



DVX

MORDEHEIM

POWERED BY

**ROGUE
PLANET**

The Great Thaumaturge Vesh Manglyeong, the **Dark One**, has commanded the 'Dark District' for many a moon. Of great magical strength, Vesh has united spell casters of many disciplines under his rule. His offer is a tempting one for some, to practice their arts, any arts, free from persecution. There comes a price however, Vesh demands total loyalty and he will extract that loyalty at any price he desires. The Dark District is commonly known to be an out of bounds area in Mordheim where deamons, undead, and maybe worse, roam freely. Adventurers stay out of the area, and for those thinking they are brave enough to enter, well they often don't come back. Vesh's great power comes at a great cost however, and over time his dabbling in the art of the warp and unlife have slowly drained his life essence. Sitting feebly on the throne in his mansion now, in charge of the Dark District now in almost name alone, he is still a feared being. His potential successors dare not interfere lest they meet a grisly fate. His opponents, however, can sense a shift of power coming and race to bring it about. For those who take no sides, perhaps just the rumoured piles of treasure will be enough for them to risk life and limb!

For the Dark District's Disciples of Vesh, this is a unique time. You must rise in power and impress upon Vesh and the High Council of the Dark that you have the ability to lead his warband when he is gone. You must accumulate wealth, and with that wealth will come power. Can you work your way to the top?

Perhaps you don't wish to be the just a name in charge, perhaps you wish to be the power behind the throne? Warlord will be the position for you, the head military commander of the Disciples of Vesh warband. You will ultimately be in charge of their military and magical might. It is you who will assign raids, it is you who will choose who fights in battle and it is you who will reap the rewards.

For the outsiders, this is as good a chance as you have ever seen. With Vesh in a weakened state, now is the time to strike. The rumours of wealth and power to be acquired in the Dark District are unlimited. To be able to even take but a fraction could see you set for life. Perhaps greater thoughts play in your mind, what if you could conquer the district, take it by force? Could you become a new 'King', or perhaps even raze the edifices of evil to the ground. Your time to strike is now. There will be many outsiders you imagine, you may not only have the Dark Disciples to take the fight to. Be prepared, plan well, but above all be bold!



CAMPAIGN OVERVIEW

Aim:

- Disciples of Vesh are trying to keep all outsiders OUT. By taking all territories away from them, if they have any, and then forcing each outsider to have 0 wealth and lose 2 rounds.
- Conquerors are trying to take over land. If a Conqueror can take and hold 3 territories and complete their career path tree they will win.
- Raiders need only to complete their career path tree to win

Timeframe:

- Each campaign turn is a half week.
- Each month (8 campaign turns) will give the possibility of a random event.
- Raiding halts over winter due to the freezing conditions (for 3 months). During this time it is possible for the elderly to die of exposure (if sufficient protection from the elements cannot be sourced).
- This only becomes an issue for players if they leaders and heroes are 40 or over (double 1 on 2d6), but may also be cause for players lords and higher up leaders to 'expire'.

Each turn will see 3 outsiders pitted against 3 defenders, hence each campaign turn will see 3 battles.

The first campaign turn starts at the beginning of the last week of Erntzeit. 8 days before the Autumn Equinox. The Winter months are from the first day of Kaldezeit until the last day of Vorhexen. There are 10 campaign turns before the onset of winter.

Beginning the Campaign:

- Each player will build a 200pt war band for campaign turn 1, this will increase to 225 points for turn 2. Future turns will see warband points increase, these will be announced as the campaign progresses.
- Your warband will start with a minimum of 1 leader and 2 other members.
- Unit baselines and other details can be found after the Career Path Section
- You may buy additional hero slots in your career path. This will let you buy hero units or raise an existing warband member to 'hero'.

Hero:

- A hero can raise their stats over their racial levels to a max of 7.
- They can also be given magical weapons and armour during the campaign, this will be determined as part of Career Paths and Game Results.
- Units that can have max 5 as a starting state are considered 'hero' units and can only be purchased if you have the hero slots bought in your career path!
- A Leader should be considered a hero in terms of its abilities and upgrades, but never for slots or maximum hero numbers.

Heroes are reasonably fixed compared to the rest of the warband. Once a hero is obtained they remain with your warband until you retire them. Once retired they are removed from the game altogether with all their upgrades and items. You then have 1 free hero slot to buy a new one.

Raiding versus Battles:

- Some games you play will be RAIDS, others BATTLES. How do you tell?
 - All games will be the Outsiders launching raids on the defenders to begin with.
 - Once outsiders reach a suitable level on their career path they will be able to battle the defenders for land and safe houses.
 - The Outsiders decide if they are launching a raid or battle. Once an outsider is able to battle, they may still decide to launch a raid instead.

Once Outsiders have progressed sufficiently along their career path, they are able to launch battles to contest territory. This territory can belong to anyone. Any battle against an opponent is a battle for territory. If you do not wish to compete for land, raids need to be launched

Breakdown of the Turn:

1) Note the Date

- Progress Campaign Date and check for End of Month/ End of Campaign Year.
 - End of month events

- End of month income for land holders
- End of year deaths

2) Outsiders Roll Initiative (d6)

- Outsiders take turns to declare attacks (highest first)
- As each Outsider declares, defenders determine who will defend.

