

MERDAEJM

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Welcome to Mordheim, City of the Damned! Mordheim is a game of combat that takes place during the short but intense period when scores of warbands fought hundreds of bitter skirmishes throughout the city.

This book contains all the information you will need in order to play Mordheim, as well as background information, advice on starting a warband, running a campaign, collecting and painting your own warband, etc.



tabletop conflict

In Mordheim, the opposing factions – warbands – are represented by models, assembled and painted by you, each representing a single warrior.

Your tabletop becomes part of the City of the Damned: the scene of the action, with ruined buildings, overhangs and walkways where the battles take place.

The aim of the game is to outfight your opponent, which requires a mixture of skill and luck. You'll soon learn how to arm and equip your warband effectively, and how to exploit the ruins and other terrain to your best advantage.

You'll probably want to expand your basic warband as you and they gain experience. This is easy as there are lots of models available for the warbands and new miniatures will be coming out all the time. With these you can expand your warband, equip your warriors with different weapons and armour, and hire mercenaries to join them.

building a warband

At first you will probably want to play individual games (see the Warbands section for more details) rather than a campaign. This will allow you to learn the rules, and also give you the opportunity to decide which type of warband is most suited to your particular style of play.

If you are playing in a campaign, you will have the chance to expand and improve your warband after each game. By winning battles your warband will gain riches and wyrdstone, discover magical artefacts and may also have the opportunity to recruit mercenaries.

In a campaign, every time your warband fights, its warriors gain in skill and experience. Raw recruits quickly progress to become fully fledged warriors, and your Heroes will learn new skills which will make them even better in combat.

Each warband has its own objective and motivation for fighting in Mordheim: be it riches or political influence. Through countless battles and street skirmishes you can try to achieve your ambition and emerge victorious from the city!

new players

If you're new to Games Workshop games you'll be reassured to know that finding other players is not normally a problem – you'll be surprised how many there are!

There may be a Games Workshop store near to you where you can buy models, paint and games supplements. However Games Workshop stores are not just shops, they are hobby centres, where the staff will happily help you to learn the rules, show you how to paint, and suggest ways to develop your warband.

warhammer players

If you already play Warhammer, the basic rules of Mordheim will be familiar to you. Remember though, Warhammer is designed for fighting battles between entire armies, whilst Mordheim represents individual action between a dozen or so warriors.

As a result, some of the rules developed for mass combat in Warhammer do not apply to Mordheim, such as unit Break tests and rank bonuses. On the other hand, there are new rules for wounded warriors, climbing, parrying and other aspects of individual combat.





what you will need

As well as this book, you will need the following items to play Mordheim.

citadel models

You will need enough miniatures of the appropriate race/type to represent the warriors in your warband. It is a good idea to work out your warband on paper first and then purchase the miniatures that you require. Almost all possible weapon variations can be added using the Mordheim equipment sprues.

As you will see in the Warbands section, each warband fights in a particular way – some are expert bowmen while others are better in hand-to-hand combat. When choosing which warband you want to lead you could choose one that reflects your preferred playing style, or you could read the background section and choose one that really captures your imagination. A good way of picking a warband is simply to pick the one with the models you like the best.

playing surface

You will also need something to play your battles on. Any firm, level surface is best, such as a tabletop or an area of floor – most kitchen tables will do. It's a good idea to use an old sheet or blanket to protect the table from scratches. Some players make a special gaming board from chipboard or other similar material (divided into two or more pieces for ease of storage) which they can use on top of a table to extend the playing area. Whatever you use, you will find that a square area approximately 4 x 4' is about right for most battles.



Are you new here, boy? Thought so. I am Luthor Wolfenbaum. You must have heard of me. They call me the Crimson Blade of Reikland. No? By Sigmar, where are you from, lad?

Well, I've got a proposition for you. For a few gold

crowns, I can tell you which warriors to hire, how to equip your men, where to find the best weapons and armour... The only thing I ask in return for my aid is a pouch of gold crowns. Don't look at me like that, lad. It's hard enough to stay alive in Mordheim, let alone find wyrdstone. Ah, that's better.

Yes, that's enough. Good. Let's go, lad. And my first piece of advice is free: watch your back..."

terrain

The bitter struggles of a Mordheim battle take place in labyrinthine streets, ruined buildings and on derelict walkways. Pre-cut card and plastic scenery is available from Games Workshop, but many gamers enjoy making their own. As a rule, a table packed with scenery will lead to closer and more exciting games.

Throughout the book you will find photographs, drawings and descriptions of Mordheim. These should give you plenty of ideas for producing your own scenery. Games Workshop's book *How to Make Wargames Terrain* is also a good source of ideas and practical hints on all aspects.

counters

Counters can help you keep track of things on the tabletop. You can always keep notes about who is hidden, carrying treasure, etc, but counters are a convenient memory jogger and speed the game up.



Hidden counter



Wyrdstone counter

Above are some examples of counters you could photocopy and stick onto thin card if you wish.

dice

All dice rolls use a standard six-sided dice (usually shortened to D6). Sometimes you will be asked to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number indicated to get the final result. You may have to roll a number of dice in one go. For example, 2D6 means roll two dice and add the scores together. You may also come across the term D3. As there is no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up: 1 or 2 equals 1, 3 or 4 equals 2 and 5 or 6 equals 3. If you are given the opportunity to re-roll a dice roll, you *must* accept the second score, even if it's worse than the original.

tape measure

For measuring ranges you will need a tape measure marked in inches, or a couple of plastic range rulers.

other equipment

You will also need pens and paper to record details of your warriors' weapons and other details. You can use roster sheets for this, and blank ones are included at the back of this book. We recommend you photocopy them rather than use the originals.

Characteristics



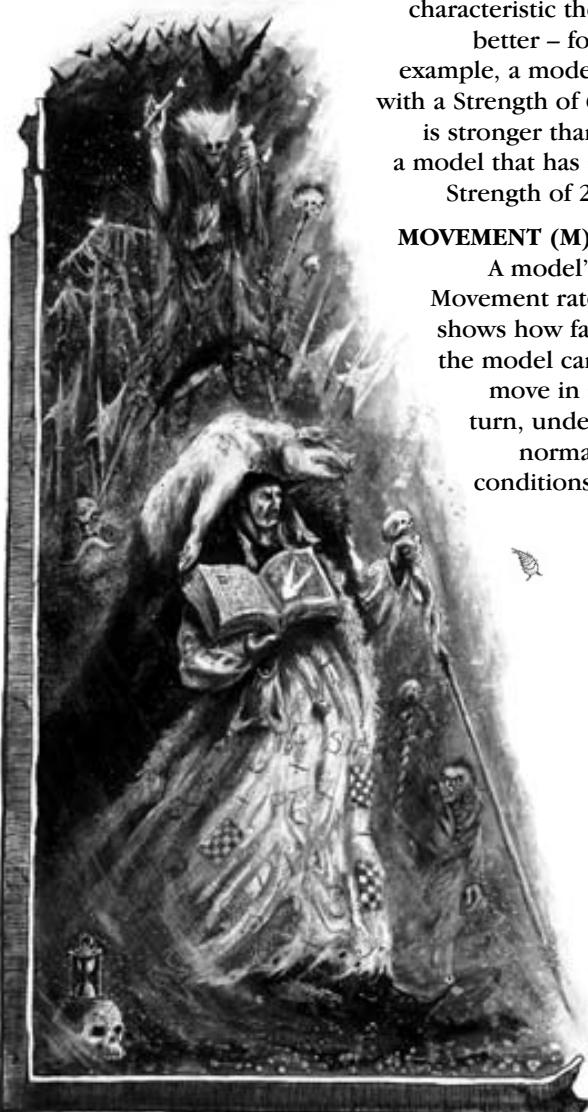
In Mordheim the warriors each have different abilities, some being better at certain actions, for example, fighting, shooting or climbing, than they are at others. This variety in each warrior is represented in the form of *characteristics* and *skills*. Right now don't worry about skills – these come later with practice and battle experience. For now we just need to consider a warrior's characteristics.

Each model is defined by a set of characteristics: *Movement*, *Weapon Skill*, *Ballistic Skill*, *Strength*, *Toughness*, *Wounds*, *Initiative*, *Attacks* and *Leadership*. Each characteristic is assigned a value of (usually) between 1 and 10. The higher the value your

model has for any characteristic the better – for example, a model with a Strength of 6 is stronger than a model that has a Strength of 2.

MOVEMENT (M):

A model's Movement rate shows how far the model can move in a turn, under normal conditions.



For example, a typical Human has a move of 4", while a fleet-footed nimble Skaven has a move of 5".

WEAPON SKILL (WS): Weapon Skill is a measure of close combat ability (ie, how good the warrior is at hand-to-hand fighting). A deadly swordsman or a crazed berserker would have a high value compared to a lowly acolyte, for example. The higher the WS, the more likely your warrior is to hit his opponent.

BALLISTIC SKILL (BS): This shows how good a shot the individual is. When you shoot a bow or fire a pistol, the chance of hitting a target depends upon your model's Ballistic Skill. A normal Human has a BS of 3, though an experienced marksman might have a BS of 4, 5 or even higher.

STRENGTH (S): Strength indicates how strong a warrior is! It is especially important for hand-to-hand combat, because the stronger you are the harder you can hit. A Strength value of 3 is about average.

