Mordheim Autumn Campaign 2018: Sylvania

MOVEMENT

1. A model equipped with heavy armor and shield does not suffer a -1-movement penalty. Instead, a model so equipped suffers a -1 initiative penalty. If a model possesses a skill or ability that negates the '-1 movement penalty' for heavy armor and shield, it instead negates the -1 initiative bonus.

2. An enemy model within 8" of a dwarf model does not prevent the dwarf model from running.

HAND-TO-HAND COMBAT

3. If a model is equipped with a shield and either a sword, axe, hammer, or spear, the shield adds +2 to the model's armor save against melee attacks instead of the standard +1. With the exception of magical attacks that mimic melee attacks (e.g. the Sword of Rezhebel spell), this benefit does not apply to hits from magic or shooting attacks.

4. If a model is equipped with a buckler and either a sword, axe, hammer, or spear, then in addition to the bucker's parry rule, it adds +1 to the model's armor save against melee attacks. With the exception of magical attacks that mimic melee attacks (e.g. the Sword of Rezhebel spell), this benefit does not apply to hits from magic or shooting attacks.

5. When a model armed with a double-handed weapon charges it attacks at initiative order; otherwise, the model follows the *Always Strikes Last* rule.

6. A warrior armed with two one-handed weapons may make 1 extra attack with the additional weapon. Before rolling the to-hit dice the attacker must declare which weapon is in the model's 'off-hand.' The weapon in the off-hand suffers a -1 to hit penalty. Otherwise, the normal 'Fighting with Two Weapons' rule applies. If a model so armed has an attack characteristic of 2+ that attack characteristic applies only to the weapon in the model's primary hand.

WARBAND CREATION

7. Players may use any of the following warbands:

- Arabian Tomb Raiders (TC 20)
- Averland Mercenaries (TC 10)
- Battle Monks of Cathay (BTB)
- Beastmen Raiders (TC 29)
- Black Orcs (Nemesis Crown)
- Bretonnian (TC 8)
- Carnival of Chaos (TC 27)
- Clan Pestilens (TC 29)
- Cult of the Possessed
- Dark Elves (TC 12)
- Dwarf Rangers (Nemisis Crown)
- Dwarf Treasure Hunters (TC 4)
- Forest Goblins (Nemesis Crown)
- Gunnery School of Nuln (Nemesis Crown)
- Hochland Bandits (Nemesis Crown)
- Horned Hunters (Nemesis Crown)
- Kislevites (TC 16)
- Lizardmen (TC 11)
- Marauders of Chaos (BTB)
- Marienburg Mercenaries
- Middenheim Mercenaries
- Miragleans Tilieans (TC 14)
- Night Goblins (new -see Broheim)
- Orc Mob (TC 6)
- Ostlander Mercenaries (TC 11)
- Outlaws of the Stirwood Forest (TC 29)
- Norse Explorers (TC 13)
- Pirates (TC 9)
- Pit Fighters (TC 21)
- Reikland Mercenaries
- Remasens Tileans (TC 14)
- Restless Dead (BTB)
- Sisters of Sigmar
- Skaven
- Skaven Clan Pestilens (TC 29)
- Trantios Tileans (TC 14)
- Undead
- Witch Hunters

8. The maximum number of warriors in a Bretonnian or Witch Hunters warband is 15.

9. During warband creation and normal campaign play, when a warband recruits a Hero that has a starting xp value of one or greater (excluding Hired Swords and Henchmen promoted by *The Lads Got Talent*), then that Hero begins the campaign with one free advance roll.

EQUIPMENT

10. In addition to the weapons, armor, and equipment found in the main rulebook and warband specific items, warbands may purchase items found in the Opulent Goods article (TC 2) and the *Ye Olde Curiosity Shoppe* article (TC 7), subject to the following changes:
    - Lucky Charm costs 15 gc and is Rare 7
    - Rabbit's Foot costs 20 gc and is Rare 8
    - Torch costs 1 gc and is common
    - Lantern costs 5 gc and is common

PSYCHOLOGY

11. A player may not elect to voluntarily Rout until at least one-third (always rounded up) of her/his warband has been taken *out of action*.

HIRED-SWORDS

12. Warbands may not hire Dramatis Personae.

13. A player may recruit only one hired-sword during warband creation (the Sylvanian Guide does not count towards this limit). The player is free to select from any of the hired-swords available to the player's warband. During campaign play, hired-swords are recruited using the rules found in the Sylvania Campaign packet.

14. Typically, Hired Swords may not be given any additional equipment. Due to this campaign's unusual setting, warbands are permitted to purchase and equip hired-swords with torches and lanterns.