3) Organise Battles

- Pre-Game Initiative and Events
 - Bibamus!
 - Consult the God's
 - Speech
- Determine Mission

4) Fight Battles

5) Post-Battle

- Is withdrawal challenged?
 - No: uncontested retreat
 - Yes: roll remaining Energy, compare successes (stop at 3)
- Record the following
 - Who won
 - Points lost and killed (including models over 50 points)
 - Whether heroes or leaders died
 - Withdrawal challenge result

6) Results

- Determine Results
- Check for Reputation changes

7) End Campaign turn

- Check for territory control
- Check career paths
- Check for victory
- Remake warbands

CAMPAIGN RULES

UNIT BASELINES

All units start with the maximum base stats listed below. These can then be increased by the following.

- Each unit can increase 1 stat by 1 point.
- A Leader/ Hero may increase 1 stat by 2 points, or 2 stats by 1 point each.

NOTES:

- Use these as a starting point for your other units not listed. If you want to take Skaven slaves, rat bases, parrots, peons, goblins, minor daemons, whatever, stat them accordingly.
- Daemons/ Other Undead: There is a vast range of Daemons and Undead who don't fit into base stats. Stat them appropriately and go from there.
- Remember, as you win battles Leaders and Heroes can increase their stats beyond the starting values (the maximum cap being 7 - this is a game of heroes!)

WEAPONS AND GEAR:

- Any armour type is allowed
- No power weapons, powered armour or signature weapons.
- No Pawns (yet).

Statline: CQ/ RAT/ DEF

All units start with the following maximum base stats

HUMAN/ SKAVEN: 3

BASIC UNDEAD (Skeleton/ Ghoul/ Zombie): 2 except for DEF3

OGRE/ TROLL/ VAMPIRE/ RAT OGRE/ Other BIG THINGS: 5

DOGS/ WOLVES: 3 with Mobility

EXAMPLE:

- Note in the example below I have no heroes, just a leader as I have not spent any campaign crowns to 'purchase' a hero. As an outsider raider I am allowed to purchase up to 2 heroes in this tier, each one costing a thief's horde. I could have done this before the first mission if I like
 - If I had have purchased a hero slot, I would have been able to select one of my units as a hero. I would also have reduced my campaign wealth to 'An Empty Purse' and risked exiting the campaign due to lack of money.
- All my guys are human except the dog, so their base stats are a maximum of 3, then being increased by up to one as per construction rules above,
- The dog is stated in a similar manner and has mobility as befits a dog.

Inquisition Warband

199pts ENERGY 5

Cost	Unit	CQ/RAT/DEF	Armour	Weapons & Notes
56	Witchhunter (Leader)	4/3/3	Medium	Sword(+1vLight) Pistol (Blaster, use CQ, +2 v Air/ Lifted)
57	Flagallent Group	4/2/3	Group	Axe (+1 v shields, +1 v MED) Blade (+1vLIGHT) Great Chain (Long strike. Std FX, Great Strike +1AP +3 melee) Blunt (AP) Shield (-1 to enemy skill checks when fighting DEF or ranged)
41	Dog	4/2/3	Light	Blade (+1vLIGHT) Mobility (2 Mv actions for a single AP)
26	Acolyte	3/3/3	Light	Blunt (AP)
19	Acolyte	3/3/3	Light	Sword(+1vLight)

BONUS DEFENCE ENERGY

If you control an area with one of the following constructions or defences, and are the defender in a battle for control of the area, you will receive extra warband Energy as per the table below.

Remember bonus Warband Energy provided by Lookouts and Safehouses do not stack. For areas with multiple defensive buildings (ones providing a d<x> Energy bonus for defenders), use the dice of the highest value and add 1 Energy per additional building

Construction	Bonus Warband Energy
Lookout	1
Safe House	1d4
Sanctum/ Great Hall	1d6
Manour/ Mansion/ Marshal's Hall	2d6
Expanded Sanctum Storage	+2
Strengthened Walls	+2

CAMPAIGN WEALTH

A quick overview of wealth in DMRP.

Below is the wealth table for Dux Mordheim RP. As you win games or complete mission objectives you will get a result. Some items in a career path (everyone will be on a career path) call for certain expenses to be paid. Tallying wealth and spending it is pretty simple, and is designed to let you manage your campaign expenses using a simple 0 - 10 scale.

Wealth accumulates and is spent in the following manner:

If that vile dog Captain Salty raids three times and wins two “thief’s hordes” and one “Beggars Bowl” he will have accumulated a Graff’s Riches in total, that being $2 + 2 + 1 = 5$.

0	An Empty Purse
1	A Beggars Bowl
2	A Thief’s Horde
3	A Knight’s Tribute
4	A Baron’s Purse
5	A Graff’s Riches
6	A Prince’s Chest
7	A Grand Magister’s Treasury
8	An Elector Count’s Coffers
9	An Emperor’s Ransom
10	The Riches of the Empire

HONOUR

Honour (or Sneakiness for our Skaven friends) is a concept which is particularly keenly felt by the Outsiders and it is very important for a leader to be seen to gain honour (or sneakiness) in order to progress.

Each remaining Leader Energy (or Pawn) that the warband leader has left at the end of the game gains one point of Honour (To a Maximum of 3 per game). This indicates either the Raider Captains lack of fear and shrugging off wounds that others would succumb to, or a Skaven leader’s ability to remove themselves from danger and not take damage.

Any time they voluntarily flees from battle (before mission victory conditions are met), he will lose one point of Honour.

