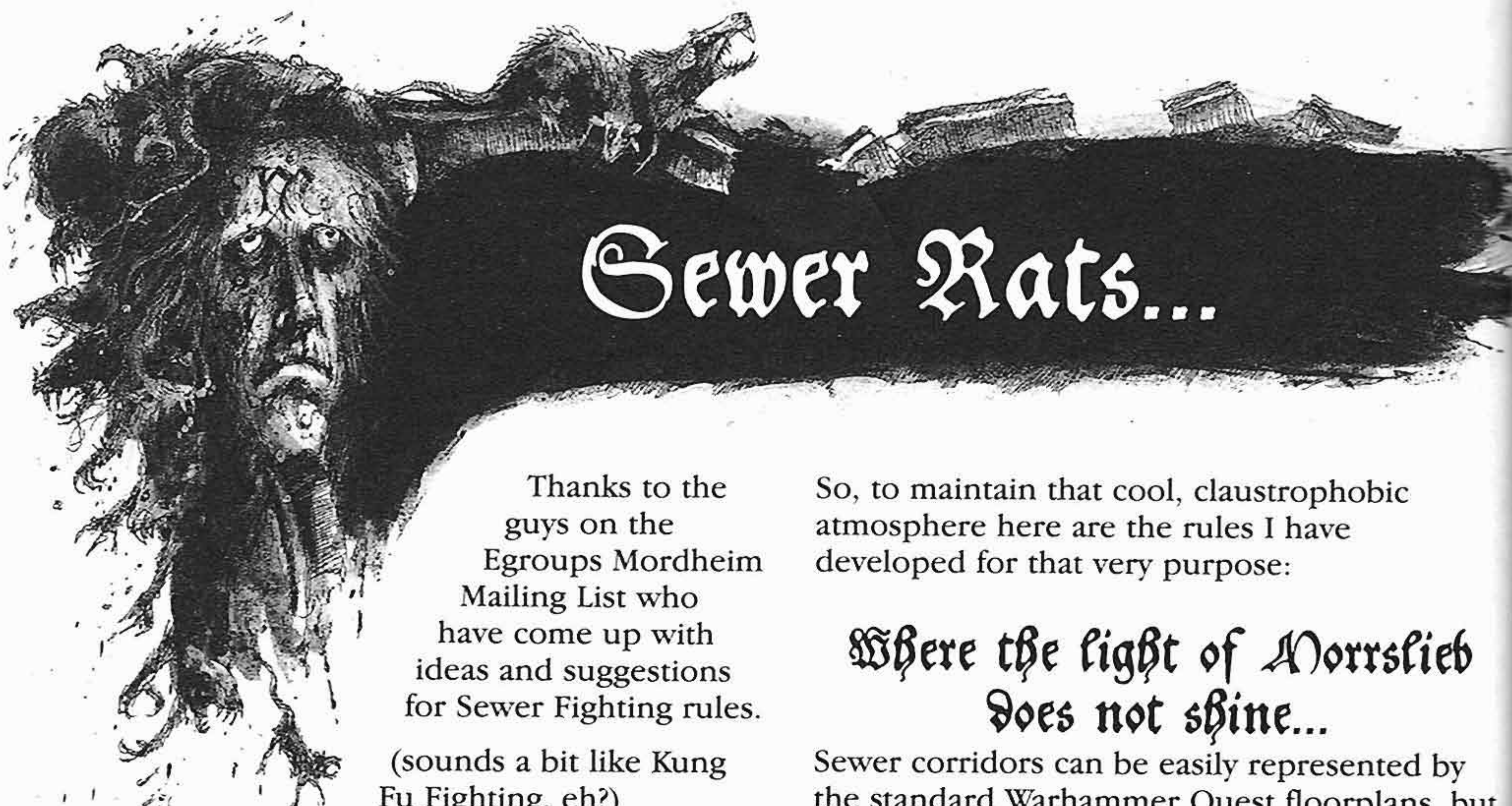




Sewer Rats...

Thanks to the
guys on the
Egroups Mordheim
Mailing List who
have come up with
ideas and suggestions
for Sewer Fighting rules.

(sounds a bit like Kung
Fu Fighting, eh?)

In common with every
large city in the Empire,
Mordheim has its own sewer network installed
centuries before possibly with the help of
Dwarf Engineers that provided the city with
sanitation. The sewers consist of a vast,
complex system of low-ceilinged corridors,
waterpipes and gutters that lead the effluent of
the city into the mighty river Stir, that flows
through Mordheim.

Once in a while the ground collapses above a
sewer tunnel creating an entrance to the lower
parts of the ruins tempting many a warband
into dangerous adventures. Indeed, it is
considered by the wise that the sewers are
used almost exclusively by the evil ratmen, the
Skaven, to get around the city unnoticed.
Recently, some of the most cold-blooded and
fearless warriors have established their lairs in
these subterranean haunts, enjoying the
humid, foul-smelling conditions and the many
different mutated beasts that provide a good
source of food when all else fails.