15. The following hired-swords will be recruited during the campaign:

- Arabian Merchant (TC 13)
- Bard (TC 13)
- Beasthunter (TC 28)
- Black Orc Overseer (Nemesis Crown)
- Bounty Hunter (TC 13)
- Clan Skyre Rat Ogre (TC 25)
- Dark Elf Assassin (TC 12)
- Duelist (TC 13)
- Dwarf Pathfinder (Nemesis Crown)
- Dwarf Troll Slayer
- Elf Ranger
- Freelancer
- Halfling Scout
- Highwayman (TC 26)
- Human Scout (Nemesis Crown)
- Imperial Assassin (TC 6)
- Kislev Ranger (Fanatic 6)
- Merchant (TC 22)
- Norse Shaman (TC 12)
- Ogre Bodyguard
- Old Prospector (Nemesis Crown)
- Pit Fighter
- Priest of Morr (TC 12)
- Roadwarden (TC 26)
- Runesmith Journeyman (Nemesis Crown)
- Shadow Warrior (TC 13)
- Tilean Marksman (TC 6)
- Warlock
- Warrior Priest of Sigmar (TC 28)
- Witch (TC 13)
- Witch Hunter (Nemesis Crown)
- Wolf Priest of Ultric (TC 8)

POST BATTLE SEQUENCE

16. When rolling for Injuries during the Post Battle Sequence, a hero equipped with armor may make an armor save (no shield bonus) to ignore the results 11-35 on the injury table.

17. When rolling for Injuries during the Post Battle Sequence, Hired Swords and multi-wound Henchmen follow the 'Heroes with Serious Injuries' rules.

18. Each warband's leader is that player's avatar on the gaming table. Leaders cannot be sold to slavers by other warbands or be killed or permanently removed from play, because doing so would end that player's story. If, when rolling for a Leader's injuries a player rolls a '11-15' on the Serious Injury Table, reroll the results.

19. The following optional rules will be used during the campaign:
    - Weapon specific critical hit tables (main rulebook)
    - Blazing Saddles (TC 14 -replaces Mounted rules in main rulebook)
    - Sawbones (TC 28)
    - Random Happenings (TC 3 – only if both players agree)

CAMPAIGN POINTS

20. The campaign's overall winner will be determined by the outcome of the Last Skirmish. The four warbands with the highest sum total of Campaign Points (CPs) at campaign's end will be invited to participate in this final, 4-way scenario. If there is a tie between two or more warbands for 'fourth place', the fourth spot goes to the warband with the highest warband ranking

21. Warbands earn CPs from following events:

+1 CP For playing a scenario
+1 CP For winning a scenario
+1 CP If your opponent voluntarily routed
+1 CP If your opponent's Leader was taken out-of-action by a member of your warband
+1 CP if at least one of your opponent's models dies as a result of a roll on a Serious Injury Table
+1 CP If you recovered more Treasures than your opponent during the Post-Battle Sequence
+1 CP If your warband was entitled to an Underdog XP bonus

At the end of each game, tally the CPs earned in that game and add it to the CPs earned from previous games. This number is your Campaign Points sum total. Record this sum total on your Campaign Roster and ask your opponent to confirm your sum total by initialing your Campaign Roster in the space provided.

REPUTATION REWARDS

22. As a warband acquires CPs its leader becomes more experienced and his notoriety spreads. To represent this, a warband's accumulation of campaign points will confer upon its leader and warband certain benefits and special abilities. When a warband's sum total of CPs equals or exceeds one or more of the totals listed below, the warband's leader gains the corresponding rewards (special abilities). The rewards are cumulative, so for example, when a warband's sum total of CPs is 21 or greater, the leader will have all seven special abilities.

3 CPs - Lucky: Leader may re-roll any one dice roll during each game, or alternatively during exploration
6 CPs - Zealous: Leader hates enemy heroes and hired-swords
9 CPs - Infamy: Leader causes fear in enemy henchmen and hired-swords
12 CPs - Famed: If the Leader didn't go out-of-action, new henchmen and hired-swords are hired at a 25% discount
15 CPs - Fearless: Leader is immune to fear, spooky tests, and all alone tests
18 CPs - Heroic: Leader's *leader* rule is extended an additional 6 inches
21 CPs - Survivor: Leader treats an 11-21 result on the Serious Injury table as a 66 'Survives Against the Odds'