We keep a running total of Honour for the Raider leader and this will affect his ability to progress on his career path.

LOOTING TEST

Make a skill check as normal.

- Failure - nothing
- Success - clues, gain +1 to next roll
- Complete Success - Success

A unit carrying loot must make a skill check to move. Failure is staggered and drop loot.

When engaged in CC unit carrying loot must drop it or suffer a -2 penalty

Urchin: New Pawn, gives +1 to Looting Test

CAMPAIGN TURN PROCESS

CAMPAIGN TURN START

Progress Campaign Date and check for End of Month/ End of Campaign Year

Make sure the campaign date is moved forward a half week. Check that this does not bring the campaign into a new month or begin the winter months of no battles.

End of month events

Check for plague, pestilence or warp disease

- Roll 2d6 and on an 11 or 12 disaster strikes for the upcoming month
 - All casualty penalties are increased by +1
 - All heroes need to check for Death by Exposure
 - No income is generated this turn

Pay Taxes

- Any player who is required to pay a higher up Lord, or maintain an upkeep must do so now.
- If he is unable to pay this tax he will be declared an Outlaw, losing his lands and status. This will effectively spell the end of the campaign
- There is one final chance remaining. An Outlaw will keep his force together for one final battle where, whatever his Status, he may attempt to win land from someone. He will attack an area as soon as possible and must win that land before he is defeated in battle.
- Should he be defeated then he will no longer be a substantial threat. Only raids may be launched from now on and they may not win the campaign

End of month income for land holders

Any player who holds an area has a chance of any industry providing income. For each industry in the area roll a d6. If a 6 is rolled you receive a Beggar's Bowl of Wealth. If there is more than one industry, you may roll more than 1 dice. If any of these come up a 6 you receive the income.

You only ever receive 1 lot of income per area, regardless of how many industries are in an area.

For each **Expanded Sanctum Storage** you may also roll a d6. On a 6 you receive a Beggar's Bowl of wealth due to surplus.

You also may gain income due to 'holy' places. Roll a d6 and compare it on the table below to the 'most holy' place in the area.

Building	Result
Prophet or Holy Place	On a 6 receive a Beggar's Bowl
Summoning Portal/ Undead Binding alter/ Great Hall / Holy Shrine/ Training Yard	On a 5 receive a Beggar's Bowl, on a 6 receive a Thief's Horde
Relics	On a 4 receive a Beggar's Bowl, on a 5 receive a Thief's Horde, on a 6 receive a Knight's Tribute

End of year deaths

Death by exposure is rolled for at the end of each winter, or when called on due to events.

- Roll 2d6 for each Hero to see if they die of exposure during the winter. This will depend on their age as shown below.

Age	Dies of Exposure on a...
30's	12
40's	12
50's	11 to 12
60's	9 to 12
70's	8 to 12
80's	7 to 12

PRE-GAME INITIATIVE AND EVENTS

At the beginning of each game, each side may enact some pre-game events

Pre-Game Initiative

The Pre-Game Phase is played through in stages. At the start of the game both side roll a D6, the higher roll having the initiative for that turn. The player with the initiative dictates the order of events during the Pre-Game Phase. In the event of a draw, roll again.

The player with the initiative may now elect to attempt one of three acts to get their force psychologically ready for battle or, alternatively, he may decide to begin the battle immediately, thereby ending the Pre-Game Phase. The four choices available are as follows:

1. Bibamus! Provide mead, ale or other inspiring beverages for your men
2. Consult the Gods
3. Make a rousing Speech
4. End the Pre-Game Phase and start the battle proper.

Each of the options may only be attempted once by each side in any game

If the player decides to take one of options 1 to 3 he consults the relevant section and checks how successful he has been. Once he has completed that, the initiative passes to his opponent who repeats the process, selecting one of the four options, after which the players roll again to see who has the initiative in the next round of the Pre-Game Phase. This continues until one player or the other chooses option 4 and starts the battle itself.

BIBAMUS!

Roll d6 on the following table

Roll	Result
<u>1</u>	Add 2 Energy to the Warband Pool. Each unit receives a -1 to their first CQC of the battle. Opponent receives a special d6 which acts as a Rogue Dice ONCE per game, which can be used to oppose one of your dice rolls.
<u>2</u>	No noteworthy effect
<u>3</u>	Add 1 energy to the warband total
<u>4</u>	Add 2 energy to the warband total
<u>5</u>	Each unit receives a +1 to their first CQC of the battle
<u>6</u>	Each unit receives a +1 to their CQC for the battle. Player receives one special d6 which may act as a Rogue Dice ONCE per game, for any roll they desire.