TOUGHNESS (T): This is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club or fist. The tougher you are, the harder you are to wound or kill. An average Toughness value is 3, though a gnarled old warrior might have a Toughness of 4!

WOUNDS (W): A model's Wounds value shows how many times the model can be wounded before it collapses, is killed or incapacitated. Most individuals have only 1 Wound but veteran warriors or large creatures such as Ogres might have more.

INITIATIVE (I): The Initiative value indicates how fast and nimble the warrior is. It determines the attacking order in hand-to-hand combat, and is particularly important when the model is climbing and moving amidst the ruins of Mordheim.

ATTACKS (A): The Attacks value indicates how many blows the model can make in hand-to-hand combat. Most warriors have an Attacks value of 1, but powerful fighters may have more. The more Attacks you have, the greater the chance you've got of beating your opponents into an unrecognisable pulp!

LEADERSHIP (Ld): Leadership represents raw courage, self control and charisma. The higher the model's Leadership value, the more likely he is to remain steadfast in combat while others run off or are slain. For example, a cowardly Skaven may have a Leadership of 5, while a cool, calm Elf could have a Leadership of 8 or higher.

zero level characteristics

Some creatures in Mordheim have been given a '0' for certain characteristics which means that they have no ability in that field whatsoever. This usually applies to creatures unable to use missile weapons (who would have a BS of 0) but it might equally apply to other characteristics as well.

If a model has a WS of 0 then it cannot defend itself in hand-to-hand combat, and any blows struck against it will automatically hit.

characteristic profiles

A model's characteristic values are written in the form of a chart called a *characteristics profile* (or just *profile*).

Warrior	M	WS	BS	S	T	W	I	A	Ld
Dieter Stahl	4	3	3	3	3	1	3	1	7

The example above is a typical profile for a Human warrior.

As you fight in more games against other players, your warriors will get better and their characteristics may increase. All these details are recorded using the Warband roster sheets provided at the back of this book. This is explained properly later on. For now it is enough to know what each characteristic is for and how their values vary.

characteristic tests

Often in the game a model will be required to take a test on one of his own characteristics. In order to pass this test, the model has to roll a D6 and obtain a result equal to or lower than the value of the characteristic involved. Note that if you roll a 6, you automatically fail the test regardless of the model's characteristic value.

For example: Dieter Stahl is jumping down from a wall that is 3" high and has to take an Initiative test. He has an Initiative value of 3 on his characteristic profile and therefore will be successful if he rolls a 1, 2 or 3 on a D6. If he rolls a 4, 5 or 6 he will fail the test and fall down, suffering all the painful consequences!

leadership tests

Tests against the Leadership characteristic are done in a slightly different way. In the case of a Leadership test, you should roll two dice and add the two scores together. If the result is equal to or less than the model's Leadership characteristic, the test has been passed.

For example: Dieter's Leadership is 7, so to pass a Leadership test he must roll 7 or less on 2D6.



A new era is beginning. It will be the era of darkness. We have turned our backs to the light and stepped from its path. Men will grow ever more distant from the gods, and seek the petty trappings of worldly power, sacrificing all at the altar of greed. Our childhood is at an end. Ahead of us looms nothing but the long, long night: a time without warmth or comfort.

The turn

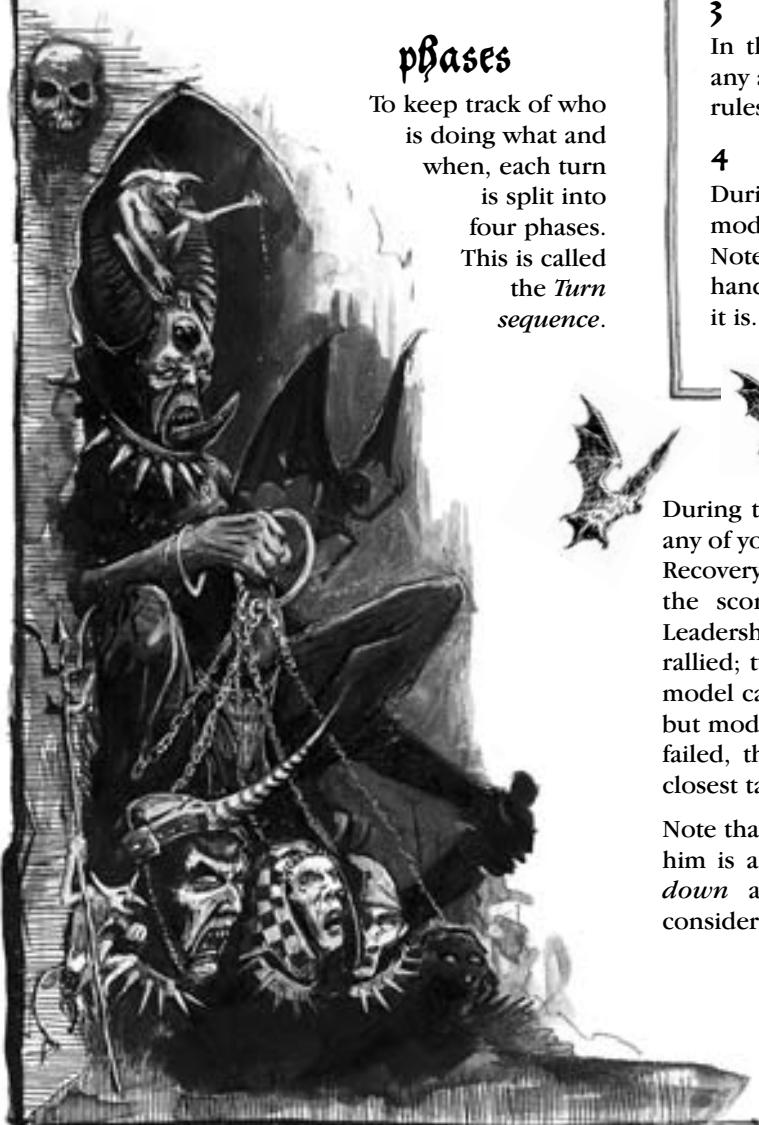
In Mordheim you are in charge of a warband and your opponent is in charge of another.

The warriors and scenery in the game are set up on the tabletop in a way that is appropriate for the encounter you are fighting. Do not worry about this for now as these things will be explained in full in the Scenarios section.

To play, one side takes a turn, then the other side, then the original side and so on, much like in a game of draughts or chess. When it is your turn, you may move all your models, shoot with any warriors able to do so, and fight in hand-to-hand combat. Once your turn is complete, it is your opponent's turn to move, shoot and fight.

phases

To keep track of who is doing what and when, each turn is split into four phases. This is called the *Turn sequence*.



Turn sequence

1 Recovery

During the recovery phase you may attempt to rally individuals who have lost their nerve and recover models that are *knocked down* or *stunned*.

2 Movement

During the movement phase you may move the warriors of your warband according to the rules given in the Movement section.

3 Shooting

In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.

4 Hand-to-hand combat

During the hand-to-hand combat phase all models in hand-to-hand combat may fight. Note that both sides fight in the hand-to-hand combat phase, regardless of whose turn it is.



recovery phase

During the recovery phase you may attempt to rally any of your models who have lost their nerve (see the Recovery Phase rules). To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied; turn it to face in any direction you wish. The model cannot move or shoot for the rest of the turn, but models able to do so can cast spells. If the test is failed, the model will continue to flee towards the closest table edge.

Note that a model cannot rally if the closest model to him is an enemy model (*fleeing*, *stunned*, *knocked down* and *hidden* models are not taken into consideration for this).

During the recovery phase, warriors in your warband who have been *stunned* become *knocked down* instead and warriors who have been *knocked down* may stand up (see the Injuries section).

Movement

During the movement phase models are moved in the following order:

1. Charge!

If you want a model in your warband to charge at an enemy model and attack it in hand-to-hand combat then you must do this at the start of the movement phase before moving any of your other models.

When you charge a model, declare to your opponent that you are doing so and indicate which of his models it is attacking.

2. Compulsory Moves

Sometimes a model is forced to move in a certain way and this is called a *compulsory move*. For example, a fighter whose nerve breaks must run away from his enemies and take cover.

Make all of your models' compulsory moves before finishing any remaining movement.