Often two warbands clash with each other
whilst searching the dark underworld for
Wyrdstone and other treasures. The ensuing
fights are very bloody affairs fought as they are
in the cramped and slimy dark tunnels.

Fighting in the claustrophobic, unsettling
gloom of the sewers is quite unlike fighting
under the stars. Warriors tend to panic much
easier – even the harmless dripping of water or
the flutter of bats is enough to chill the
hardest of warriors and the knowledge that
horrifying monsters could be lurking around
the next corner does not make things any
better.

So, to maintain that cool, claustrophobic
atmosphere here are the rules I have
developed for that very purpose:

Where the light of Morrslieb Does not shine...

Sewer corridors can be easily represented by
the standard Warhammer Quest floorplans, but
since these may be a restrictive for Warhammer
Skirmish games it may be necessary to make
your own terrain or use any appropriate items
for creating a sewer-like scenery.

Later in this article I shall come up with a
suggestion of how you easily and quickly can
make your own sewer terrain.

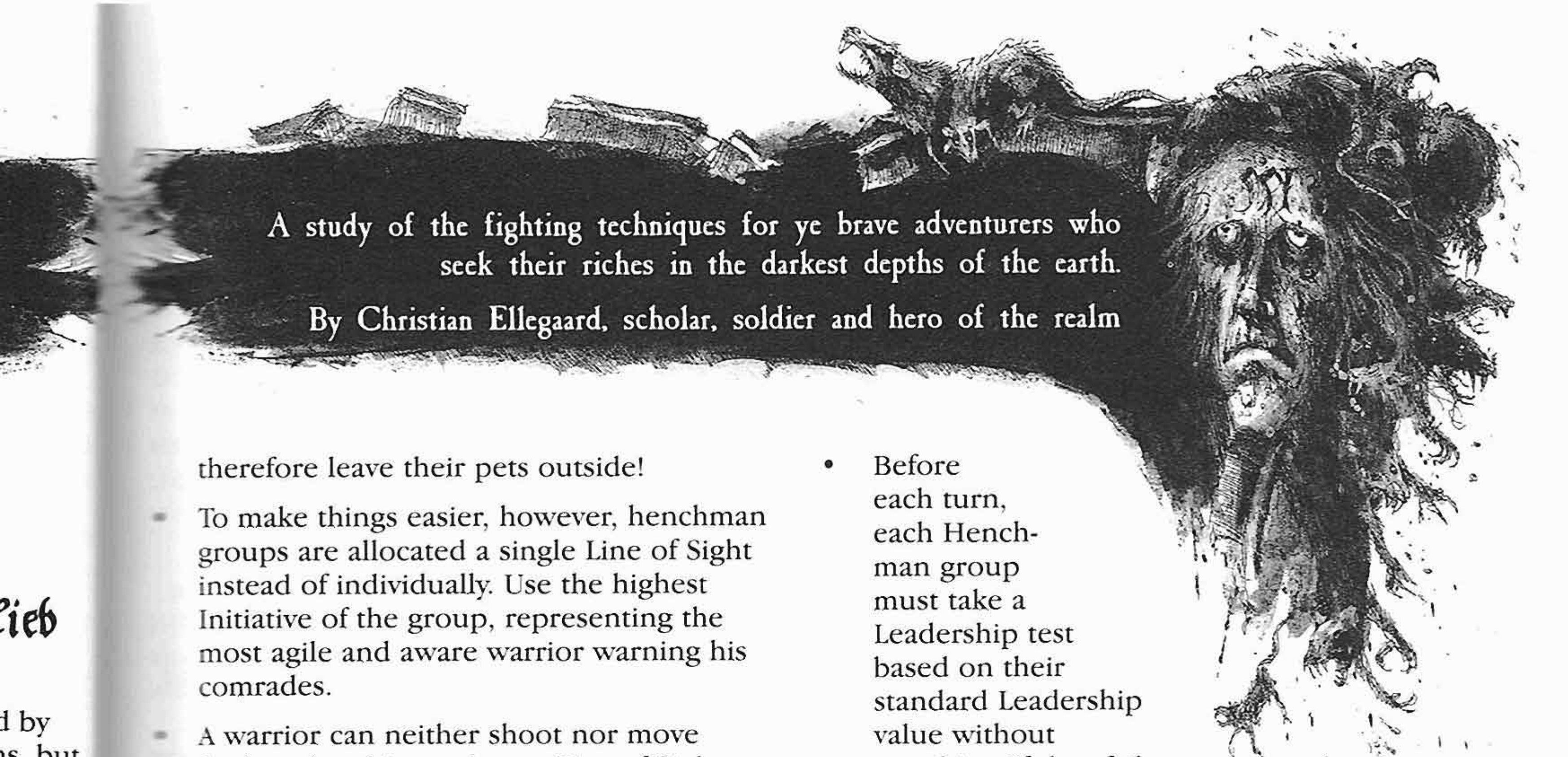
The Dark

No warrior in his right mind is going to
explore the dank depths of the sewers in the
City of the Damned without bringing sufficient
torches and lanterns and despite this the
environment is still darker
than night. Therefore,
warriors in the
sewers have a limited
range of vision which
makes shooting much
harder.