CONSULT THE GODS

Roll d6 on the following table. Add +1 to the roll if you have a Prophet, Druid, Blessed One, Warrior Priest, High Priest or Daemonhood

Roll	Result
<u>1</u>	Terrible Omens! Lose 2 Energy from the Warband Pool. Opponent receives a special d6 which acts as a Rogue Dice ONCE per game, which can be used to oppose one of your dice rolls.
<u>2</u>	Bad Omens! Lose 1 Energy from the Warband Pool.
<u>3</u>	"Do the Gods even hear us?..." Nothing happens
<u>4</u>	We are Blessed! Add 1 energy to the warband total
<u>5</u>	Our God is with us! Add 2 energy to the warband total
<u>6</u>	"The Gods show themselves!" Add 2 energy to the warband total and each model receives a +1 bonus to their first action of the game which requires a dice roll
<u>7</u>	"It is a miracle!". Add 2 energy to the warband total and each model receives a +1 bonus to their first action of the game which requires a dice roll. Roll 1d6 on the Miracle Table

MIRACLE TABLE

Roll	Result
<u>1</u>	You are shown the miracle of SURPRISE! To smite down your foe Up to 2 units maybe placed hidden anywhere in cover on the table. You may use an action point to reveal one of the models. If an enemy moves within 6" of the hiding spot they are automatically revealed
<u>2</u>	An Urchin directs you to a location where you can FLANK! the enemy Up to 2 units may arrive anywhere on a flank table edge at least 18" from an enemy unit.
<u>3</u>	A dream shows you how to FEIGN FLIGHT! Once per game, your leader or a hero, may leave a close combat for free. No roll is required and there is no penalty to do so
<u>4</u>	A drowned spirit shows you how a stretch of WATER! May be crossed without drowning You may identify a hidden water crossing which enables you to cross a stretch of water, at any point of your choosing more than 12" from a known bridge or fords. Once this has been used, both sides are aware of it. You keep this knowledge until the next time you play on a table with a stretch of water.
<u>5</u>	A dream tells you how DISGUISE! May assist in killing your foe Up to two units may be disguised as locals or animals anywhere on the table. You may spend one action point to reveal a unit. If an enemy moves to within 3" of the location they are revealed automatically.
<u>6</u>	You may select any miracle you wish

SPEECH!

Roll d6 on the following table. Add +1 if you have a bard, or similar, enhancing your oratory

Roll	Result
<u>1</u>	"O piteous spectacle". Lose 1 Energy from the Warband Pool. Opponent receives a special d6 which acts as a Rogue Dice ONCE per game, which can be used to oppose one of your dice rolls.
<u>2</u>	"O woeful day". Reduce your warbands energy pool by 1.
<u>3</u>	"For mine own part it was Elvish to me". No effect.
<u>4</u>	"Action, nor utterance, nor the power of speech". Add 1 to your warbands Energy Pool
<u>5</u>	"O noble Sigmar". Increase your warbands Energy by 1. Your leader gains +1 CQC for the battle.
<u>6</u>	"Men willingly believe that which they wish". Increase your warbands energy by one. Player receives one special d6 which may act as a Rogue Dice ONCE per game, for any roll they desire.

MISSIONS

RAIDING MISSIONS: Roll d6

- 1 - Sacred Location – place a ‘sacred location’. Raiders need 2 successful loot tests inside it then escape with plunder.
- 2 - Storehouse - place min 3 buildings (with 2 connected). Pass 1 loot test in 2 buildings and escape off table.
- 3 - Wyrdstone Grab - place min 4 buildings (with 2 connected). Pass 1 loot test in 2 buildings and escape off table
- 4 - Ambush – See RP Scenarios
- 5 - Supply Caravan - 3 carts/ peons with supplies are moving through the area. Raiders need to seize 2 carts/ peons
- 6 - Defend – See RP Scenarios

Some Missions give the raiders a headstart and/ or defenders a delayed arrival:

Headstart = free actions in the first turn

Roll d6:

- 1 = -1 free action
- 2 or 3 = 2 free actions
- 4 or 5 = 3 free action
- 6 = 4 free actions

POST-BATTLE AND RESULTS

HOW A GAME ENDS

The post battle phase takes place when a battle ends.

- In order to end the game voluntarily one player must declare they are withdrawing from action. To do this they leave by any table edge which has no enemy units closer to it than they are (uncontested route). If the game is a raid and the player has met all the scenario objectives this can result in him winning a victory. If the game is a battle, the side that withdraws hands victory to their opponents.
- In the case of one side voluntarily withdrawing, the retiring player’s opponent may decide whether to allow the player to withdraw unchallenged or, if they have any Energy remaining, they may challenge the withdrawal.
- When a withdrawal is challenged, play continues until all the withdrawing sides models are off the board.

CHALLENGED WITHDRAWAL

If a withdrawal was challenged then we consider pursuit.

Both players roll any remaining Warband Energy they have left (Plus any bonus Withdrawal dice). Each dice that has rolled 4+ is counted, working out a total (to a Max of +3). These totals are then compared, the player with the highest receives that bonus to the Post-Battle Results.

THE RESULTS TABLE

Once the game ends and Pursuit results have been determined, players work through the Campaign Results table below:

Campaign Results Table		Points
Successful Raid or Won a Battle		2
For Each enemy Hero killed		1
For killing the enemy Leader		2
Each 2 units you lose		-1
Additionally, for each unit over 50 points you lose		-1
Each 2 units your opponent loses		+1
Pursuit bonus		0 to +3

The lowest margin of Victory is always +1

RAID RESULTS TABLE		
	Winner	Loser
+1	You gain sufficient followers to replace light losses with -1 Energy next game, moderate losses with -2 Energy and heavy losses with -3 Energy. You gain a BEGGARS BOWL full of plunder	You gain sufficient followers to replace light and moderate losses with -1 Energy next game, heavy losses with -2 Energy