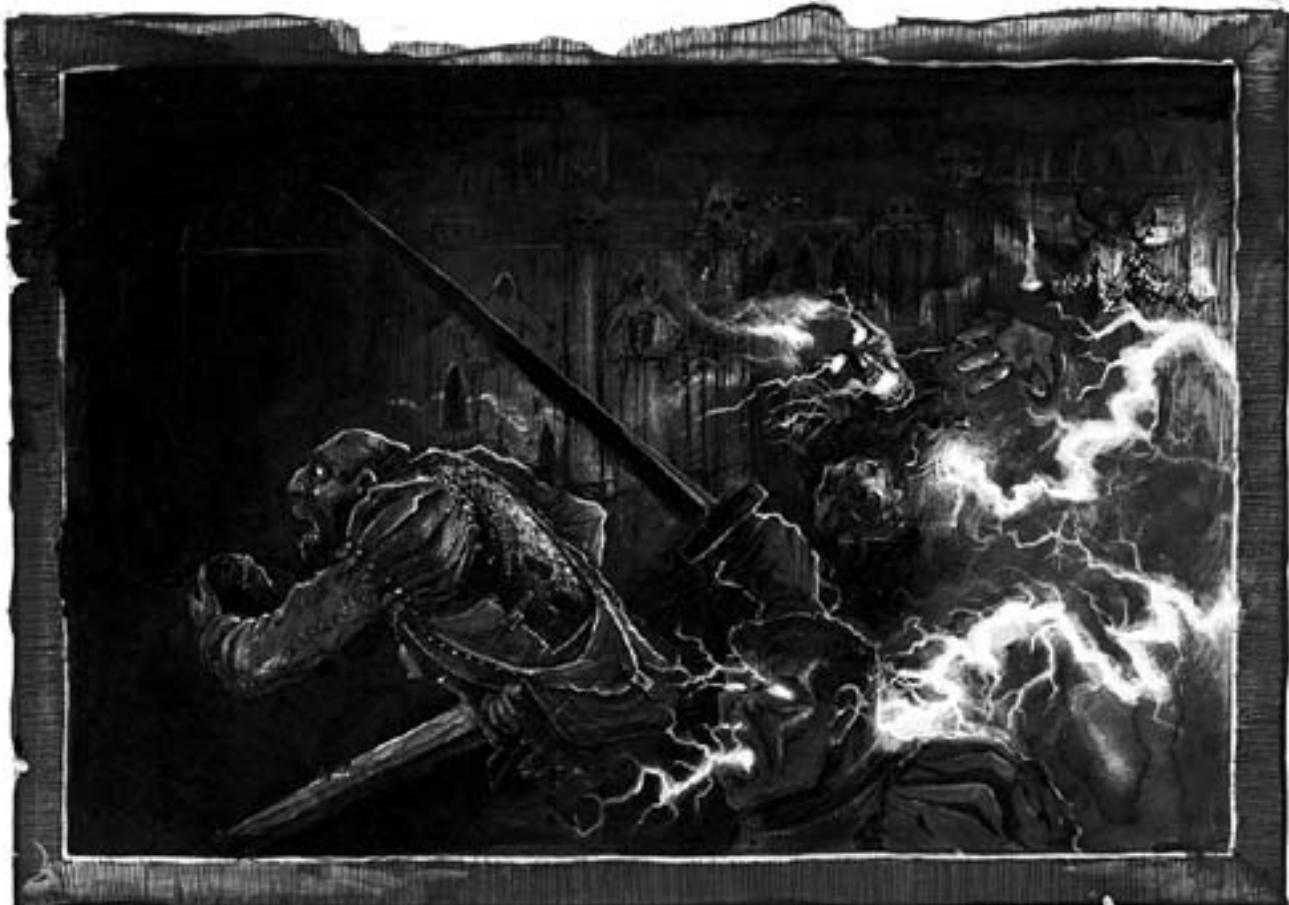
3. Remaining Moves

Once you have moved your chargers and made any compulsory moves, you may move the rest of your warriors as you see fit.

moving

During their movement phase, models can move up to movement rate their in any direction. They may move (including running and charging) up and down ladders and stairs, and over low obstacles such as barrels, boxes, etc.

In normal circumstances models don't have to move their full distance, or at all if you do not want them to. All exceptions are explained later and invariably involve either charging or compulsory moves.



running

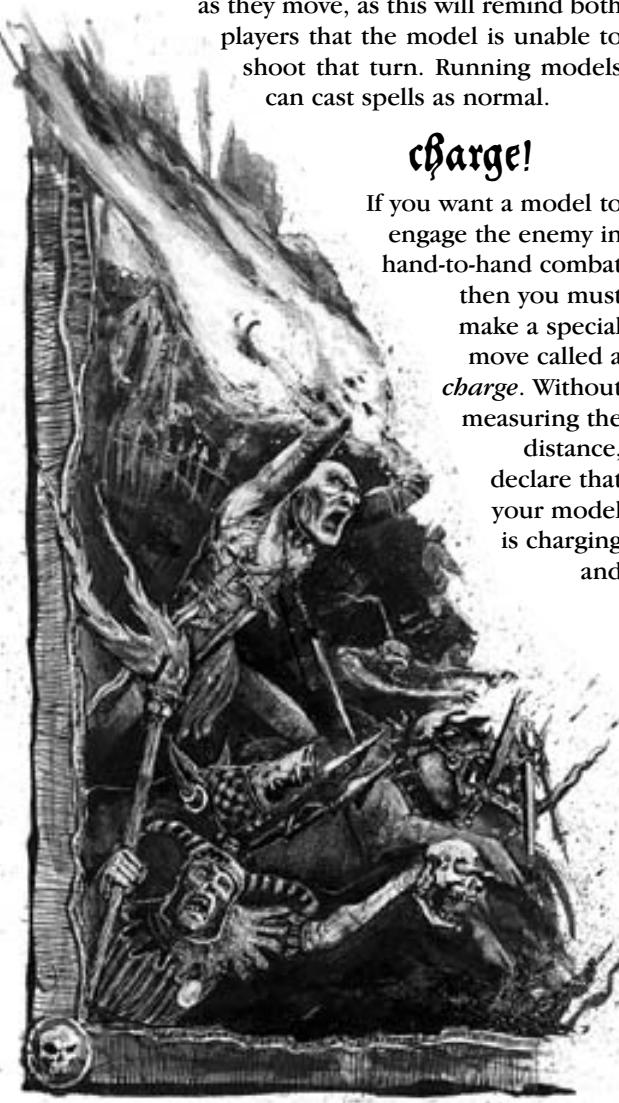
The normal Movement value of models represents a warrior moving at a fairly rapid rate, but allows time for him to aim and shoot a weapon and generally observe what is going on around him. If you wish, a model may move much quicker than this – he can run! A running warrior can move at double speed (for example, 8" rather than 4"). Note that running is not the same as charging as it does not allow your model to engage the enemy in hand-to-hand combat.

A model can only run if there are no enemy models within 8" of it at the start of the turn (*fleeing*, *stunned*, *knocked down* and *hidden* models do not count). Check this distance after any charges have been declared. If there are any enemies within 8" at the start of the turn, the model will prepare to fight instead and so is unable to run. The running model can move closer than 8" to an enemy as it moves.

Any model that runs loses its chance to shoot during that turn. He is concentrating on running and is not prepared to fight, having sheathed or shouldered his weapons. You should declare that models are running as they move, as this will remind both players that the model is unable to shoot that turn. Running models can cast spells as normal.

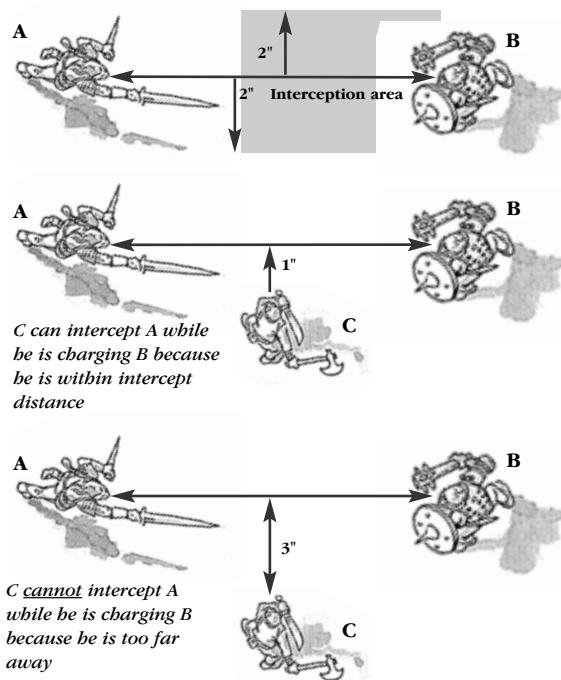
charge!

If you want a model to engage the enemy in hand-to-hand combat then you must make a special move called a *charge*. Without measuring the distance, declare that your model is charging and



indicate which enemy model he is going to attack. You can charge any opposing model if you can draw an unobstructed line from your model to the target. If your warrior wants to charge an enemy model within 4" that he can't see (eg, because it is behind a corner) but has *not* been declared as *hidden*, he must pass an Initiative test to detect it. If he fails the roll, your model may not charge this turn, but may move his normal distance, shoot and cast spells.

A charge is like a running move, performed at double the Movement rate, but ends with the attacker moving by the most direct route into base-to-base contact with the enemy model. Once their bases are touching they are engaged in hand-to-hand combat. Models are also considered to be in hand-to-hand combat even when separated by a low wall or obstacle, where it is impossible for the bases to touch physically because the obstacle is in the way.



If an unengaged (ie, not in hand-to-hand combat) enemy model lies within 2" of the charge route, that model may choose to intercept the charger if he wishes. This 'interception area' is shown in the diagram above. Only one enemy model may attempt to intercept each charger. If the intercepting warrior would normally require a Fear test to engage the charger then he must pass one in order to be allowed to intercept. Failure means he will not move. If the intercepting warrior causes fear then move the models into contact and then take a Fear test for the original charger (assuming he would normally do so) as if he was the one being charged. Regardless of the results of this test it is still the original charger who counts as charging in the subsequent round of combat, not the intercepting warrior.