Before the game, each warrior in each warband
must be given a special Line of Sight:

- Roll a D6 for each warrior and then roll an
additional D6 for every 2 points of
Initiative the warrior has. The result is the
number of inches that the warrior can see!
- Skaven, Dwarfs, Vampires, Ghouls and the
Possessed, who are all used to the dark,
may roll 2D6 + D6 for each full 2 Initiative
points they have rather than only D6. In
addition, Skaven may automatically re-roll
any results they do not find satisfying, but
they must accept the latter result
regardless if it is worse.
- Dogs, feeling the terror that lurks in the
sewers, will never enter the sewers.
Warbands with any kind of dogs must



A study of the fighting techniques for ye brave adventurers who seek their riches in the darkest depths of the earth.

By Christian Ellegaard, scholar, soldier and hero of the realm

therefore leave their pets outside!

- To make things easier, however, henchman groups are allocated a single Line of Sight instead of individually. Use the highest Initiative of the group, representing the most agile and aware warrior warning his comrades.
- A warrior can neither shoot nor move further than his maximum Line of Sight. Use the standard Short and Long ranges when shooting as described in the Mordheim rulebook.

You can use small cardboard counters or dice to remember the Line of Sight of the different warriors.



The Dark

Lanterns are more than very useful when fighting in sewers! Therefore, when playing a sewer scenario lanterns may be bought for 5gc's rather than the standard cost, and only Heroes may carry them. Use the standard rules for lanterns even in the sewers.

Lanterns do not only make it easier for the user to see, but it also makes it much harder for the enemy to spot him because he will be blinded by the bright light of the lantern. Any warriors that wish to shoot with missile weapons against a warrior carrying a lantern may ignore his standard Line of Sight because they are, after all, easier to spot in the darkness, but they will only hit on a 6.

A Hero or a Henchman group with a lantern may re-roll if they fail a Leadership test to see if they may move, as described below.

Psychology

The dark, foul smelling, plague-infested subterranean hell that makes up the sewers of Mordheim is a truly frightening place, especially in a cut-throat fight against a deadly opponent.

All warbands, except for Skaven, Dwarfs and Undead are subject to these special rules:

- Before each turn, each Henchman group must take a Leadership test based on their standard Leadership value without penalties. If they fail, then something has startled them – probably nothing more than their own shadows or a rat scuttling over the muddy and dirty floor. The Henchmen may do nothing this turn, and if they are in close combat then they are only allowed to defend and parry any opposing attacks. If they succeed the test, then they may move as normal.
- If the group has a Hero with them, then they may re-roll one of the failed dice representing the Hero barking orders.
- All warriors in the warband get a -1 Leadership penalty all the time they are in the sewers. Note, however, that this does not apply when rolling for Leadership before a Henchman may move.