+2	You gain sufficient followers to replace light and moderate losses with -1 Energy next game, heavy losses with -2 Energy. You gain a BEGGARS BOWL full of plunder	You gain sufficient followers to replace light and moderate losses with -2 Energy next game, heavy losses with -3 Energy
+3	You gain sufficient followers to replace light and moderate losses with -1 Energy next game, heavy losses with -2 Energy. You gain a THIEF'S HORDE full of plunder	
+4	You gain sufficient followers to replace light and moderate losses with -1 Energy next game, heavy losses with -2 Energy. You gain a THIEF'S HORDE full of plunder You recover a magical weapon or armour piece in the loot (you may take 1 additional powered weapon or armour in the game from now on)	
+5	You immediately gain sufficient followers to replace all casualties, no Energy loss. You gain a THIEF'S HORDE full of plunder You recover a magical weapon or armour piece in the loot (you may take 1 additional powered weapon or armour in the game from now on)	
+6	You immediately gain sufficient followers to replace all casualties, no Energy loss. You gain a THIEF'S HORDE full of plunder You may increase one of your warbands members stats by 1	
+7	You immediately gain sufficient followers to replace all casualties, no Energy loss. You gain a THIEF'S HORDE full of plunder You recover a magical weapon or armour piece in the loot (you may take 1 additional powered weapon or armour in the game from now on) You may increase one of your warbands stats by 1	

BATTLE RESULTS TABLE		
	Winner	Loser
+1	You gain sufficient followers to replace light losses with -1 Energy next game, moderate losses with -2 Energy and heavy losses with -3 Energy. You gain a BEGGARS BOWL full of plunder	You gain sufficient followers to replace light losses with -1 Energy, moderate at -2 Energy, heavy losses at -3 Energy next game
+2	You gain sufficient followers to replace light losses with -1 Energy next game, moderate losses with -2 Energy and heavy losses with -3 Energy. You gain a THIEF'S HORDE full of plunder	You gain sufficient followers to replace light losses with -1 Energy, moderate at -2 Energy, heavy losses at -3 Energy next game
+3	You gain sufficient followers to replace light losses with -1 Energy next game, moderate losses with -2 Energy and heavy losses with -3 Energy You gain a THIEF'S HORDE full of plunder You recover a magical weapon or armour piece in the loot (you may take 1 additional powered weapon or armour in the game from now on)	You gain sufficient followers to replace light losses with -1 Energy, moderate at -2 Energy, heavy losses at -3 Energy next game
+4	You gain sufficient followers to replace light and moderate losses with -1 Energy next game, heavy losses with -2 Energy. You gain a THIEF'S HORDE full of plunder You recover a magical weapon or armour piece in the loot (you may take 1 additional powered weapon or armour in the game from now on)	You gain sufficient followers to replace light and moderate losses with -2 Energy, and heavy losses at -3 Energy next game
+5	You immediately gain sufficient followers to replace all casualties, no Energy loss. You gain a KNIGHT'S TRIBUTE full of plunder You recover a magical weapon or armour piece in the loot (you may take 1 additional powered weapon or armour in the game from now on) You may increase one of your warbands members stats by 1	You gain sufficient followers to replace light and moderate losses with -2 Energy, and heavy losses at -3 Energy next game
+6	You immediately gain sufficient followers to replace all casualties, no Energy loss. You gain a KNIGHT'S TRIBUTE full of plunder You mercenary of reknown joins your warband, you receive 1 free hero (and the slot required to take this). This may be above and beyond your normal limits.	You gain sufficient followers to replace light and moderate losses with -3 Energy, and heavy losses at -4 Energy next game
+7	You immediately gain sufficient followers to replace all casualties, no Energy loss. You gain a KNIGHT'S TRIBUTE full of plunder You may increase one of your warbands members stats by 1	You gain sufficient followers to replace light and moderate losses with -3 Energy, and heavy losses at -4 Energy next game

	You mercenary of reknown joins your warband, you receive 1 free hero (and the slot required to take this). This may be above and beyond your normal limits.	
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LOSSES

Light losses are losing between a quarter and a half of your models in points value
 Moderate losses are losing between a half and three quarters of your models in points value
 Heavy losses are losing over three quarters of your models in points value

GAINING OR GIVING REPUTATION

A victory of +5 or more means a Leader without a reputation may roll on the reputation table.
 If a Lord has a reputation established already and wins a battle by +5 or more, he may instead elect to bestow a reputation on the enemy leader.

A man’s reputation will go before him, whether it tells the tale he wishes or not.
 Roll a D6 and a D10 on the following table and cross-reference the result.

	1	2	3	4	5	6
1	Able	Bewitched	Just	Avenger	Dungbreath	Bold
2	Conqueror	Flatulent	Iron	Brave	Limp	Red
3	Hairy	Adventurous	Battler	Insane	Bad	Coward
4	Bearded	Holy	Damned	Fair	Devil	Bald
5	Unlucky	Drunkard	Ambitious	Bastard	Good	Confessor
6	Cruel	Cabbage	Executioner	Generous	Blessed	Mad
7	Peacemaker	Victorious	Magnificent	Monk	Purple-Born	Quiet
8	Madman	Wise	Powerful	Noble	Martyr	Simple
9	Impaler	Pious	Odd	Weak	Old	Righteous
10	Wicked	Magnanimous	One-eyed	Proud	Silent	Merry

Most of these results have little effect, however a blue result will mean that you are generally popular, whereas a red result that you are considered a weak, pitiful or just plain horrible individual who has few friends. This will be important during the campaign stage of the game.