SYLVANIAN GUIDE

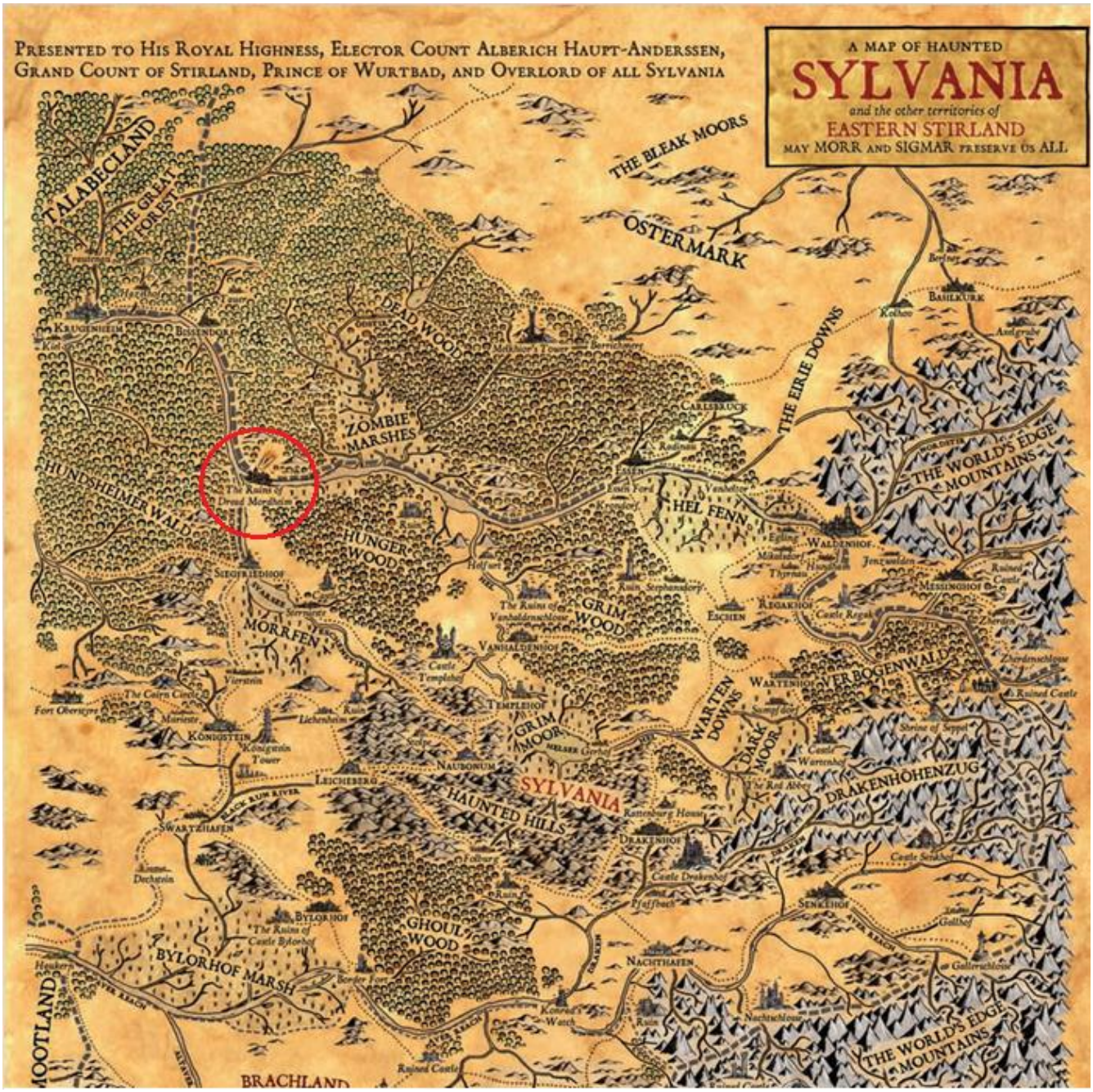
23. The warbands are not native to Sylvania, so each has either hired or enslaved a Sylvanian to act as the warband's guide. In game terms, each warband will begin the campaign with a free hired sword that does not count against starting warband's initial cap on hired swords (see rule 13 above). This miserable wretch will use the Beggar rules and remains with the warband until killed or dismissed. Because Sylvanians are quite poor, the Guide's upkeep fee for good and neutrally aligned warbands is only 3 gc. Evilly aligned warbands enslave their Guide and thus need to spend only 1 gc per campaign phase for upkeep. However, being enslaved has made the wretched Sylvanian even more wretched, thus the Guides belonging to evilly aligned warbands suffer a -1 penalty to their LD stat.