Sometimes a charging warrior may not reach the enemy because you have miscalculated the distance. If this happens move your warrior his normal move distance towards the enemy. This is called a *failed charge*. The model cannot shoot in the same turn in which he failed a charge, but he can cast spells as normal.

Models cannot be moved into hand-to-hand combat except by charging – any move that brings a warrior into hand-to-hand combat is a *charge* by definition. A model that charges will ‘strike first’ in the first round of the ensuing combat.



charging more than one opponent

If you can move your warrior into base contact with more than one enemy model with its charge move, it can charge them both. This might be inadvisable as it'll then be fighting two enemies at once!

Hiding

The Hiding rule represents warriors concealing themselves in a way that our unmoving and dramatically posed models cannot. A hiding warrior keeps as still as possible, just peeking out of cover.

A model can hide if he ends his move behind a low wall, a column or in a similar position where he could reasonably conceal himself. The player must declare that the warrior is hiding and place a Hidden counter beside the model for it to count as being *hidden*.

A model that runs, flees, is *stunned* or charges cannot hide that turn. His sudden burst of speed does not give him time to hide.

A model may stay hidden over several turns, so long as he stays behind a wall or similar feature. He may even move around so long as he stays hidden while doing so. If an enemy moves so that he can see the hidden warrior, the model is no longer hidden and the counter is removed. When hidden, a warrior cannot be seen, shot at or charged.

While hiding, a model cannot shoot or cast spells without giving away its position. If a hidden model shoots, or moves so that he can be seen, he is no longer hidden and can be shot at as normal.

A model may not hide if he is too close to an enemy model – he will be seen or heard no matter how well concealed. Enemy warriors will always see, hear or otherwise detect hidden foes within their Initiative value in inches. So a warrior whose Initiative value is 3 will automatically spot all hidden enemies within 3".

terrain

The ruined city of Mordheim is a dark and dangerous place, where tumbled down towers and blasted houses form a vast maze of streets and alleyways.

OPEN GROUND

The tabletop surface, floors of buildings, connecting overhangs, ladders and ropes are all considered to be open ground and will not affect movement even if the model is charging. It can also go through doors and hatches without slowing down.

DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, bushes and the angled roofs of buildings. Models move at half speed over difficult terrain.

VERY DIFFICULT GROUND

This is really dangerous terrain, such as narrow crawlholes through the rubble. Models may move at a quarter rate, so if the model moves 4" over open ground it can only move 1" over very difficult ground.

WALLS AND BARRIERS

Walls, hedges and other low obstacles form barriers that you can either go around or leap over. A model can leap over a barrier that is less than 1" high. This does not affect its movement in any way.

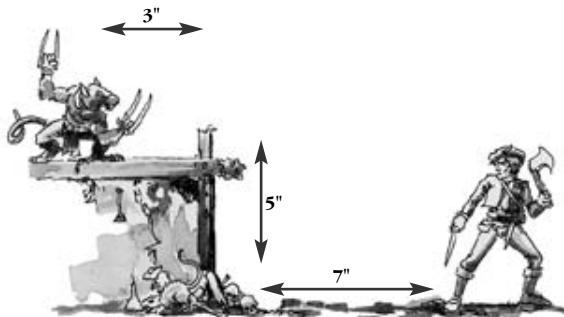
climbing

Often the ruined buildings of Mordheim do not have stairs or ladders, so your warriors will have to climb to reach the upper floors of buildings.

Any model (except animals!) can climb up or down fences, walls, etc. He must be touching what he wants to climb at the start of his movement phase. He may climb up to his total Movement in a single movement phase (but cannot run while he is climbing). Any remaining movement can be used as normal. If the height is more than the model's normal move, he cannot climb the wall.

To climb, a model must take an Initiative test. If he fails it whilst climbing up, he cannot move that turn. If he fails it while climbing down, he falls from where he started his descent (see the Falling section).

jumping down



The Skaven runs/charges from the top of a building, jumping down during the move. It moves 3" to reach the edge, then jumps down and has to see whether it can safely make it to the ground. As it has to jump down 5", it must pass two Initiative tests to avoid taking D3 S5 hits. If it fails it will stop its move at the bottom of the wall (if it is not taken out of action). If it passes both tests, it can continue its run/charge and move the remaining 7".

Your warrior may jump down from high places (up to a maximum height of 6") such as walkways and balconies at any time during his movement phase. Take an Initiative test for every full 2" he jumps down. If he fails any of the tests, the model falls from the point where he jumped, takes damage (see *Falling*) and may not move any more during the movement phase. If successful, the model can continue his movement as normal (jumping down does **not** use up any of the model's Movement allowance).

diving charge

You may charge any enemy troops that are below a balcony or overhang, etc, that your model is on. If an enemy model is within 2" of the place where your warrior lands, he may make a *diving charge* against it. Take an Initiative test for each full 2" of height your model jumped down from, up to a maximum of 6", like a normal jump. If he fails any of them, your model has fallen and suffers damage, may not move any more during the movement phase and cannot charge the enemy. If he succeeds, the model gains a +1 Strength bonus and +1 to hit bonus but only during the following hand-to-hand combat phase.

jumping over gaps

Models may jump over gaps (up to a maximum of 3") and streets, (eg, from the roof of a building to another). Deduct the distance jumped from the model's movement but remember that you cannot measure the distance before jumping. If your model does not have enough movement to jump the distance, he automatically falls. If your model is able to cover the distance, he must pass an Initiative test or fall. A model may jump over a gap and still fire a missile weapon if it is not running. It may also jump as part of its charge or running move.

warriors knocked down or stunned

If a warrior is *knocked down* or *stunned* (see the Shooting section for details) within 1" of the edge of a roof or building, there is a chance that it will slip and fall off. Take an Initiative test. If the test is failed, the model falls over the edge to the ground and takes damage as detailed below.

falling

A model that falls takes D3 hits at a Strength equal to the height in inches that it fell (eg, if the model fell 4", it would take D3 hits at Strength 4). No armour saves apply. Falling will not cause critical hits (see the Hand-to-Hand Combat section for the Critical Hits rules). A model that falls may not move any further or hide during that turn, even if it is not hurt.



Shooting

Warriors that fight in the ruins of Mordheim are usually armed to the teeth! Individual warriors often have several different weapons such as swords, knives, bows and even blackpowder weapons.

During your warband's shooting phase each of your warriors may shoot once with one of his weapons. This means that he can fire a bow, shoot with a crossbow, or hurl a throwing knife, for example.

Work through the models one at a time. Pick which fighter is going to shoot, nominate his target, work out whether he hits the enemy and, if he does, any wounds or injuries that are caused. Then continue with the next shooter. You can take shots in any order you wish. Be sure to remember or note down which models have already shot.

Who can shoot

Each model can shoot once in the shooting phase, so long as he can see a target and assuming he has a suitable weapon. He may not fire in the following circumstances: if he is engaged in hand-to-hand combat, has run or failed a charge in the movement phase, has rallied this turn or is *stunned* or *knocked down*.

To shoot at a target, a model must be able to see it, and the only way to check this is to stoop over the tabletop for a model's eye view. Models can see all around themselves (ie, 360°), and they may be turned freely to face in any direction before firing. Note that turning on the spot does *not* count as moving.

Closest target

You must shoot at the closest enemy, as he represents the most immediate threat and therefore the most obvious target. However, you may shoot at a more distant target if it is easier to hit or if closer models are *stunned* or *knocked down* (see diagram on next page). For example, a closer target may be hard to hit because it is in cover, whilst a more distant target might be in the open and therefore an easier shot.

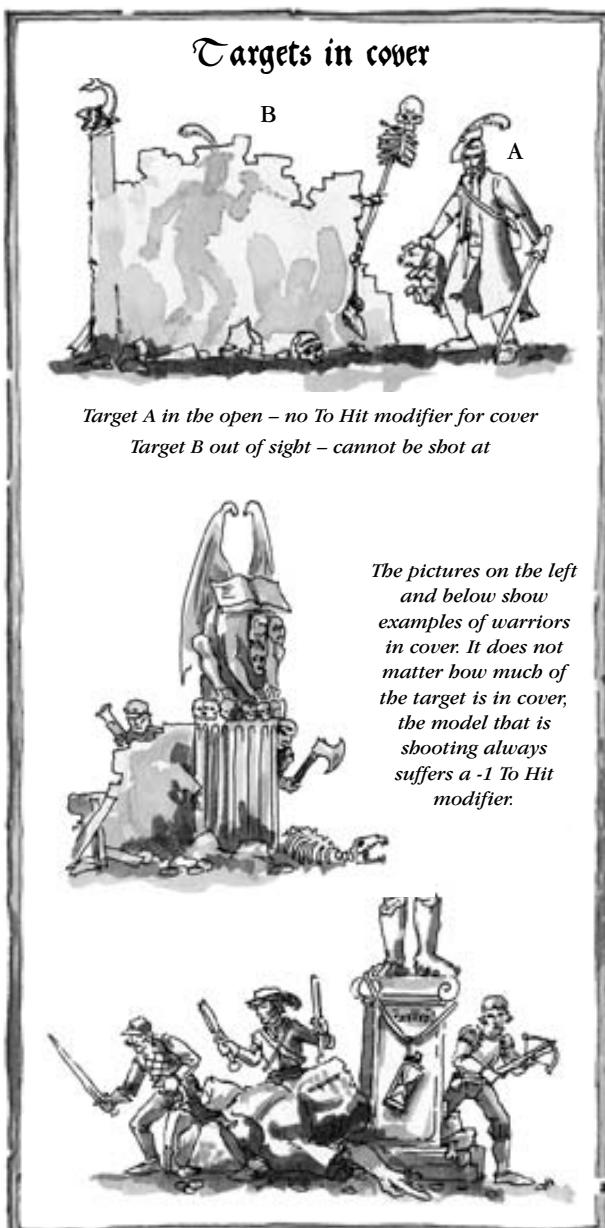
You may always choose to shoot at a Large Target if you can see it, whether it is in cover or not and even if it is not the closest target.