END OF CAMPAIGN TURN

Capturing Territory:

Outsider Conqueror’s capture territory as the go along.
 A territory is captured if the attacker wins a battle in an opposing players area.
 They keep any structures that may have been built there by their opponents and can improve structures based on their career path.
 They may also obtain any wealth the area may provide at the end of every month.

Remember, some structures may give benefits to the defenders of an area, making it more difficult to capture.

Devastatio:

Outsider Raider’s devastate the areas they move through, taking everything that can be taken.

A battle won by a raider means they have conquered the area and taken what they can. All structures have been thrown down and destroyed, any halls, mansions or other like structures are abandoned and all the inhabitants of the area are moved into a Safehouse. This is the only defence in the area unless another non-raider force conquers the area. This raider safehouse only provides +1 bonus withdrawal energy instead of the usual 2 due to the swell of people.

Once the area has been overcome is it immediately subjected to *Devastatio*. The conquering player takes a Knight’s Tribute in wealth and add a Beggar’s Bowl of additional wealth for every defence or enhancement in the area.

In addition the area is considered to be a vassal area of the Outsider group and pays tribute. This provides a monthly income of a Beggar’s Bowl in addition to any industry the area has.

Regicide:

There may come a time in the campaign when in order to gain power a player will consider committing regicide. In order to do this he will need to be sure that he has enough support

Without that support any attempt is doomed to failure and will result in arrest and execution. With support regicide will achieve its aim, however there are still risks attached. If your Leader commits regicide roll a D6 and add +1 if you are liked, subtract -1 if you are disliked (based on reputation).

Roll	Result
<u>0</u>	Check the loyalty of your Heroes, some may not believe you are capable of such things or do not desire to receive similar treatment
<u>1</u>	Your sobriquet immediately has 'the Regicide' added to it. You are disliked.
<u>2</u>	If you were previously liked you no longer are. If you were disliked there is no change.
<u>3-4</u>	You seem to have gotten away with it. Some suspect, but nobody knows. The fools!
<u>5</u>	A clean pair of heels, you commiserate with the rest. He was indeed a great man.
<u>6-7</u>	It turns out nobody liked him anyway! Your sobriquet becomes 'the Great'

Hero Loyalty:

If your hero's loyalty comes into question, roll a D6 for each Hero in your force adjusting as follows:

- Ruler's character +/-1
- Subordinate's character +/- depending on their character

A result of 1 or 2 sees that Hero openly rebel against the Leader, he will leave the warband in disgust

A result of 3 or 4 sees him adopt a neutral stance but become wary, things remain the same

A result of 5 or 6 sees him stay loyal to his ruler, add +1 to any future Loyalty rolls for this hero.

CAREER PATHS AND BUILDING DESCRIPTIONS

Every warband has a career path for this Mordheim Campaign. You all start on the first (and lowest) rung of a career path and may progress as indicated on the path. Each path has a list of things you may do or attempt, these may be attempted at the beginning of each campaign round.

When you move from one level to another, you can no longer purchase anything on a lower tier, nor are you affected by anything on a lower tier. You only worry about the current tier.

Each career path allows the building of structures, and may have events. These will be highlighted in the career paths, and details can be found in the 'Construction and Career Path Events' section after the Career Paths to determine what these things do.

DISCIPLE OF VESH CAREER PATH

Warbands: Undead (Dave) and Cultists (Luke)

DISCIPLE OF VESH CAREER PATH		
Status	Situation and Options	Cost
Disciple of Vesh	Reside in hall on Vesh's lands; you are one of Vesh's warband leaders.	-
	You may retain a maximum of one Hero. You shower gifts and imbue power into this new found warrior.	A Thief's Horde (only paid once per hero)
	You have no religious leader or fanatic, though a Prophet may join your retinue if your exploits involve you providing assistance to one.	-

	You may gain promotion to Acolyte by providing a suitable contribution to the High Council of the Dark, the selected representatives on Vesh's council.	A Knight's Tribute
Acolyte of Vesh	Reside in hall on a Vesh's lands; you are one of Vesh's warband leaders.	-
	You are gaining a name due to the fearsome weapons you use. One of your heroes may use a signature item	-
	You may retain a maximum of one Hero. You shower gifts and imbue power into this new found warrior.	A Thief's Horde (only paid once per hero)
	You must establish a lookout network on the borders of all of your provinces.	A Beggar's Bowl each
	You may gain promotion to Senior Acolyte by providing a suitable contribution to the High Council of the Dark.	A Knight's Tribute
Senior Acolyte of Vesh	Reside in manour on Vesh's lands; you are one of Vesh's warband leaders.	-
	You may retain a maximum of two Heros. You shower gifts and imbue power into this new found warrior.	A Thief's Horde (only paid once per hero)
	You must refurbish one Safehouse for use by your warband.	A Knight's Tribute
	A Dark Orator will join your retinue for a mere token. He will sing your praises before any battle adding +1 to the effect roll for any speech you make.	A Beggar's Bowl
	You create Expanded Sanctum Storage in one of your Sanctums.	A Baron's Purse each
	You may gain promotion to Warlord by providing a suitable contribution to the High Council of the Dark.	A Grand Magister's Treasury
	You may purchase the support of the High Council of the Dark for your 'replacing' Vesh should he suffer a terrible accident. If you win your next battle then Vesh will indeed suffer a terrible accident and you will be elevated to Dark One (rolling on the regicide table to see how your reputation is affected). If you lose your next battle you will lose the support of the High Council of the Dark and Vesh lives.	A Graff's Riches
Disciple of Vesh WARLORD CAREER PATH		
Warlord	Reside in an Opulent Manour on the Dark Ones lands; you are the Dark One's military leader.	-
	You may retain a maximum of four Heros. You shower gifts and imbue power into this new found warrior.	A Thief's Horde (only paid once per hero)
	You may strengthen the walls of your Manour .	A Graff's Riches
	You may strengthen the walls of a Sanctum .	A Knight's Tribute