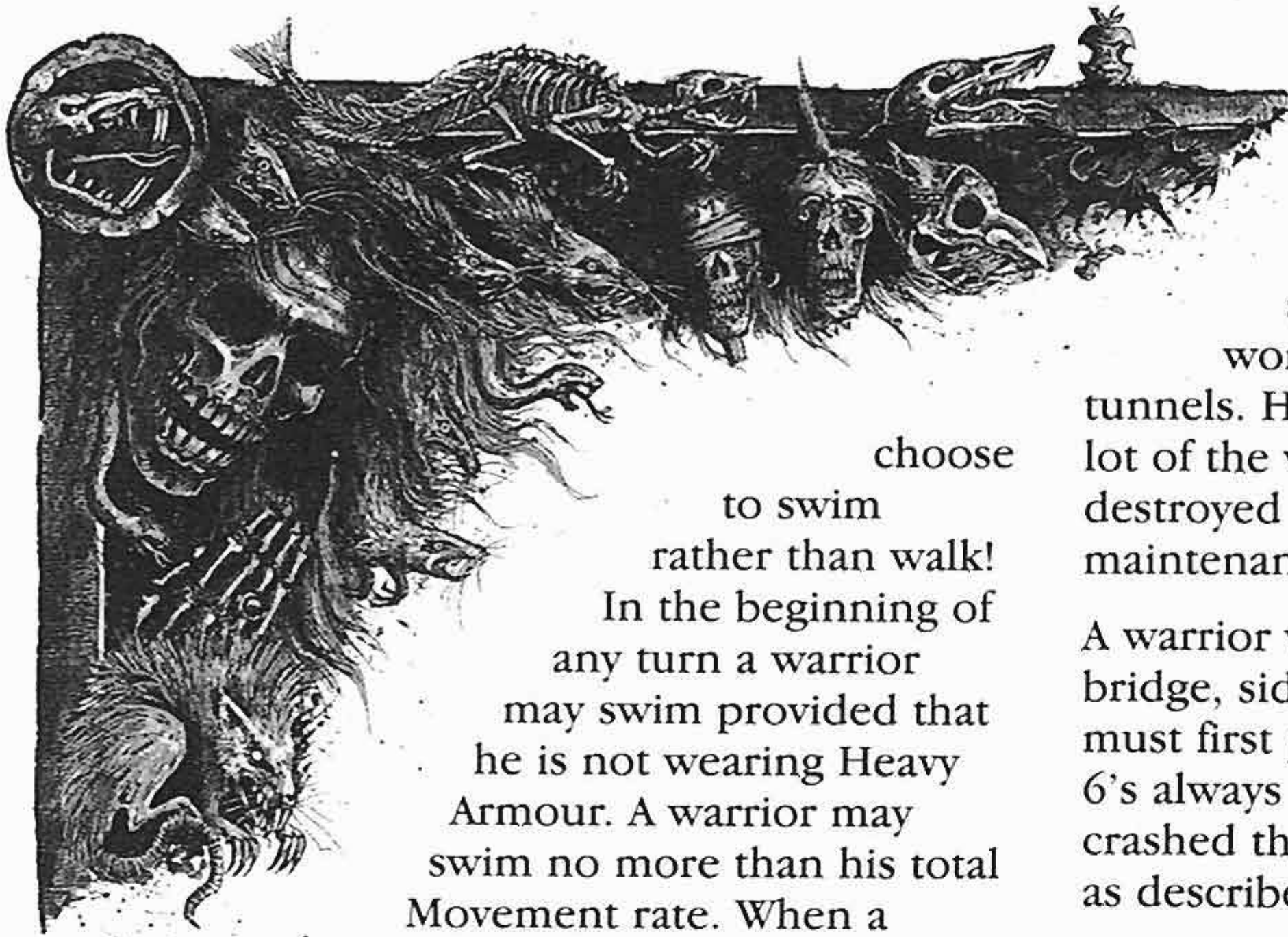
Rivers of Effluent

Most of the major tunnels in the sewers are a nightmare of filth and decay, with foul smelling water, choked with human waste and the bloated bodies of dead animals. More often than not the warriors will be unable to see the floor for the amount of dirt and filth about.

For these rules I have devised four specific terrain rules:

Clear Ahead: The floor is fairly dry being covered with only a slight layer of dirt and filth. Warriors may move and fight as normal.

Dirty Water: This part of the sewer is badly damaged and for the most part flooded with filthy water that is waist high. It is impossible to run through the water although the warriors may walk normally. But, the warrior can



choose
to swim
rather than walk!
In the beginning of
any turn a warrior
may swim provided that
he is not wearing Heavy
Armour. A warrior may
swim no more than his total
Movement rate. When a
warrior is swimming it is
impossible to hit him with missile
weapons.

Deep Sludge: The floor is covered by a thick layer of sludge and waste, and it makes moving extremely difficult. A warrior crossing a sludgy floor gets a -1 Movement penalty and is unable to run. In addition, enemies shooting at a warrior wading through deep sludge will suffer a -1 To Hit penalty because the sewage might take some of the shots that are directed against the warrior. If the warrior is engaged in Close Combat he suffers -1 To Hit.

Slippery Floor: The floor is very slippery and the warriors will tend to slip over especially if they run across the section. Each time a warrior walks roll 1D6: On a result of 1 the warrior slips over and is knocked down. If the warrior is running, then he will fall over on a D6 roll of 1-3!

You should either decide before the battle which type of floor the different sewer sections contain which is especially appropriate when fighting over your own, modelled terrain where you can represent the sludge, water or whatever on the floorplans, or you can decide it randomly while the battle is on. If you choose the latter option, roll 2D6 every time a warrior enters a new sewer section:

Random floor table	
2D6	Result
2-5	Deep sludge
6-8	Clear Ahead
9-10	Dirty Water
11-12	Slippery Floor

Rotten Wood

In many sewer channels, wooden sidewalks are built so that the sewer workers can pass easily through the tunnels. However, since the meteorite struck a lot of the wooden planking has either been destroyed outright or through lack of maintenance have started to rot.

A warrior who wishes to run over a wooden bridge, sidewalk etc. or jump down onto one must first pass an Initiative test at -1 (natural 6's always fail). If the warrior fails he has crashed through the bridge and will fall down as described below.

Place a special Broken Planks counter (no, you can't find it in the boxed set – you have to make your own!) on the spot where the warrior's movement ended. Other warriors that wish to cross one of these counters have to jump!

Skaven, being very used to the tunnels, know exactly where to place their paws. Therefore, Skaven will automatically pass this Initiative test and may run freely over wooden walkways and bridges.

