities at the discretion of the CM.

Ring of Command (rare 12, 70+3d6g.c.)

The wearer's leadership value receives a +1 bonus. In addition, the wearer has a 6" radius in which they act as a Captain. If the wearer is already a Captain, an extra 2" is added to their radius.

In addition, if a wearer is required to make a rout test, one die of a rout test may be rerolled. This effect may only be used once per battle.

Ring of Protection 6+ (rare 12, 100 + 4d6g.c)

The wearer is granted a 6+ special save that may be used in addition to armor saves and can never be negated.

This save is granted in any situation in which the wearer will receive a wound, and may also be used to resist spell or other magical effects such as a charm or fear effect.

Note that it does not apply for creatures that *cause fear*, since such ability does not specifically target the wearer. A fear spell cast at the wearer, however, will trigger the ring's protection.

The CM should use discretion for what situations this save applies.

Ring of Protection 5+ (rare 12, 300 + 5d6g.c)

Exactly as per a RoP 6+.

Event and Necromancy Cards

An attachment is provided containing cards for Day Events, Night Events, and Necromancy spells for Strangulf. This attachment is in business card 8371 format. Rather than creating three decks in this manner, the below listing of cards may be used as a table to generate a card when called for. Mark off each card as it occurs if using this option.

Any scenario effects on a Night Event last until the next Night Event card. The bitten bonus on each card is applied when rolling for new bitten at the end of a night phase.

Night Events

- 1-5: Attack My Children! Play the Town Attack scenario. Bitten +7d6.
- 6-7: Journey into Shadows. +1 Influence SchattenTurm. Draw one Necromancy spell. Bitten +4d6.
- 8-9: Eerie Downs Envoys. +1 Influence Bachmeir Baurenhof. +3d6 to initial monster pool dice for any scenarios in Baurenhof or Nachtdorf. Bitten +4d6.
- 10-11: Whispers in the Webs. +1 Influence Schattenwald. When rolling on the Spider core table, roll two dice and take the highest. Bitten +4d6.
- 12-13: Corpse Call. +1 Influence Hugel Friedhof. Draw one Necromancy spell. When rolling on the Zombie core table, roll two dice and take the highest. Bitten +4d6.
- 14: Cemetery Feeding Frenzy. +1 Influence Hugel Friedhof and Bachmeir Baurenhof. Add a ghoul core group to initial Vampire Forces for all scenarios. Bitten +1d6.
- 15: Summon Ancient Captains. +1 Influence Schattenwald and Hugel Friedhof. Add a Grave Guard core group to initial Vampire Forces for all scenarios. Bitten +1d6.
- 16: Feast of Souls. +1 Influence Hugel Friedhof and SchattenTurm. For remainder of the campaign, Necromancers have +1 Wound and equivalent of a Lucky Charm. Bitten +1d6.
- 17: Infernal Pestilence. +1 Influence Schattenwald and Bachmeir Baurenhof. All Rats, Wolves, and Bats are poisonous (wound on a roll of six to hit). Bitten +1d6.
- 18: Invocation of Shades. +1 Influence Bachmeir Baurenhof and SchattenTurm. Add a Spirit core table group to initial Vampire Forces for all scenarios. Bitten +1d6.
- 19: Wake Warrior's Bones. +1 Influence SchattenTurm and SchattenWald. When rolling on Skeleton core table, roll two dice and take the highest. Bitten +1d6.
- 20: Mastery of Death Magic. Draw three Necromancy spells for Strangulf. Bitten +0d6.

Day Events

- 1-2: Surprise Attack! (Overcast). Play the Town Attack scenario.
- 3-6: Starving Soldier (2 Overcast, 2 Clear). A hungry straggler! Add a soldier to Cpt. Diedrich's men.
- 7-10: Refugees! (2 Overcast, 2 Clear). Refugees from the countryside arrive. Add two to the worker points pool and on a 5+ on a d6 Morale improves by one.
- 11-12: Beautiful Day. (Clear). +1 to Town Morale!
- 13-14: Insidious Spies. (1 Clear, 1 Overcast). CM may secretly look at one coffin marker in an area of the Campaign Tracker, and swap that marker with another site unseen if desired.
- 15-16: Force of Will. (1 Clear, 1 Overcast). A bitten heals. Players may choose a bitten player warrior or NPC if there is one.
- 17-18: Hired Bandits. (1 Clear, 1 Overcast). All warriors on Shopping Trip or Patrol take one hit at Strength 3. If wounded, their action for the turn is missed, but they gain +1 experience.
- 19: Vicious Thunderstorm (Overcast, Rain, Wind). Weather lasts for day and night phase.
- 20: Peddler! (Clear). Free Shopping Trip for all heroes in Nachtdorf not resting or missing phase. No Hired Swords may be hired.

Necromancy

There is no limit to the number of Necromancy cards that Strangulf may play from his hand. Discard a spell from the game once cast.

1-5: Control Weather. Play any time. The weather becomes overcast for the remainder of the day. If already overcast, a single campaign area may be rainy, windy, or foggy (choose one) for the remainder of the current phase.

6-9: Lesser Summoning. Play during Coffin Hunt or Town Attack scenario setup. Add 2d6 to the Vampire Forces dice pool.

10-12: Pass Through Walls. Play before Bitten Roll at end of Night Phase. Add 3d6 to the Bitten Roll.

13-14: Shadow Spies. Play after Vampire Forces pool roll for Town Attack. Up to two of the pool dice may be altered by +1 or -1.

15-16: Control Time. Play after roll for Limited Turns during any scenario. The scenario duration die just rolled is treated as a 6 or a 1 by choice of the Vampire Forces.

17-18: Dark Energies. Play any time. All Necromancy spells are easier to cast by one difficulty point for the remainder of the current campaign turn.

19: Imposition of Will. Play any time. The Vampire Forces choose any game area and add an Influence Point to that area.

20: Greater Summoning. Play during Coffin Hunt or Town Attack scenario setup. Add 5d6 to the Vampire Forces dice pool.