	You may build a Safehouse in each your areas.	A Knight's Tribute each
	You may construct Defensive Channels through two areas you control.	A Prince's Chest
	You may recruit an armourer and construct workshops .	A Baron's Purse
	You may purchase the support of the High Council of the Dark for your replacing the King should he die of natural causes (The Warlord may not commit regicide and become the Dark One, but he may kill the Dark One in battle).	A Knight's Tribute
	You may establish a spy in the enemy's camp.	A Graff's Riches

Disciple of Vesh DARK ONE CAREER PATH

Dark One	Reside in Vesh's Mansion as leader of your Kingdom.	-
	You may retain a maximum of four Heros. You shower gifts and imbue power into this new found warrior.	A Thief's Horde (only paid once per hero)
	You must immediately build a Summoning Portal or Undead Binding alter in your mansion for the sake of your subjects' souls. A ' Blessed One ' will join your court in 1 month's time upon its completion.	A Graff's Riches
	You may strengthen the walls of your Mansion .	A Graff's Riches
	You may strengthen the walls of a Sanctum .	A Knight's Tribute each
	You may build a Safehouse in each your areas.	A Knight's Tribute each
	You may construct Defensive Channels through two areas you control.	A Prince's Chest
	You may recruit an armourer and construct workshops .	A Baron's Purse
	You may purchase relics of a local ' blasphemous one ' whose blessings will see your ' Blessed One ' elevated to Daemonhood or Lichhood themselves.	A Knight's Tribute
	You may establish a spy in the enemy's camp.	A Graff's Riches

OUTSIDER CAREER PATH - CONQUEROR

Warbands: Ostland (G\$)

OUTSIDER CAREER PATH - CONQUEROR

Status	Situation and Options	Cost
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Sergeant or Champion	Reside in a Hall in your Sponsor's area, you have obligations to that Marshal and must pay tax each month or become an outlaw, thereby losing the campaign.	A Beggar's Bowl
	You may retain a maximum of two Heroes. You shower them with gifts and quality armaments.	A Thief's Horde (only paid once per hero)
	You may not conquer any territory until you establish a reputation as a Captain. Your warband will declare you a Captain you shower them with sufficient gifts to help prove your worth	A Graff's Riches
Captain or Warlord	Reside in a Hall in your Sponsor's area, you have obligations to that Marshal and must pay tax each month or become an outlaw, thereby losing the campaign.	A Beggar's Bowl
	You are gaining a name due to the fearsome weapons you use. One of your heroes may use a signature item	-
	You may retain a maximum of two Heroes. You shower them with gifts and quality armaments.	A Thief's Horde (only paid once per hero)
	A Scop will join your band for a mere token. He will sing your praises before any battle adding +1 to the effect roll for any speech you make.	A Beggar's Bowl
	You may conquer territory from the Disciples of Vesh and end your obligation to your Sponsor.	-
	You may take on the title of Marshal if your warband are persuaded, by gifts naturally, to acclaim you as such. However this may only occur after victory in a battle (not a raid).	A Knight's Tribute
Marshal or Warchief	Your first action as Marshal must be to build a Great Hall as soon as funds are available.	A Baron's Purse
	Once your Great Hall is complete a Warrior Priest will come to the area and will join your retinue if you can provide a gift for his faith.	A Knight's Tribute
	You may retain a maximum of three Heroes. You shower them with gifts and quality armaments.	A Thief's Horde (only paid once per hero)
	You may construct Defensive Channels through two areas you control.	A Prince's Chest
	You may build a Safehouse in each your areas.	A Knight's Tribute each
	You may place a spy in the enemy's camp.	A Graff's Riches
	When your wealth reaches a Prince's Chest for the first time you must provide gifts for your followers.	A Patrician's Purse
	You may build a Training Yard which will allow your Warrior Priest to become a High Priest in 1 months time.	A Patrician's Purse
	When your wealth reaches an Elector Count's Coffers you must build a Marshal's Hall and distribute gifts to your men. You have now gathered enough power and wealth that your areas are for the moment incontestable. This completes your Campaign.	A Magister's Treasury
	You overthrow the capital of the Dark District and claim its area as your own. In doing so you tear down Vesh's power structure and send the disciples running in chaos. They will pose no significant threat in the near future.	