Note: All participants will be given a suitable model to serve as their warband's Guide. The models will be distributed on the first campaign night, Tuesday, October 9th. Regardless of how I the model is armed, it will be treated as being armed with a club (no dagger).

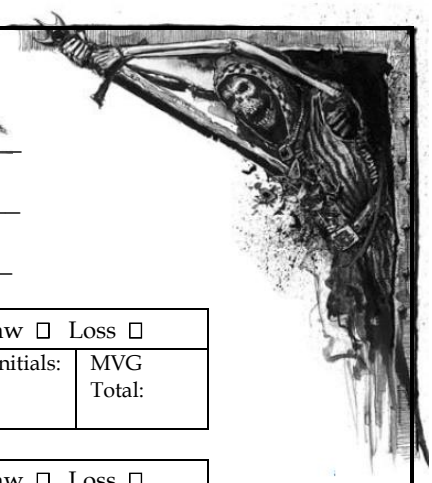
Native Son. Sylvanians have become mostly inured to the terrors of their homeland, but even the most stouthearted soul can lose his nerve when he travels too far from hearth and home. Consequently, when a Guide is required to make their Spooky test, the Guides test at LD 10 (LD 9 for enslaved guides).

Perfidious. A Guide will never intercept a charge directed at member of the owning player's warband (including hired-swords), but players are free to use members of their warband to intercept charges directed at their Guide.

The Least Wretched Wretch. At the end of the campaign there will be a prize for the Most Vicious Guide (MVG). If your guide causes a neutral model or enemy model to go out-of-action, please note this on your Campaign Roster, as a running total. At the end of the campaign, the Guide who has caused the most neutral or enemy models to go out-of-action will be the campaign MVG.



AUTUMN 2018 MORDHEIM CAMPAIGN: SYLVANIA



Warband's Name: _____

Faction: _____

Player's Name: _____

Game #1	Opponent:	Win ☐ Draw ☐ Loss ☐	
Campaign Points (sum total post-game):		Opponent's Initials:	MVG Total:
Warband Rating (sum total post-game):			

Game #2	Opponent:	Win ☐ Draw ☐ Loss ☐	
Campaign Points (sum total post-game):		Opponent's Initials:	MVG Total:
Warband Rating (sum total post-game):			

Game #3	Opponent:	Win ☐ Draw ☐ Loss ☐	
Campaign Points (sum total post-game):		Opponent's Initials:	MVG Total:
Warband Rating (sum total post-game):			

Game #4	Opponent:	Win ☐ Draw ☐ Loss ☐	
Campaign Points (sum total post-game):		Opponent's Initials:	MVG Total:
Warband Rating (sum total post-game):			

Game #5	Opponent:	Win ☐ Draw ☐ Loss ☐	
Campaign Points (sum total post-game):		Opponent's Initials:	MVG Total:
Warband Rating (sum total post-game):			

Game #6	Opponent:	Win ☐ Draw ☐ Loss ☐	
Campaign Points (sum total post-game):		Opponent's Initials:	MVG Total:
Warband Rating (sum total post-game):			

Game #7	Opponent:	Win ☐ Draw ☐ Loss ☐	
Campaign Points (sum total post-game):		Opponent's Initials:	MVG Total:
Warband Rating (sum total post-game):			

Game #8	Opponent:	Win ☐ Draw ☐ Loss ☐	
Campaign Points (sum total post-game):		Opponent's Initials:	MVG Total:
Warband Rating (sum total post-game):			

Campaign Points

1 CP For playing a scenario
+1 CP For winning the scenario
+1 CP If your opponent voluntarily routed
+1 CP If your opponent's Leader was taken out-of-action by a member of your warband
+1 CP If at least one of your opponent's models dies as a result of a roll on a Serious Injury Table
+1 CP If you recovered more Treasures than your opponent during the Post-Battle Sequence
+1 CP If your warband was entitled to an Underdog XP bonus

Campaign Points -Reputation Rewards

3 CPs - Lucky: Leader may re-roll any one dice roll during each game, or alternatively during exploration
6 CPs - Zealous: Leader *hates* enemy heroes and hired swords
9 CPs - Infamy: Leader causes *fear* in enemy henchmen and hired swords
12 CPs - Famed: If Leader didn't go out-of-action, henchmen and hired swords are hired at a 25% discount
15 CPs - Fearless: Leader is immune to *fear, Spooky* tests and a*ll alone* tests
18 CPs - Heroic: Leader's *leader* rule is extended an additional 6 inches
21 CPs - Survivor: Leader treats an 11-21 result on the Serious Injury table as a 66 'Survives Against the Odds'