You can shoot at models that are *fleeing*, *knocked down* or *stunned*, but you can choose to ignore them, because they do not represent an immediate threat. It is better to shoot the closest standing enemy model instead.

Note that you may not shoot at models that are engaged in hand-to-hand combat, as the risk of hitting your comrades is too great.

Cover

The many walls, ruined buildings and other masonry in Mordheim offer plenty of cover. If any portion of the target is hidden by a piece of scenery or another model, the shooting model will suffer a penalty as explained below.



Shooting

Sometimes it will be obvious whether a target can be seen; at other times it will be more difficult, as buildings and other scenery are in the way. If the shooter can see only part of the target's body, the target is in cover and the shooter suffers a -1 penalty on his To Hit roll.

If a shot misses its target by 1, and that target claimed the -1 modifier for cover, then the shot strikes the cover instead. Normally this doesn't matter, but in the case where a model is concealed behind another warrior, or when the cover is a powder keg, it might be extremely important!

Two huge stone gargoyles squatted in front of the crumbling arch of the gateway, leering at Marius and his henchmen as they approached. Lapzig made the sign of the sacred hammer across his chest as they passed between them. The wall itself was already being reclaimed by the land, tendrils of ivy grew everywhere and patches of moss were spreading over the ancient blocks. As they passed into the shadow of the Gargoyle Gate, Marius and Hensel saw the City of the Damned properly for the first time.

Just inside the gate was a wide cobbled square, the stores around its edge were old but still standing. Their windows were broken, the doors had been stolen for firewood, even the timbers of some had been hacked at for precious fuel. The empty window frames and doorways stared at them like stone skulls.

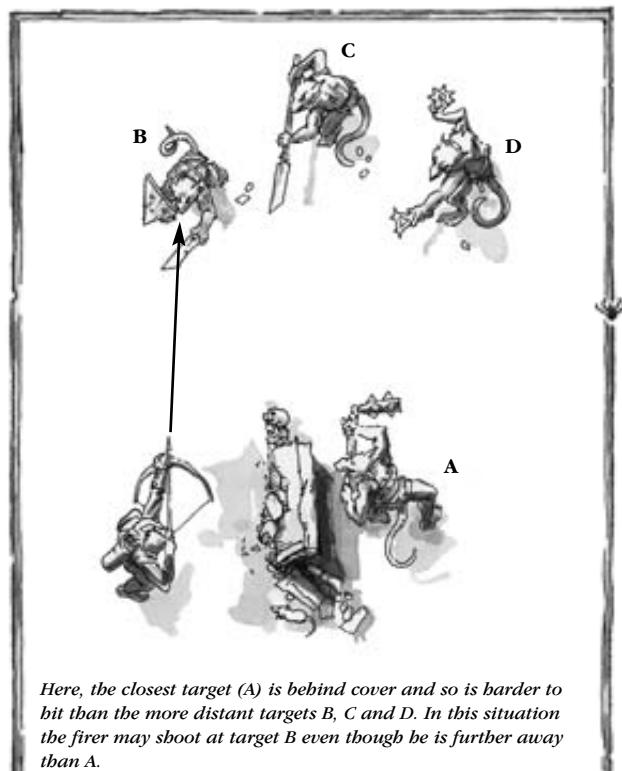
"It's pretty tame here. Wait until we get further in, then you'll really understand what has happened to this place," Lapzig growled. With a flick of a finger he sent one of his men to scout ahead. Just then a wheezing cough reverberated around the courtyard and all turned to see a hunched figure limping across the square towards them, swathed in rags.

"Tell ye fortune, sires?" the stranger asked. His eyes were covered in bloodstained bandages and a palsied leg protruded at an odd angle from beneath the old man's tattered, stained white robes.

"Get thy devilry from me!" bellowed Marius with wide, staring eyes. He wrenched his sabre from its scabbard and brandished it in the beggar's face. "Worshipper of darkness, I shalt run thee through!"

"Wait!" the beggar cried, holding up a bony hand. "Tis not from Chaos comes my visions, but from holy Sigmar himself." The man fumbled in his robes and pulled out a tarnished icon of a hammer. "I was a priest here once. When the sky fell I clawed out my eyes so that I would not see the evil around me, only Sigmar's great wisdom. He tells me that you should turn back now to save your soul. One does not leap into damnation, one walks there a step at a time."

"Begone with your riddles, wretch," Lapzig interrupted, shoving the old man away. "We must not tarry within the walls too long, already there will be others aware of our presence."



shooting from an elevated position

A model situated in an elevated position (ie, anything that is more than 2" above the table surface, such as an upper floor of a building), may freely pick any target he can see and shoot at it. The exception to this rule is that if there are enemies in the same building and in line of sight of the shooter, he must shoot at these, as they present a more immediate threat.

range

Once you have decided to shoot and have chosen a target you must measure to see whether the shot is within range. Each type of missile weapon has a maximum range, as described in the Weapons & Armour section of the book.

Assuming that your target is within range your warrior can proceed with the shot. If the target is out of range then he has automatically missed this turn.

hitting the target

To determine whether a shot hits its target, roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by his Ballistic Skill). The chart below shows the minimum D6 roll needed to score a hit.

BS of shooter	1	2	3	4	5	6	7	8	9	10
D6 roll needed	6	5	4	3	2	1	0	-1	-2	-3

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Hit modifiers

It is easier to hit a target that is in the open compared to a target behind cover. Usually it is also easier to hit a target if it is close compared to one further away.

These situations are represented by the following modifiers:

HIT MODIFIERS

- 1 Cover If any part of the model is obscured by scenery or other models then it counts as being in cover.
- 1 Long range If you are shooting at a target that is more than half of your weapon's maximum range away.
- 1 Moving & shooting If your model has moved at all (other than standing up, or turning to face your target) during this turn.
- +1 Large target If either the target model has the Large Target special rule (such as an Ogre), or whose main 'body' is over 2" tall or wide (such as most buildings).

Deploying your archers in the upper floors of buildings is a good idea. They will be in cover and can freely pick their targets.

Roll to wound

Once you have hit a target test to see if a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment, just scratches the skin or causes some very minor injury which the warrior bravely (or stupidly) ignores. If you fail to cause a wound, the target is unharmed.

To determine whether your shot has caused a wound, compare the Strength of the weapon with the Toughness of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Weapons & Armour section.

The chart above shows the D6 score required to turn a hit into a wound. Note that a dash (-) means that there is no chance of wounding the target.



critical hits

If you roll a 6 when rolling to wound (for hand-to-hand combat and shooting only) you will cause a critical hit. Roll a D6 and consult the Critical Hit chart below to determine the damage caused by the critical hit. You should also roll to see whether the target makes its armour save or suffers damage as normal.

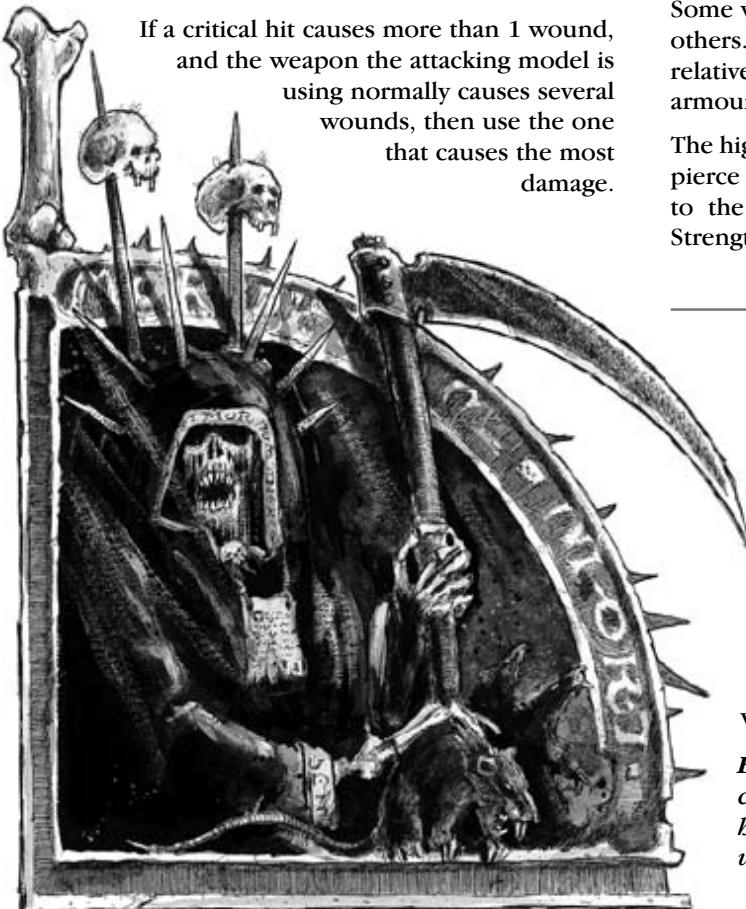
In addition, if the attacker normally needs 6s to wound his target, he cannot cause a critical hit. His opponent is simply too tough to suffer a serious injury at the hands of such a puny creature!