OUTSIDER CAREER PATH - RAIDERS

Warbands: Skaven (Ash), Pirates (Troy)

OUTSIDER CAREER PATH - RAIDER		
Status	Situation and Options	Cost

Commander or Chosen Clanrat	Reside in a residence of a minor Warlord, or are part of one of One Eye's fleets; you are their favoured military leader	-
	You may only undertake raids unless your annexed territories are under attack	-
	You may retain a maximum of two Heroes. You shower them with gifts and quality armaments.	A Thief's Horde (only paid once per hero)
	You must seek to establish yourself as the natural heir to your Warlord or Rear-Admiral by great deeds in battle and by gaining him great riches in battle. You must accumulate three points of Honour and present your King with a Prince's Chest.	A Prince's Chest
Captain or Chieftain	You must retain your status as Heir by gaining at least one point of Honour in each month	-
	You are gaining a name due to the fearsome weapons you use. May use a signature item	-
	You may retain a maximum of two Heroes. You shower them with gifts and quality armaments.	A Thief's Horde (only paid once per hero)
	A Bard (or Plague Priest for Skaven) will join your retinue for a mere token. He will sing your praises before any battle (or subtly spread word of your growing power) adding +1 to the effect roll for any speech you make.	A Beggar's Bowl
	You must gain a reputation by accumulating six points of Honour. Once this is achieved you may assume the command of the Rear-Admiral (or Warlord) when your 'better' dies, by whatever means. If you wish to commit regicide you will need to provide the your supporters with wealth in order to secure their acquiescence	A Knight's Tribute
Rear-Admiral or Warlord	You rule a fleet of ships, or a large warband, from a Safehouse . You should now roll to establish the Age of your senior Admiral/ Warlord	-
	You may only undertake raids unless your annexed territories are under attack	-
	You may retain a maximum of three Heroes. You shower them with gifts and quality armaments.	A Thief's Horde (only paid once per hero)
	You must strengthen the walls of your safehouse and dedicate it to your chosen god.	A Knight's Tribute
	You must now build lookout networks in your annexed areas.	A Thief's Horde
	You must seek to gain the ear of your Admiral/ Great Warlord by providing a tribute each month. Once you accumulate 12 points of Honour you will be recognised as Heir to the Admiral/ Great Warlord and will succeed them on their death. If you fail to provide Tribute in any month you may provide double in the following month. If you fail in this you will be sent into exile, all honour gone	A Thief's Horde
Admiral or The Chosen of the Horned One	You rule a major fleet or warband. You should now roll to establish the age of 'One Eye' or the Great Warlord as you naturally seek his throne	-
	You must build a Holy Shrine in your areas which will attract a Sea Witch (or Grey seer) to join you. (They are treated as a Priest within the rules).	A Patrician's Purse
	You must now place checkpoints (or carved stones) throughout your area in order to remind your subjects of your great power. Such displays will ensure you gain a +1 when rolling for the succession of 'One Eye' or the Great Warlord upon his demise..	A Knight's Tribute
	You should seek to secure power by desolating and subjugating neighbouring areas. Each province from which you are receiving a tribute will add +1 to your roll for succession upon the death of One Eye (or the Great Warlord). Taking their place completes your campaign. You retire from Mordheim to enjoy the fruits of victory	

BUILDING AND CAREER PATH EVENT DESCRIPTIONS

Notes: Bonus Warband Energy provided by Lookouts and Safehouses do not stack. For areas with multiple defensive buildings (ones providing a d<x> Energy bonus for defenders), use the dice of the highest value and add 1 Energy per additional building

BUILDINGS, UPGRADES and PEOPLE:

- **Lookouts:** Halve the bonus moves any attackers may get. Provides +1 Warband Energy for whoever owns the area
- **Safe Houses:** If you own the area with a safehouse you receive a bonus + 2 Energy ONLY for the purpose of Challenged Withdrawal from a mission (Safe houses owned by raiders only give +1 Withdrawal Energy). Also provides +1d4 Warband Energy for whoever owns the area when defending in a battle.
- **Sanctum/ Great Hall:** Withstand a siege for longer, provides +1d6 Warband Energy for whoever owns the area when defending in a battle.
- **Manour/ Mansion/ Marshal's Hall:** Withstand a siege for longer, provides +2d6 Warband Energy for whoever owns the area when defending in a battle.
- **Defensive Channel:** Help funnel fleeing enemies, providing harassing points along the way. If you own the area with a Defensive Channel you receive a bonus + 1 Energy ONLY for the purpose of Challenged Withdrawal from a mission.
- **Expanded Sanctum Storage:** Provides +2 Warband Energy for whoever owns the area when defending in a battle.
- **Strengthened Walls:** Stronger walls make it harder to get in. Provides +2 Warband Energy for whoever owns the area when defending in a battle.
- **Armourer/ Workshops:** Reduces 'troops losses' results by one step. Allows Magical Weapons/ Armour to be purchased for a Thief's Horde each
- **Prophet/ Druid:** One of you nominated followers is a priest. If the priest takes the field then once per game, they may cause one wound to be taken by a friendly model within 6" to be ignored.
- **Summoning Portal with Blessed One/ Warrior Priest:** One of you nominated followers is a high priest. If the high priest takes the field then once per game, they may cause one wound to be taken by a friendly model within 12" to be ignored OR they may curse an enemy unit within 12" causing them to take 1 damage.
- **High Priest or Daemonhood:** One of you nominated followers is a saint. If they takes the field then 1d3 times per game, they may cause one wound to be taken by a friendly model within 18" to be ignored OR they may curse an enemy unit within 18" causing them to take 1 damage.
- **Spy:** Gives you information on the enemy movement and composition. Provides information on the enemy's number of heroes, and what they are. Additionally may try and bribe some of the enemy warband but risks getting caught: Roll d6 on a 1 or 2, the spy is caught and killed. On a 3 to 6, the enemy force loses 1 Energy for the upcoming battle