Face Down in the Sludge

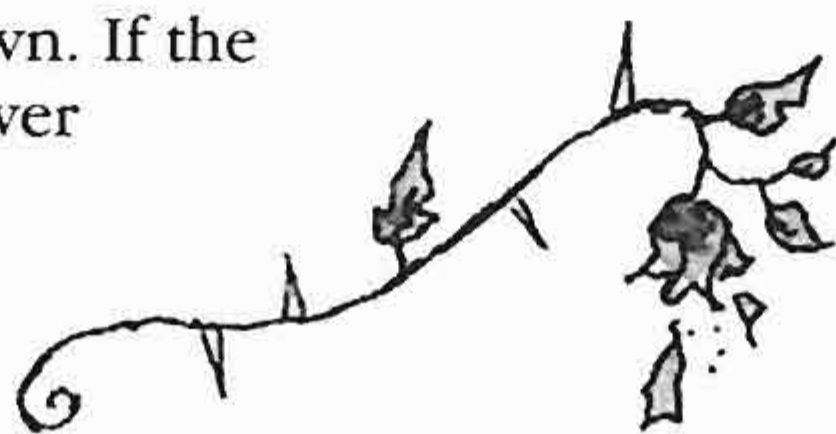
Sometimes a warrior will fall over into the sewage or become knocked down from close combat. This is very unfortunate indeed! Any

warrior falling into the sewage from a higher point will plunge into the slimy, dirty sludge, from which it is hard to escape! Measure the distance the warrior fell in inches, the distance being the number

of turns the warrior will be in the sewage. However, no damage is done when hitting the sewage unlike falling down on a stone ground.

If the warrior is wearing Heavy Armour then he really is in deep, well you know what, literally: The heavy metal plates will drag the warrior down, and being unable to cut off the straps he will slowly suffocate... Tip: Do not run with warriors that are wearing Heavy Armour!

In close combat it is also quite hard for a warrior to get up again after being knocked down. Therefore, when a warrior wishes to get up after having being knocked down or stunned he must pass an Initiative test. Otherwise he will remain knocked down.



Scenarios

You can easily convert the scenarios described in the Mordheim rulebook into sewer scenarios with a bit of cleverness. However, here you have two special scenarios that are designed specially for sewer fighting. With this in mind, why not go and make your own scenarios? It's great fun, is challenging for both players and it adds some variation to the fights in the ruins.

Scenario 1: Surrounded

In this scenario a warband searching for treasures has been surrounded by an enemy warband that has been tracking them.

Warbands

Two warbands of any race can play this scenario. One warband will be the defenders while the other one is the attacking warband.

Set up

The sewer system is set up as fits your collection. The gaming table on which the battle is fought should be approximately 4'x4'. In the very middle of the sewer you should have a fairly large room – large enough for a full warband to deploy in.

Deploying

The surrounded warband starts by deploying within the central room or corridor. After the defenders have deployed the attacking warband will deploy in any of the tunnels or rooms that are adjacent to the table edge. They should not be deployed further than 4" away from the nearest table edge or within 8" of any members of the opposing Warband.

In addition, if possible, each Hero and Henchman group should be deployed in a different sewer section so that the attacking warband is as widespread as possible.

Starting the Battle

The attacking warband gets the first turn.

Ending the Game

The surrounded warband must try to escape the attacking warband. If more than 50% of the surrounded warband escape from the battle by moving off of the board then they have won and the battle ends immediately. If the attacking warband puts more than 50% of the surrounded warband out of action, then they have won the battle.

Post-battle Sequence

Run the post-battle sequence as normal.

Warriors are allowed to search the sewers as well as described in the Mordheim rulebook under the rules for searching.



Scenario 1: Rat Attack

In this scenario a warband journeying through the sewers of Mordheim searching for treasures suddenly run into a Skaven lair.

Warbands

This scenario is specifically designed for a battle between a Skaven Warband and a non-Skaven Warband. However, if you do not have a Skaven warband then any other warband will work as a substitute.

Set up and Deployment

The board represents part of the Mordheim sewers, specifically a part that is infested with a Skaven lair, and should have a large inner chamber.

The non-Skaven warband deploys first at one end of the sewer set up. The Skaven player is free to deploy anywhere in the sewer set up. The Skaven may not be deployed within 4" of the opposing Warband.

