

Mordheim- Taking the Streets) - RULES

PART 1 -

Taking the Streets

Glen Burnie Battle Bunker, Moves are done on Tuesdays

In the city of Randalsburg, near the Cursed Marshes, crime and decay have been steadily taking over. Its citizens live in fear, and gangs control most areas of town. Shop owners are easily persuaded, and the streets are nearly empty at night. While there are many threats in town, some groups have gathered to clean up the streets and make the town better, while others have gathered to gain control of the city and its people. Rumors of large sums of wyrdstone in the area have drawn many to Randalsburg. There are rumors of Skaven, Dark Elves, and many others gathering and hiding in the area.

Rule Number 1 is Have Fun! The purpose of this campaign is for everyone to have a good time. If you make the experience bad for other players because of your attitude, you will be promptly removed from the campaign and replaced with one more deserving.

The city of Randalsburg is divided up in to 16 districts. Each district has a main building in it. While you control this district, the people in it will either fear you or admire you. Those that you control will give you benefits (Buildings are discussed later in the sheet). The more districts you take, the more options you have. If you control multiple buildings, you may choose which benefit you will take for each battle. Attacks are done every Tuesday, and attacks are first come, first serve. You may attack any district on the map. It does not have to be one next to yours. You may do two attacks er turn, but if you pay 10 gold per model in your warband, you may convince your men to do one additional attack. It doesn't matter how tired they are, money will convince them to do pretty much anything. Battles can be done at any point during the week, but they must be done before the next turn. Please schedule the time with your opponent, and make it to your appointment. If someone skips out on the battle, then the victory goes to the other player, unless the reason is valid. In this case, every model in your warband gets one experience point, but other than that, the warband rating is unchanged. Dramatis Personae are not allowed.

Battles are going to follow the Mordheim rules. You must roll for scenario as per normal, but defender may set up terrain as he pleases. (It must be done in a fair manner and follow the rules for the scenario. Don't be a jerk about it) Terrain set up is done before the scenario is rolled, but may be modified if the scenario calls for a specific set up. If your leader dies, you may choose to either give the title to the model with the next highest leadership value, or you may restart your warband. If your last district is taken, no worries. You are not out of the game. You are still roaming the streets and may attack any district you would like. You even get the pity of a hired sword of your choice who will join your warband for free. You do not have to pay any upkeep as long as you don't control any districts, but as soon as you gain one, he leaves your warband. You just don't have any benefits.

There is an unoccupied territory as well, the Town Keep. This territory is heavily guarded by the remaining guards of Randalsburg. If you choose to attack this territory, you will play against a pre-made

warband of guards. This will be played by a staff member or an impartial player. Be sure to get your warband up a bit before attacking. They will be difficult to defeat. The campaign is won by either controlling the entire map, or controlling majority at the end of the campaign. If multiple warbands control the same amount, then it goes to the highest warband rating.

One last thing to mention, this campaign is for fun. Any loopholes or other exploits found in the rule system will quickly be covered by staff ruling.

PART 2 -

Buildings

- Grubb's Explorer Club – Roll an extra D6 on the Wyrdstone exploration chart.
 - Blacksmith – Add an extra D6 to rarity rolls.
 - Bow and Sword – Hand to hand and missile weapons are 25%off (Round down) (This benefit is in effect every turn on top of other benefits)
 - Sigmar's Armory – Armour is 25%off (Round down) (This benefit is in effect every turn on top of other benefits)
 - Gorwill's General Goods – Miscellaneous items are 25% off.(Round down) (This benefit is in effect every turn on top of other benefits)
 - Archery Range – All characters get +1 BS to maximum of 5.
 - Barracks - All characters get +1 WS to maximum of 6.
 - Mercenary Hideout – Hired Sword purchasing/upkeep is half price. (round down)
 - Market – 2D6 gold every turn. (This benefit is in effect every turn on top of other benefits)
 - Inn – On a 4+, your leader gets an extra experience point after each battle.
 - Watchtower - +1 to see who goes first and add 5" when trying to discover hidden models.
 - Wizard's Tower - +1 to cast spells and can dispel on a 5+.
 - Shrine – Everyone in your warband is counted as having a lucky charm.
 - Pub – Your warband is immune to fear.
 - Gretta's Books – You may choose the scenario.
 - Circus Tent – Climbing, diving, jumping, and falling checks can be re-rolled.
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- Town Keep – All characters get +1 experience each turn. Characters and henchmen may also re-roll the results on the experience chart. (This benefit is in effect every battle on top of other benefits)

MAP –