Each warrior may only cause one critical hit in each hand-to-hand combat phase (see the Close Combat section), so if he has several attacks, the first 6 you roll to wound will cause a critical hit.

CRITICAL HIT CHART

- 1-2 Hits a vital part.** The wound is doubled to 2 wounds. Roll any armour saves before doubling the wound.
- 3-4 Hits an exposed spot.** The wound is doubled to 2 wounds. The attack ignores all armour saves.
- 5-6 Master strike!** The wound is doubled to 2 wounds. The attack ignores all armour saves. You gain +2 to any Injury rolls.

If a critical hit causes more than 1 wound, and the weapon the attacking model is using normally causes several wounds, then use the one that causes the most damage.



armour

Steel breastplates, chainmail, leather tunics, shields... all these and more are readily available in the forges of the villages surrounding Mordheim. That is if you are prepared to pay the price, since armour is very expensive.

If a warrior wearing armour suffers a wound roll a D6. If the dice roll is sufficiently high the wounding hit has bounced off the armour and has not hurt the wearer at all. The dice score required varies according to the type of armour.

The table below summarises the most common armour types and the D6 rolls required to make a save. Note that carrying a shield increases the save by +1. For example, a warrior in light armour with a shield will save on a roll of a 5 or 6. A warrior who has a shield but no armour will save on a roll of a 6.

Armour	Minimum D6 score required to save
Light armour	6
Heavy armour	5
Gromril armour	4
Shield	adds +1 to the armour save

armour save modifiers

Some weapons are better at penetrating armour than others. A shot from a short bow can be deflected relatively easily, but a shot from a crossbow penetrates armour much more effectively.

The higher a weapon's Strength, the more easily it can pierce armour. The chart below shows the reduction to the enemy's armour saving throw for different Strength weapons.

Strength	Save modifier
1-3	None
4	-1
5	-2
6	-3
7	-4
8	-5
9+	-6

Some weapons are better at penetrating armour than their Strength value suggests (Elven bows, for example). This is covered in the entry for each particular weapon (see the Weapons & Armour section).

Example: Dieter wears heavy armour and carries a shield. His armour save is 4+. He is hit by a crossbow (Strength 4) and therefore he will save on a D6 roll of 5+ (ie, $4+1=5+$).

injuries

Most warriors have a Wounds characteristic of 1, but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 from his total each time he suffers a wound. Make a note on the roster sheet. So long as the model has at least 1 wound remaining he may continue to fight.

As soon as a fighter's Wounds are reduced to zero, roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 for the wound that reduced the model to zero wounds and for every wound the model receives after that. If a model suffers several wounds in one turn, roll once for each of them and apply the highest result.

1·2 Knocked down

The force of the blow knocks the warrior down. Place the model face up to show that he has been *knocked down*.

3·4 Stunned

The target falls to the ground where he lies wounded and barely conscious. Turn the model face down to show that he has been *stunned*.

5·6 Out of action

The target has been badly hurt and falls to the ground unconscious. He takes no further part in the game and is immediately removed from the battle.

Knocked down

A fighter who has been *knocked down* falls to the ground either because of a jarring blow he has sustained, because he has slipped, or because he has thrown himself to the ground to avoid injury. Turn the model face up to show that he has been *knocked down*. Knocked down models may crawl 2" during the movement phase, but may not fight in hand-to-hand combat, shoot or cast spells. If he is in base-to-base contact with an enemy, a *knocked down* model can crawl 2" away only if the enemy is engaged in hand-to-hand combat with another opponent, otherwise he has to stay where he is. In combat he cannot strike back and the enemy will have a good chance of putting him *out of action* (see the Warriors Knocked Down section of the Close Combat rules on page 21).

A warrior who has been *knocked down* may stand up at the start of his next turn. In that turn he may move at half rate, shoot and cast



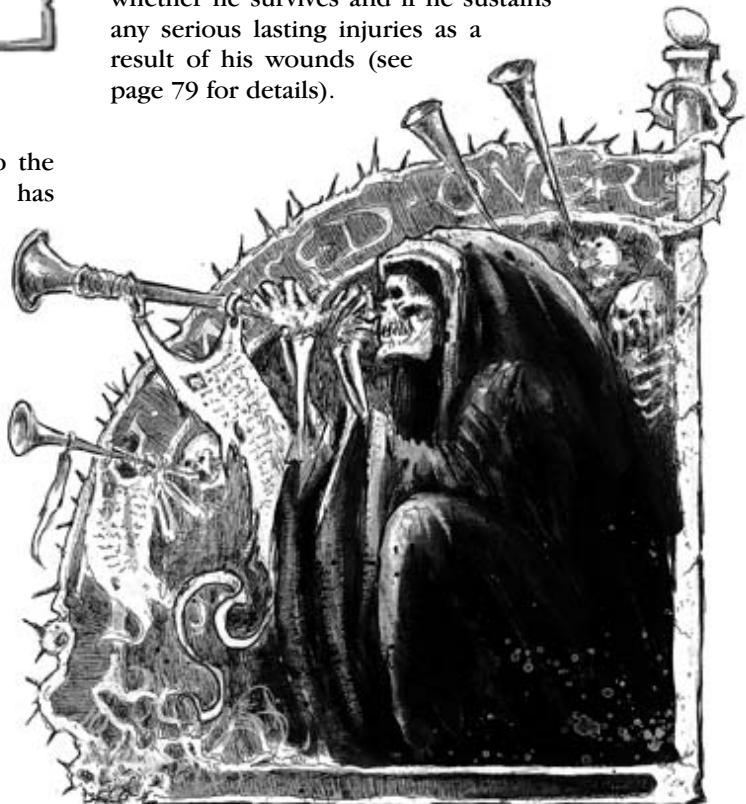
spells, he cannot charge or run. If he is engaged in hand-to-hand combat, he may not move away and will automatically strike last, irrespective of weapons or Initiative. After this turn the fighter moves and fights normally, even though he has zero wounds left. If the model takes any further wounds, then roll for injury once more, exactly as if the model had just sustained its last wound.

stunned

When a warrior is *stunned*, he is either badly injured or temporarily knocked out. Turn the model face down to show that he has been *stunned*. A fighter who is *stunned* may do nothing at all. A player may turn the model face up in the next recovery phase, and the warrior is then treated as *knocked down*.

out of action

A warrior who is *out of action* is also out of the game. Remove the model from the tabletop. It's impossible to tell at this point whether the warrior is alive or dead, but for game purposes it makes no difference at this stage. After the battle you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see page 79 for details).



Close combat

Who can fight

Models whose bases are touching are engaged in hand-to-hand combat. This can only happen once a warrior has charged his enemy, as models are otherwise not allowed to move into contact.

All close quarter fighting is worked out in the hand-to-hand combat phase. Regardless of whose turn it is, all models in hand-to-hand combat will fight. A warrior can fight against enemies to his side, front, or rear. In reality the fighters are constantly moving, dodging, and weaving as they struggle to kill their adversaries.

Models fighting in hand-to-hand combat do **not** shoot in the shooting phase. They are far too busy fighting for their lives. Any very close range shots they are able to make using pistols are treated like close combat weapon attacks (see the Weapons & Armour section).

Who strikes first

Normally, models fight in order of descending Initiative with the highest striking first. If their Initiatives are equal, roll a dice to see who strikes first. If a model stood up in the Recovery phase of that

turn, then he will strike last irrespective of any other circumstances.