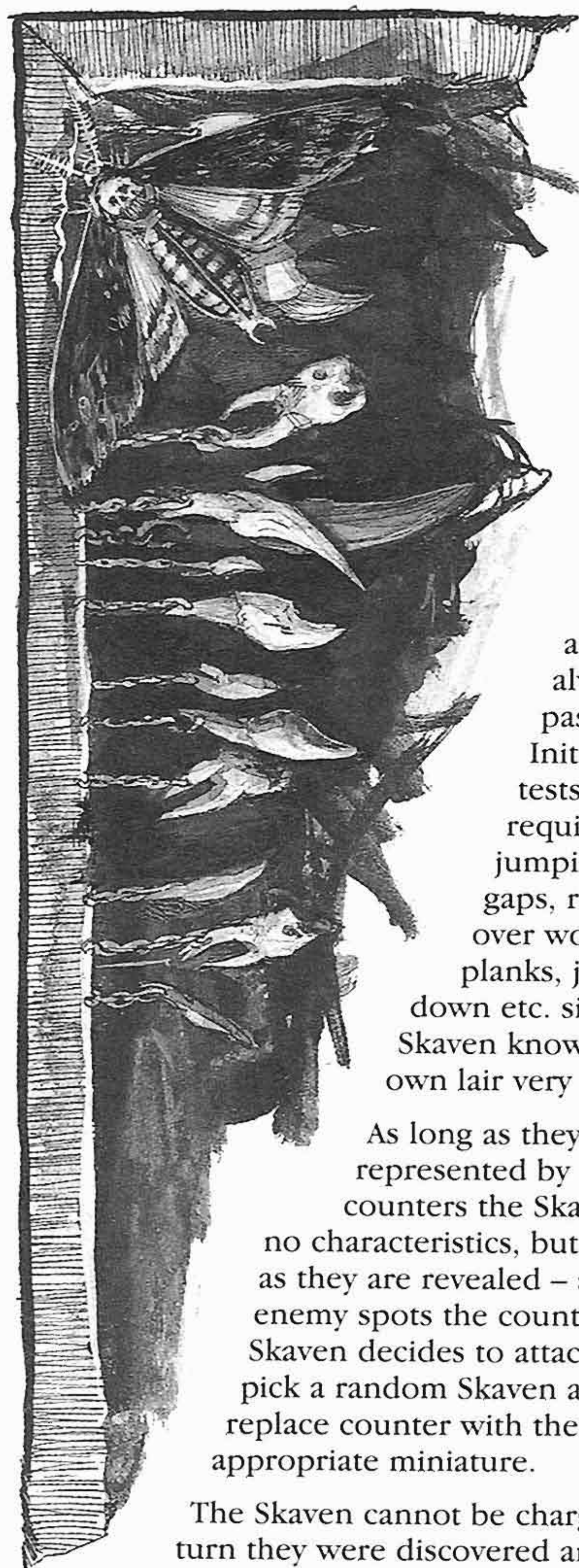
The cunning bit: the Skaven player does not deploy the actual models, instead he uses a special set of counters, Shadow counters. (don't look for them in the Mordheim box – you won't find them. Got to make your own!), These counters represent either random Skaven (with *Skaven* written on the underside) or represent nothing with *Decoy* written on the underside. When deployed, the opponent should not see the underside of the counters.

Starting the game

The non-Skaven warband gets the first turn.

Special Rules

All Shadow counters have a Movement of 5,



and will always pass any Initiative tests required for jumping over gaps, running over wooden planks, jumping down etc. since the Skaven know their own lair very well.

As long as they are represented by Shadow counters the Skaven have no characteristics, but as soon as they are revealed – an enemy spots the counter, the Skaven decides to attack etc. pick a random Skaven and replace counter with the appropriate miniature.

The Skaven cannot be charged the turn they were discovered and afterwards their immunity to Initiative test stops since they will be nervous as the enemy is closing.

Ending the Game

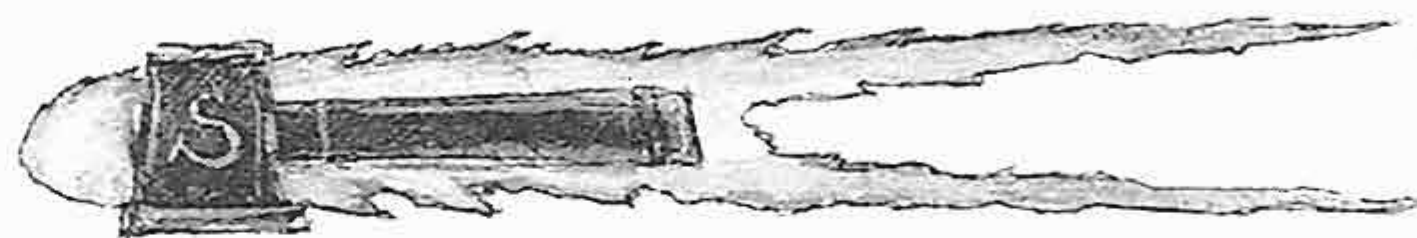
The game ends when either 50% of the non-Skaven warband is put out of action, in which case the Skaven win, or over 50% of the non-Skaven warriors have reached the furthest board edge which is a non-Skaven victory.

Post-battle sequence

Run the post-battle sequence as normal. Warriors are allowed to search the sewers too as described in the Mordheim rulebook.

Sewer Experience

These special rules for experience can be added to your sewer fighting if you desire. Sewer Experience can obviously only be gained through fighting within the sewers. Battles underground are fought in a very different style to normal battles and it takes some time to get used to the special conditions that apply in the sewers.



The Skaven do not, however, gain any Sewer experience because they are simply mutated and brought up in the sewers. Nothing could be more natural for a Skaven than a sewer!

Experience Gained

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Exp.

+1 Per enemy Out of Action. Any Hero earns +1 Exp p for each enemy put out of action.

+2 Putting a Skaven Out of Action. Any Hero earns +1 Exp for each enemy put out of action.

Sewer Experience is an independent kind of experience and warriors gain standard Experience besides as normal.

Once a Hero or a Henchman group has achieved a certain amount of Sewer Experience they will gain an Advance.

