# UNDERGROUND RULES

## Fighting in Tunnels

*Large*: Large creatures (Ogres, Trolls, mounted models, etc.) can move and run normally in rooms and halls but cannot run in tunnels as they have to stoop. If they charge in a tunnel they are limited to normal movement.

*Flying*: Flyers may fly only in rooms and caverns where there is sufficient height. In tunnels they must walk.

*Blocking tunnels*: Space to move around in tunnels is limited. For a model to pass by another there must be a gap equal to the width of the passing model's base. This is especially important to prevent models charging around the back of an enemy who is blocking a passage. In three-dimensional terrain it is easy enough to notice this but care should be taken when playing on two-dimensional tiles.

*Narrow passages*: On occasion tunnels will be as narrow as 1". These are often secret passages linking other locations. As they are so narrow only models with 20mm or 25mm wide bases will be able to creep along them. Running is not possible. Large creatures will not be able to enter a narrow passage at all.

## Underground Terrain

There are several ways of simulating tunnels and catacombs. The simplest is the tile system used in Warhammer - Quest. If you have access to that game you can lay out a dungeon by taking turns to place a tile which links onto a previous one. If you prefer to explore an unknown dungeon then use the rules below for randomising tiles. For a regular dungeon player it is worth constructing a set of `Foot tiles': 1 ft square each (hence the name) which can be laid out to fill a 4' x 4' table in a variety of ways.

## Explore as you go

The following rules are for placing your dungeon tiles for underground scenarios. Each player starts with a small room at one corner of the table. From there they will build as they go, unless the scenario states otherwise. A large room is usually placed in the centre as the objective. Start each turn by rolling to see what type of tile to place on the board and then roll a D6 to find out where to place it. When adding a new tile it must:

1) Connect to the tile you most recently placed.
2) Be placed in contact with a side of the previous tile that is not connected to another tile.
3) Not go off the table.

Roll a D6 to determine which edge of the last tile the new tile is placed against (eg, the last tile you placed was a hall. Select each side to be a different value 1-2 left side, 3-4 end, 5-6 right side. After rolling for the edge place the new tile flat against that edge). You may connect to other halls, rooms, etc, as you go along, even those placed by your opponent. Roll 2D6 to find out what type of tile you may place on the board : 2 – Large room, 3-6 – Hall (corridor), 7-8 – T-junction, 9-11 – Small room, 12 – Room of your choice.

## Foot tiles

Foot tiles are modular terrain sections for use in tunnel settings. They are meant to be portable as well as functional. Each Foot tile is a 12" square piece of terrain for use in underground scenarios. Building the modular terrain for the Foot Tile Standard follows these principles:

All tiles are to be built with the exit/entrance points centered on the tile's edges and all exit/entrances should be 2" wide.

The minimum width for a hallway is 2". This allows two 20mm or 25mm base models or one monster base model to effectively block a hallway but still leaves enough room for you to move them without getting stuck.

No section of the tile can cause a dead end. Please note that if a pair of tunnels cross `over and under' each other, but never join it is still acceptable.

Of the sixteen tiles, eight must have four exits, six must have three exits, and two must have two exits.

You may also create larger chambers of maybe 2'x1' or even 2'x2'. As large underground chambers they should have pillars to support the ceiling and lots of other cover. Think of the amount of cover you would expect in Mordheim.

You may also want to create special `objective rooms'. These are rooms containing a feature which is used as a scenario objective. These may be tombs, treasure chambers, a monster's lair or maybe a prison.

## Underground Scenarios

In general, any Mordheim scenario which can be played in the streets of a ruined city can also be played in the tunnels and chambers of an underground dungeon. There are just a few things that need to be changed:

*Entrances*: When a scenario refers to deployment on a table edge, it clearly isn't possible as there are no distinct edges in a dungeon. Whichever way you construct your dungeon there must be at least one entrance per warband. Treat each entrance as a potential deployment zone. The warband should all be placed within 8" of the entrance doorway. Either the player can choose an entrance in the same way as he would a table edge or you can randomize the entrances.

*Exits*: One of the nasty things about dungeons is that as soon as you enter, the door slams shut behind you. If there is a need to get off the table with treasure or for a breakthrough, it should be done via a different entrance unless the scenario says otherwise. This stops wary warbands skulking around their entrance waiting for other warbands to fight all of the random monsters or set off the traps.

*Rooms*: Where the scenario calls for the occupation or searching of a building then treat a room as a building. A room is any space 3" or wider in both directions. When placing treasure markers you can either randomize the rooms or randomize the entrances to deploy in. Either way it prevents one side taking advantage of the set-up.

The following are examples of how certain scenarios are affected.

2. *Skirmish* - The warbands are each deployed at a random entrance and fight until one warband routs.

4. *Breakthrough* - The attacker deploys within 8" of a chosen entrance. The defender may then deploy anywhere in the dungeon at least 14" away from any attackers. The attacker wins if two of his warriors leave the dungeon via an exit other than the one they entered by.

7. *Hidden Treasure* - The warbands are deployed within 8" of a random entrance. Warriors (not animals) must search for treasure by exploring rooms. As soon as a warrior enters a room roll 2D6. On a roll of 12 the treasure is found. Warbands may not search the room in which they start. If the treasure is not found when there is only one room left, then it must be in the last room. The warband must carry the treasure chest out of the dungeon via an exit other than the one they entered the dungeon by.

9. *Surprise Attack* - The defending player determines which warriors are available at the start of the game according to the instructions in the rulebook. The models are deployed anywhere within the dungeon but must be no closer than 8" to another model. No model may be deployed closer than 8" to an entrance. The attacker is deployed within 8" of a random entrance. Any defending troops that appear after the first turn arrive through hidden passages. Number the rooms within the dungeon (you can use Mordheim numbered tokens to show this) and randomize which passage each Hero or Henchman group, arrives through.

Using these principles, almost any Mordheim scenario can be set underground. You may also wish to make up your own based on them. Oh, and if you want to try a multi-player scenario then try Monster Hunt from Best of Town Cryer. The Troll Slayers love that one.