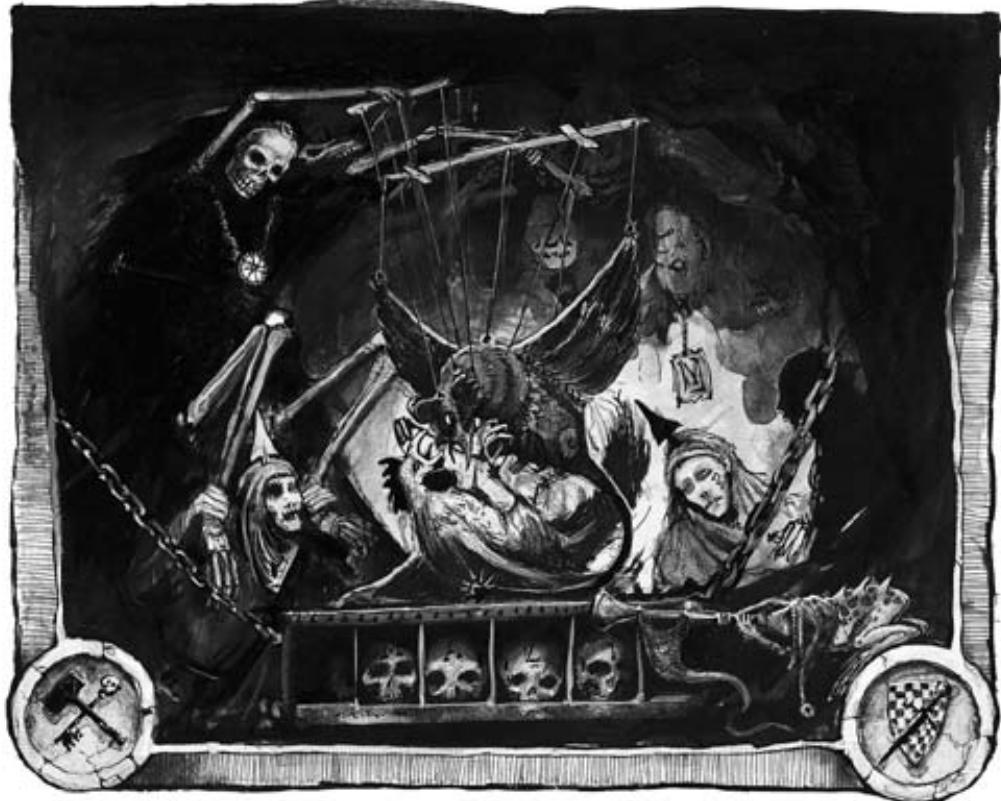
Sometimes a model will be allowed to 'strike first' for some reason. Most commonly this is because they charged in that turn, but some equipment, skills and spells produce the same effect. If only one model 'strikes first' then it does so and the remainder of the combatants strike in Initiative order as described above.

If there are several models who are each entitled to 'strike first', then they determine the order of combat between themselves by Initiative, as described above. Once all those that were eligible to 'strike first' have fought, any other combatants fight in Initiative order.

Which models fight

A model can fight if its base is touching the base of an enemy model. Even models attacked from the side or rear can fight.

If a warrior is touching more than one enemy, he can choose which to attack. If he has more than 1 Attack, he can divide them in any way the player wishes, so long as he makes this clear before rolling to hit.



Bitting the enemy

To determine whether hits are scored, roll a D6 for each model fighting. If a model has more than 1 Attack roll a D6 for each attack.

The dice roll needed to score a hit on your enemy depends upon the Weapon Skills of the attacker and the foe. Compare the Weapon Skill of the attacker with that of his opponent and consult the To Hit chart below to find the minimum D6 score needed to hit.

Fighting with two weapons

Some maniac warriors carry two weapons, one in each hand, so they can rain a flurry of blows on their enemies. A warrior armed with two one-handed weapons may make 1 extra Attack with the additional weapon. Note that this is added to the total of the warrior's attacks after other modifiers, such as *frenzy*, have been applied. If he is armed with two different weapons (sword and dagger, for example), he will make a single attack with whichever weapon he chooses, and all others with the remaining weapon. Roll to hit and wound for each weapon separately.

Weapon modifiers

Unlike hits from shooting, the Strength of the attacker is used to determine wounds, rather than that of the weapon itself. However, some weapons confer a bonus on the attacker's Strength (see the Weapons & Armour section for full details).

roll to wound

Once your model has hit a target you must test to see whether a wound is inflicted. Sometimes a strike may fail to wound simply because it causes an insignificant injury or glances off the enemy's equipment.

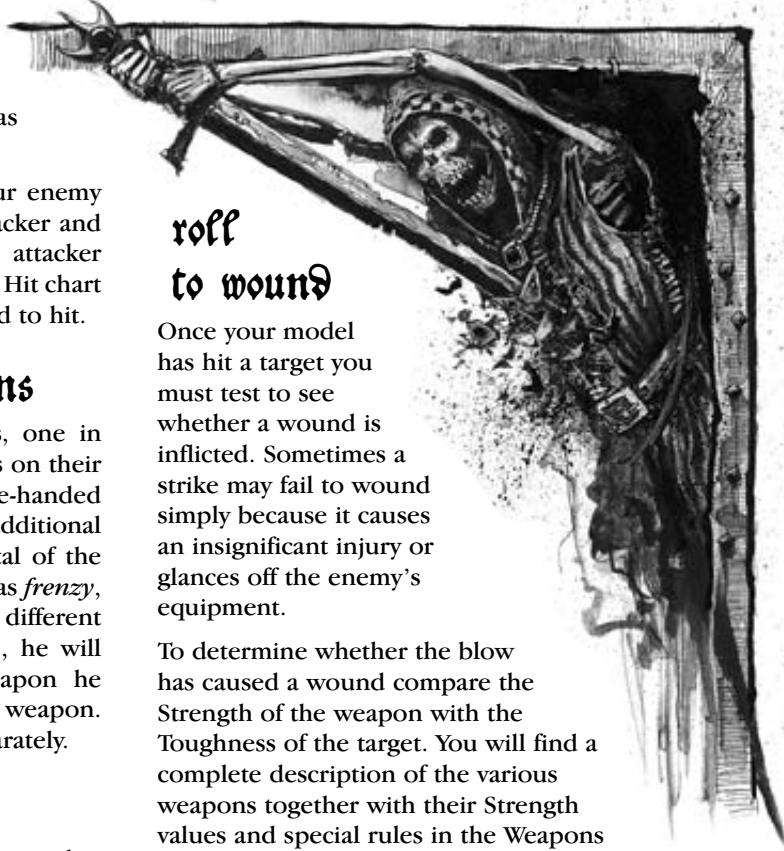
To determine whether the blow has caused a wound compare the Strength of the weapon with the Toughness of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Weapons & Armour section.

Follow the same procedure for wounding and causing critical hits as in the Shooting section. Note that a dash (-) means that there is no chance of wounding the target.

To hit chart

Opponent's weapon skill

	1	2	3	4	5	6	7	8	9	10
Attacker's weapon skill	1	4	4	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5
	3	3	3	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4
	7	3	3	3	3	3	3	4	4	4
	8	3	3	3	3	3	3	3	4	4
	9	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	4



Wound chart

target's Toughness

	1	2	3	4	5	6	7	8	9	10
attacker's Strength	1	4	5	6	6	-	-	-	-	-
	2	3	4	5	6	6	-	-	-	-
	3	2	3	4	5	6	-	-	-	-
	4	2	2	3	4	5	6	-	-	-
	5	2	2	2	3	4	5	6	-	-
	6	2	2	2	2	3	4	5	6	-
	7	2	2	2	2	2	3	4	5	6
	8	2	2	2	2	2	2	3	4	5
	9	2	2	2	2	2	2	2	3	4
	10	2	2	2	2	2	2	2	3	4

armour

Combatants that are wounded have the chance to avoid damage if they are wearing armour or carrying shields. This is exactly the same as described for shooting, and the same rules apply.

For each wound suffered the player rolls a D6. If he rolls greater than or equal to the armour save of his fighter then that wound has been absorbed or deflected by the armour.

armour save modifiers

Some models are so powerful that armour provides less protection against them.

The higher a creature's Strength the more easily it can pierce armour. The following chart shows the reduction in the enemy's armour saving throw caused by the attacker's Strength.

Strength

Save modifier

1-3	None
4	-1
5	-2
6	-3
7	-4
8	-5
9+	-6

Some weapons also confer a bonus to the user's Strength, making it more likely that any hits will pierce the opponent's armour. These bonuses are given in the Weapons & Armour section.

parry

Bucklers are small shields which offer no increase to the armour saving throw, but allow you to parry attacks. Swords are also used to parry enemy attacks.

When an opponent scores a hit, warriors equipped with bucklers or swords may try to parry the blow.

Roll a D6. If the score is higher than the number your opponent rolled to hit, the buckler or sword has parried the strike. Note that it is therefore impossible to parry a blow which scored a 6 on the roll to hit.



"Swordsmen are always at their best when they are equipped with swords and bucklers. The enemy will find it really difficult to penetrate their defences and it makes them good when attacking, too."

A buckler or sword may only parry one blow per hand-to-hand combat phase. A parried blow is ignored and has no effect. If your opponent scored several hits, you will have to try to beat the highest score (if the highest score is a 6, you automatically lose the chance of parrying that opponent's attacks). If a model is fighting against several opponents, it may only parry the strike from the enemy who makes the first hit(s) (ie, the attacking model with the highest Initiative). In the case of equal Initiative characteristics roll a dice to decide who strikes first.

If your model is armed with a buckler and a sword, you may re-roll any failed parries once. A model armed with two swords can still only roll once.

A model may not parry attacks made with twice (or more) his own basic Strength – they are simply too powerful to be stopped.

warriors knocked down

If an enemy is fighting a warrior who is *knocked down*, he may attack him to put him out of his misery. All attacks against a warrior who is *knocked down* hit automatically. If any of the attacks wound the *knocked down* model and he fails his armour save, he is automatically taken *out of action* as explained previously. A *knocked down* model may not parry.

warriors stunned

A *stunned* warrior is at the mercy of his enemies. A *stunned* model is automatically taken out of action if an enemy can attack him in hand-to-hand combat.

attacking stunned and knocked down warriors

Note that a model with multiple attacks may not *stun/knock down* and then automatically take a warrior *out of action* during the same hand-to-hand combat phase. The only way you can achieve this is to have more than one of your models attacking the same enemy. So, if the enemy is *stunned/knocked down* by the first warrior, he can be hit and put *out of action* by the next warrior to attack.