Hero Advance Table

Level	Title	Experience
1st level	In mortal fear	0
2nd level	Familiar	1
3rd level	Tried	3
4th level	Veteran	6
5th level	Sewer Rat	12

Henchman Advance Table

Level	Title	Experience
1st level	In mortal fear	0
2nd level	Tried	3
3rd level	Veteran	6

When a Hero or a Henchman group gains an Advance they may randomly pick a Sewer Skill as described below.

Sewer Skill Lists

The following skill lists are divided into those applicable for Heroes and Henchmen and are available only through using the system for Sewer Experience.

Hero Skills

Control: The Hero has become accustomed to the rather unsavoury conditions in the sewers and now knows what to ignore and what to look out for. The Hero may use his standard Leadership without any penalties.

Agile: The Hero may run over Wooden Planking without having to take Initiative tests when he crashes through.

Nightsight: After hours of wandering about in the pitch black of the sewers, the Hero has developed a slight nightsight. He may add -D6 to his initial Line of Sight.

Watchful Eye: The Hero's quick wits and shifty eyes rarely miss a thing – thus he may re-roll any initial Line of Sight roll once if he is not satisfied with the first result. However, he must accept the latter result regardless if it is worse than the first.

Henchmen Skills

Nerves of steel: The Henchmen have gotten tougher, and more than slightly dripping water must cause them to run away. Thus a Henchman group with the Nerves of Steel skill may re-roll any failed Leadership rolls to see if they may move.

Sure feet: The warriors have learned how to run over the rotten planks without crashing through. A warrior with the Sure Feet skill may re-roll a failed Initiative test when running over wooden planks.



Sewer Skills

Once a Hero or Henchman group gains an Advance they are allowed to pick a new Sewer Skill. To choose a skill roll at the appropriate skill table below.

All Henchmen in a group will advance together which means that all warriors in a group will have the same skills.

Hero skill table

D4	Skill
1	Control
2	Agile
3	Nightsight
4	Brave Eye

Henchman skill table

D2	Skill
1-3	Nerves of steel
4-6	Sure feet



Modelling your Sewer

The Plan

First you will need to plan your work. Picture how you want your sewer to look – generally there are two ways of making the sewer: Either you can build it up in a lot of small sections, each representing a channel, corridor, chamber or whatever, a bit like the floorplans from Warhammer Quest, or you can build it up in a few large sections of approximately 15" x 25".

Both ways have their own advantages and disadvantages: With small sections it takes oceans of time to set up the gaming board while the sewer is much more flexible and you will never play on the same layout twice, while large sections take longer to make and may appear quite difficult for less experienced modellers but on the other hand your sewers will look better and more harmonic rather than a lot of small sections.

The sewer takes shape

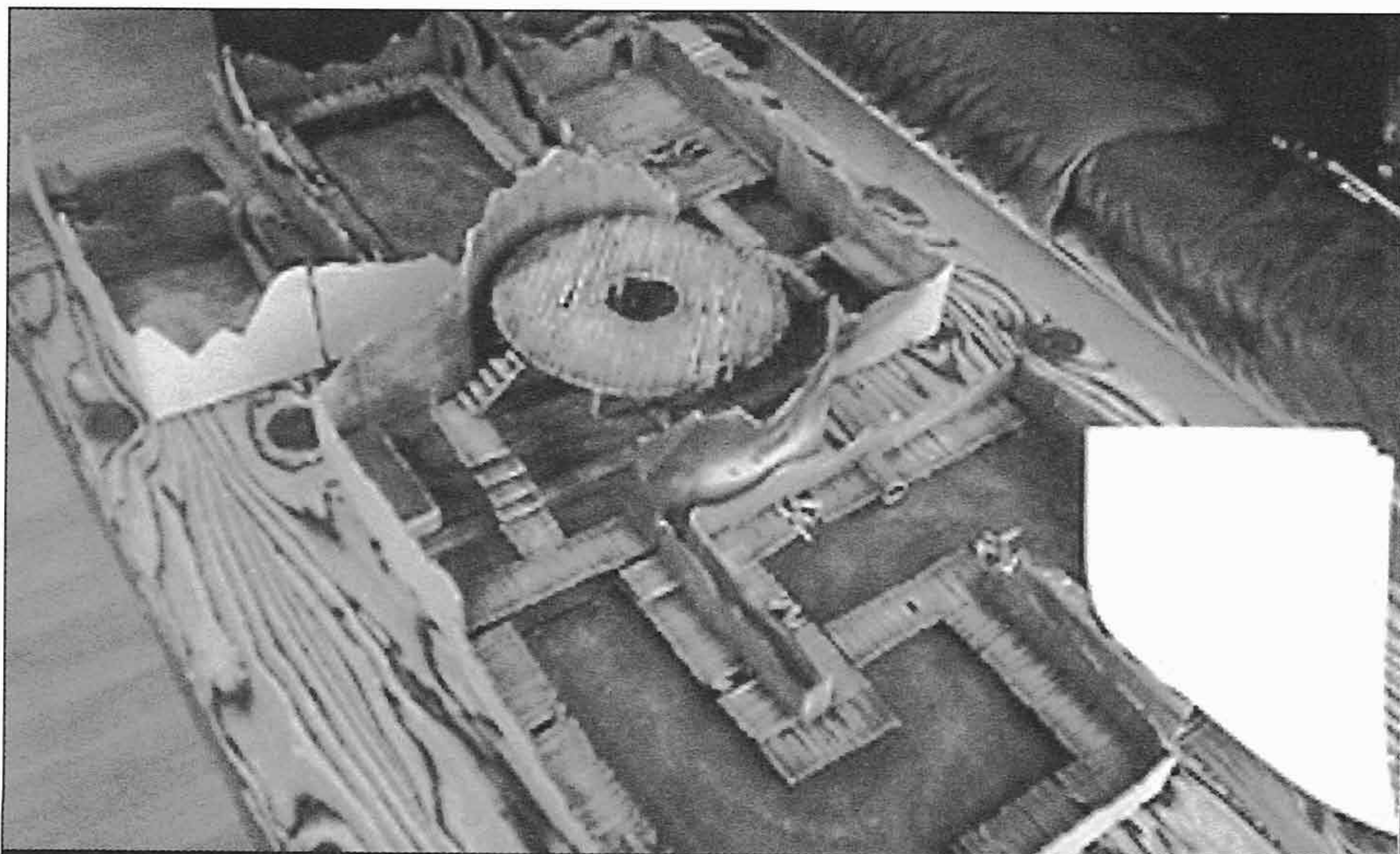
The first step is to cut out the base of the section from thick card. Next glue on the walls along the sides - these do not have to be higher than 3-4", just to make sure that there are actually walls!

