Mordheim in Vercuso

1 Controlling locations

- Vercuso is divided into 30 locations: 20 basic and 10 special, which confer certain advantages on the warband that controls them (see below).
- Each warband starts with one randomly determined special location.
- A warband may choose to relinquish control of a location during a post-battle sequence. The location immediately becomes uncontrolled.
- If a warband loses its last territory, it does remain in the campaign. You may not voluntarily abandon control of your last location except to leave the campaign.
- Warband rating is used to determine how firmly a warband controls each location in its territory: Divide the warband's rating by the number of locations it controls. That is its base control score in each location.
- A warband's grip on a controlled location can vary according to its ability to repel invaders. Each time a warband wins a game in one of its controlled locations, its control score there is modified by +1. But each time a warband loses a game in one of its controlled locations, its control score there is modified by -1. These modifiers are cumulative, but are 'reset' should the warband ever lose control of the location.
- A warband may control any number of special locations. After each battle, you may 'use' as many special location advantages as you have heroes in your warband (including any taken out of action or not taking part in the latest fight) – it is your choice which to take advantage of.

2 Fighting scenarios

- Determine which location you will be fighting in and find it on the Vercuso map. (The location should be mutually agreed with your opponent, but if you really can't agree where to fight, the player with the lower warband rating chooses.) The scenery used should reflect the location being fought over, and many locations will have specific scenery pieces designed to represent them.
- Roll 2D6 as usual to determine the scenario played, but first consult the locations table below: In many cases the location will have a specially-assigned scenario which must be played if you roll any double except double 1 or double 6. Some locations have other special scenario rules.
- The game will determine who controls the location, but it won't necessarily be the winner (see below).

2.1 Fighting for uncontrolled locations

- To claim an uncontrolled location, simply fight another warband in it.
- The winner of the game immediately gains control of the location. (He may not voluntarily relinquish control of this new location until he is calculating his control points after he has fought his *next* battle.)

- If the game is drawn, the location remains uncontrolled.

2.2 Fighting in controlled locations

- To attempt to claim a controlled location, fight the warband that controls it.
- The controller has a big advantage in deployment: 1) he may choose whether to attack or defend and counts as having the lower warband rating when rolling for the scenario; 2) he may choose whether to deploy first or second; and 3) he may choose whether to go first or second.
- After the battle, work out each warband's new warband rating. Then calculate their control score, *including* the location that's just been fought over. (Remember the win/loss modifiers for the player that controlled it at the start of the game). The player with the highest control score keeps/captures the location. (You will then need to recalculate the other warband's control score not counting this location.) If both players have the same control score, the location becomes uncontrolled.
- This does of course mean that a warband can win a game but still lose control of its territory. This is what comes of spreading your forces too thin: The occupiers may be able to fight off the invaders, but they don't have sufficient presence in the location to retain the hearts and minds of its inhabitants, and are forced pull back and regroup.

3 Alliances and pacts

- If a warband has a very high control score (or even if they don't!), other warbands may wish to gang up on them to take their locations. In this case, fight a multiplayer and apply the rules above to determine who ends up with the location.
- Allied warbands may choose to end the game without 'routing' once the warband which was controlling the location has been defeated. In this case, the controlling warband will count as having lost (for control points purposes), but none of the other warbands will gain the advantages of having won (e.g. extra dice for exploration, +1 experience for leader etc.).
- Weak warbands with few territories may find their best chance of survival is to offer their services as allies to stronger warbands in multiplayer games in exchange for protection of their own territory.

4 Ending the campaign

- At the end of the campaign, the winner is the warband which controls the most locations.
- However, Vercuso is a mysterious place and some apparently unremarkable places may turn out to have unexpected benefits for their controlling warband. To reflect this, at the end of the campaign, every Basic Location will count as D6-3 locations (where any result less than 1 counts as 1).