Tools and Materials

To create a sewer you will need no more than the most basic modelling tools and all the materials can be acquired for free in your local supermarket. Here is what to use:

- Scissors
- A hobby knife
- PVA glue (tape is useful too)
- Corrugated cardboard (alternatively you can use foamboard or standard cardboard)
- Balsa wood (abandoned wooden fruit boxes are excellent for this)
- Fine sand
- Polystyrene (optional)

Basically, a sewer section has two levels: A sewage level and a walking level. The sewage level is the base of the structure, where all the sewage and sludge and water flows and approximately 1" over this is the walking level including sidewalks, walkways and all other different manners of flooring.



Chris's incredible sewer model...

So, having cut out the base and glued on the walls you must represent the walking level with wooden walkways or stone floor. The walkways are made by gluing small balsa wood strips roughly 1-2" wide on a longer bar and then glue them along the walls supported by a few poles.

Other stone floors can be represented by either gluing on a piece of polystyrene in the same height as the walkways or gluing a cardboard square between the walls, closing the openings below with another piece of cardboard. This can either be textured with sand, or you could cut out a lot of small cardboard pieces and glue them on the floor representing the tiles.

Once the main structure has been completed it is time for texturing the sewer and modelling the sewage. If you have any good textures then you can use that for the walls, otherwise you can just glue sand on, which gives a really great look. The sewage can be modelled out of various thicker textures, but an easy and cheap way is to use PVA glue and sand again. You start with gluing sand on the sewage areas. Afterwards you paint the sand with thinned down PVA glue, which should give you a very rough look. If you are not satisfied, simply wait until the glue has dried (which might take a while) and do the same once again.

Water can be represented in the same way as the sewage or you can just leave the spots bare and afterwards paint them and cover them with a lot of high gloss varnish. You can add a lot of different interesting details to the sewage: Bubbles, floating planks, frogs (from the Morgiana Le Fay model), all manner of scrap and bodies and limbs of previous victims (use the surplus of arms from the sprues that you get with the boxed set). These details should, however, be added before you texture the sewage and when texturing you must be very careful not to texture over the details.



Ye cool Mordheim terrain!

Painting the Sewer

When the sewer has been textured and dried spray all of the sewer black. After a couple of hours you can take the sewer inside again and paint the details. When painting the sewer the trick is to keep a very dark look. As little as possible actually should be painted - and what is painted is only lightly drybrushed. This will give a great, dark finish.

There are various ways of painting planks, floors and sewage but here's a few ideas: Wood can be drybrushed with a dark brown such as Bestial Brown or Vermin Fur in the middle leaving everything but the middle and the sides more or less black and afterwards giving them another very light drybrush of Bronzed Flesh in the very middle and the sides. This will give you a good 3D effect rather than if all the planks are painted exactly in the same way. The walls can be given a drybrush of gray or a very light drybrush of Bleached Bone. The sewage can be painted by adding dots of dark green, a few dots of glaring green such as Scorpion Green, dots of brown and possibly a few dots of Deadly Nightshade here and there. This will give you a nice, dirty sewage-like look. Water can be painted by adding lines of dark blue and dark green.

Afterwards paint any watery patches with a couple of coats of gloss varnish to give it a wet effect. The same can be done with the sewage, if you want.