5 Locations

Vercuso

1. Wishing Well
2. The Sail-Makers' Guildhouse
3. The Leaning Lighthouse
4. The Battery
5. The Farms
6. The Old Temple
7. Pressgang Alley
8. Binnacle Yard
9. The Merchants' Guildhouse
10. Vercuso Bridge
11. The Barrel o' Monkeys
12. The Hole in the Wall Inn
13. The Emperor's Bane
14. The Slips
15. The Boarding Party Inn
16. Wrecker's Point
17. Soup Alley
18. Unlucky Quay
19. The Cod and Cutlass Inn
20. Dumplington
21. Slippery Jack's Underwater Cave
22. Cheapside
23. The Sarky Cutter
24. Hangman's Square
25. The Capstan
26. The Whirlpool
27. The Bucaneer's Blade Inn
28. The Ropewalks
29. The Crooked Farthing Inn
30. The Shivered Timber Inn

Name	Assigned scenario (apply on doubles except 1s or 6s)	Special rules
Wishing Well (special)	'Hidden Treasure'	*Lady luck*: EITHER all heroes and henchmen taken out of action may re-roll on the injury table; OR you may re-roll (together) any of your exploration dice. In either case the second results always stand.
The Sail-Makers' Guildhouse (special)	'Occupy'	*Rum stash*: Any or all of your heroes or henchmen groups may join the after-battle drinking session. Alcohol-fuelled bravado adds +D6 experience to each hero or henchman group taking part. However, on a roll of 5 or 6, the hero or henchman group has acquired a little too much bravado and must miss their next game!
The Leaning Lighthouse (special)	Controlling player chooses. If uncontrolled, roll as normal.	*Look-out*: When invading a controlled location, the enemy looses the scenario-selection and deployment benefits normally granted by controlling a location.
The Battery (special)	'Breakthrough'	*Blackpowder kegs*: If the warband may not normally use blackpowder weapons, they can now (within the constraints of other rules). In addition, all blackpowder weapons count as common. If the warband loses control of The Battery, any blackpowder weapons it can no longer use are immediately lost (they can't be sold off).
The Farms (special)	Roll on the Empire in Flames table	*Food source*: The warband counts as being D6 men smaller when selling treasure (roll during each post-battle sequence). In addition, the warband may exceed its normal maximum size by 1.
The Old Temple (special)	'Wyrdstone Hunt'	*Ancient trinkets*: Gain an extra 2D6gc income after the game.
Pressgang Alley (special)	'Surprise Attack'	*Recruits aplenty*: You may re-roll the dice for determining how much experience-worth of veterans you may hire. In addition, you may recruit a Hired Sword for free after each game, but must still pay the upkeep cost if used for more than one game. You may not take the same type of hired sword twice in a row.
Binnacle Yard (special)	'Chance Encounter'	*Magic compass*: When determining unusual locations found when exploring, count doubles as triples, triples as four-of-a-kind, etc.
The Merchants' Guildhouse (special)	'Defend the Find'	*Trading savvy*: You may re-roll any dice when searching for items and/or determining their cost.
Vercuso Bridge (special)	'Street Fight'	*Strategic control*: Instead of voluntarily relinquishing control of a location, you may choose to transfer your control from that location to another, uncontrolled location without fighting for it. All win/loss modifiers are 'reset'.
The Barrel o' Monkeys	-	-
The Hole in the Wall Inn	-	-
The Emperor's Bane	-	-
The Slips	'Slippery Jack'	-
The Boarding Party Inn	-	-
Wrecker's Point	'Slippery Jack'	-
Soup Alley	-	-
Unlucky Quay	'Slippery Jack'	-
The Cod and Cutlass Inn	-	-
Dumplington	-	-
Slippery Jack's Underwater Cave	Always 'Slippery Jack' (don't roll)	-
Cheapside	'Slippery Jack'	-
The Sarky Cutter	-	-
Hangman's Square	-	-
The Capstan	'Slippery Jack'	-
The Whirlpool	Always 'Slippery Jack' (don't roll)	-
The Bucaneer's Blade Inn	-	-
The Ropewalks	'Slippery Jack'	-
The Crooked Farthing Inn	-	-
The Shivered Timber Inn	'Slippery Jack'	-