If your model is engaged in close combat with an enemy who is still standing, he cannot attack any other models that are *stunned* or *knocked down*, since in reality they will not pose an immediate threat to him and their companions will try to protect them.

moving from combat

Once models are engaged in hand-to-hand combat they cannot move away during their movement phase. They must fight until they are either taken *out of action*, until they take out their enemies, or until one or the other breaks and runs.

The exception to this rule is that if all a model's close combat opponents are *knocked down* or *stunned*, he may move away from the combat if you wish, and even charge other enemies within range.

breaking from combat

A warrior who panics whilst fighting in hand-to-hand combat will break off and make a run for it as described in the Leadership & Psychology section.

When a fighter breaks from combat he simply turns and runs off. His opponents automatically hit the warrior as he breaks, each inflicting 1 hit which is worked out immediately.

Note that warriors cannot choose to leave a fight voluntarily.





Leadership & psychology

the rout test

A player must make a Rout test at the start of his turn if a quarter (25%) or more of his warband is *out of action*. For example, in a warband that has twelve warriors a test is needed if three or more are *out of action*. Even warbands who are normally immune to psychology (such as Undead) must make Rout tests.

If the Rout test is failed, the warband automatically loses the fight. The game ends immediately and surviving warriors retreat from the area. A failed Rout test is the most common way in which a fight ends.

To take a Rout test roll 2D6. If the score is equal to or less than the warband leader's Leadership, the player has passed the test and may continue to fight.

If the warband's leader is *out of action* or *stunned*, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic

amongst any remaining fighters who are not *stunned* or *out of action*.

voluntary rout

A player may choose to voluntarily Rout at the start of any of his own turns if he wishes, but only if he was already required to take a Rout test or if a quarter (25%) or more of his warband are *out of action*.

leaders

A warrior within 6" of his leader may use his leader's Leadership value when taking Leadership tests. This represents the leader's ability to encourage his warriors and push them beyond normal limits.

A leader cannot confer this bonus if he is *knocked down*, *stunned* or *fleeing* himself. The sight of your leader running for cover is obviously far from encouraging!

all alone

Being outnumbered and alone is a nerve-racking situation for any warrior.

If your warrior is fighting alone against two or more opponents, and there are no friendly models within 6" (*knocked down*, *stunned* or fleeing friends do not count), he must make a test at the end of his combat phase. The test is taken against the model's Leadership on 2D6. If the warrior scores equal to or under his Leadership his nerve holds. If the score is greater than his Leadership, the warrior breaks from combat and runs. Each one of his opponents may make one automatic hit against him as he turns to run. If the model survives, he runs 2D6" directly away from his enemies.

At the start of each of his turns, the warrior must take another Leadership test. If he passes, he stops but can do nothing else during his own turn except cast spells. If he fails or is charged, he runs 2D6" towards the nearest table edge, avoiding any enemy models. If he reaches the table edge before he has managed to recover his nerves, he is removed from combat.

If a warrior is charged while he is fleeing, the charger is moved into base contact as normal, but the fleeing warrior will then run a further 2D6" towards the table edge, before any blows can be struck.



Magic

There have always been those who have used magic: witches and wizards, wise women and warlocks. But as all scholars know, all magic is dangerous, for it originates from Chaos, the source of corruption and change. Indeed, during these times, sorcery is illegal and punishable by death.

Wizards have little say in whether the world of magic touches them or not. They are born with second sight and to them the world of magical energies and spells is much more real than the mundane world of normal mortals. With all the persecution, fear and hatred it is little wonder that wizards become reclusive and suspicious, and many are downright insane. Some even turn to the worship of the dark gods, and others follow the forbidden path of necromancy.

Mordheim has become home to many magic users and they roam the ruins hiding from Witch Hunters. But there are other ways of gaining power over and above that of a normal mortal man. The gods watch over their subjects and a priest of strong faith can call upon them to assist him in battle. Of these, the Priests of Sigmar are the most common, for Sigmar is the patron god of the Empire, and his following is strong during these times of strife.

allocated spells

The chart below summarises the different kinds of magic and explains who can use what spells.

Wizard	Type of Magic
Chaos Magisters	Chaos Rituals
Warlocks	Lesser Magic
Skaven Eshin Sorcerer	Magic of the Horned Rat
Sisters of Sigmar & Warrior-Priests	Prayers of Sigmar
Necromancers	Necromancy

Each wizard starts with one randomly determined spell, but may gain more. Roll a D6 and consult the appropriate chart. If you get the same spell twice, roll again or lower the spell's difficulty by 1.

casting spells

Spells are cast in the shooting phase, and can be used even if the caster is in hand-to-hand combat. To use a spell, the wizard must roll equal to or greater than the spell's Difficulty score on 2D6. If he fails, he may not cast a spell that turn. If the test is passed the spell may be used as described overleaf. A wizard may cast one spell per turn and may not use missile weapons if he wants to cast a spell. He can however run!

A wizard may not use magic if he is wearing armour or has a shield or buckler. The only exception is the Prayers of Sigmar. Sisters of Sigmar and Warrior-Priests may wear armour and use their prayers.

damage

Some spells cause direct damage, and are resolved the same way as damage from shooting or blows in hand-to-hand combat. Spells do not cause critical hits. Models always receive armour saves against wounds caused by spells unless noted otherwise.





fear

Fear is a natural reaction to huge or unnerving creatures. A model must take a Fear test (ie, test against his Leadership) in the following situations. Note that creatures that cause *fear* can ignore these tests.

a) If the model is charged by a warrior or a creature which causes *fear*.

If a warrior is charged by an enemy that he *fears* then he must take a test to overcome that fear. Test when the charge is declared and is determined to be within range. If the test is passed the model may fight as normal. If it is failed, the model must roll 6s to score hits in that round of combat.

b) If the model wishes to charge a *fear-causing* enemy.

If a warrior wishes to charge an enemy that it *fears* then it must take a test to overcome this. If it fails the model may not charge and must remain stationary for the turn. Treat this as a failed charge.

frenzy

Some warriors can work themselves into a berserk state of fury, a whirlwind of destruction in which all concern for their own personal safety is ignored in favour of mindless violence. These warriors are described as being *frenzied*.

Frenzied models must always charge if there are any enemy models within charge range (check after charges have been declared). The player has no choice in this matter – the warrior will automatically declare a charge.

Frenzied warriors fight with double their Attacks characteristic in hand-to-hand combat. Warriors with 1 Attack therefore have 2 Attacks, warriors with 2 Attacks have 4, etc. If a warrior is carrying a weapon in each hand, he receives +1 Attack for this as normal. This extra Attack is not doubled.

Once they are within charge range, frenzied warriors are immune to all other psychology, such as *fear* and don't have to take these tests as long as they remain within charge range.

If a frenzied model is *knocked down* or *stunned*, he is no longer *frenzied*. He continues to fight as normal for the rest of the battle.

Hatred

Hatred is a very powerful emotion, and during this era of strife and war, bitter rivalry is commonplace.

Warriors who fight enemies they *hate* in hand-to-hand combat may re-roll any misses when they attack in the first turn of each hand-to-hand combat. This bonus applies only in the first turn of each combat and represents the warrior venting his pent-up hatred on his foe. After the initial round of hand-to-hand combat he loses some impetus and subsequently fights as normal for the rest of the combat.



stupidity

Many large and powerful creatures, as well as some of the more unhinged individuals in Mordheim, are unfortunately rather stupid.

Models that are *stupid* test at the start of their turn to see if they overcome their stupidity. Make a test for each model affected by stupidity. If you pass the test by rolling their Leadership value or less on 2D6 then all is well – the creatures behave reasonably intelligently and the player may move and fight with them as normal.

If the test is failed all is not well. Until the start of his next turn (when it takes a new Stupidity test) the model will not cast spells or fight in hand-to-hand combat (though his opponent will still have to roll to hit him as normal).

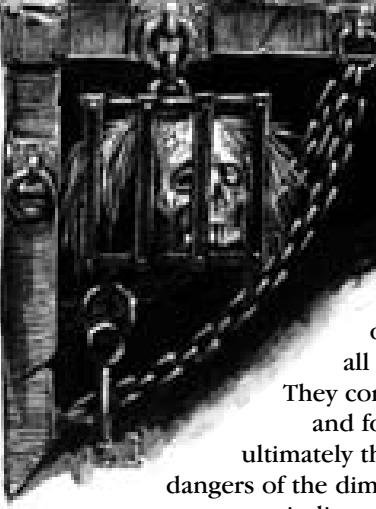
If a model who fails a Stupidity test is not in hand-to-hand combat, roll a D6.

1-3 The warrior moves directly forward at half speed in a shambling manner. He will not charge an enemy (stop his movement 1" away from any enemy he would have come into contact with). He can fall down from the edge of a sheer drop (see the Falling rules) or hit an obstacle, in which case he stops. The model will not shoot this turn.

4-6 The warrior stands inactive and drools a bit during this turn. He may do nothing else, as drooling is so demanding.

Regardless of whether the test is passed or failed, the result applies until the start of the model's following turn (when it takes a new Stupidity test).

Campaigns



Warbands travel to the City of the Damned from all over the Old World. They come from many races and for many reasons but ultimately they must all face the dangers of the dim alleys and twisting, winding streets of Mordheim.

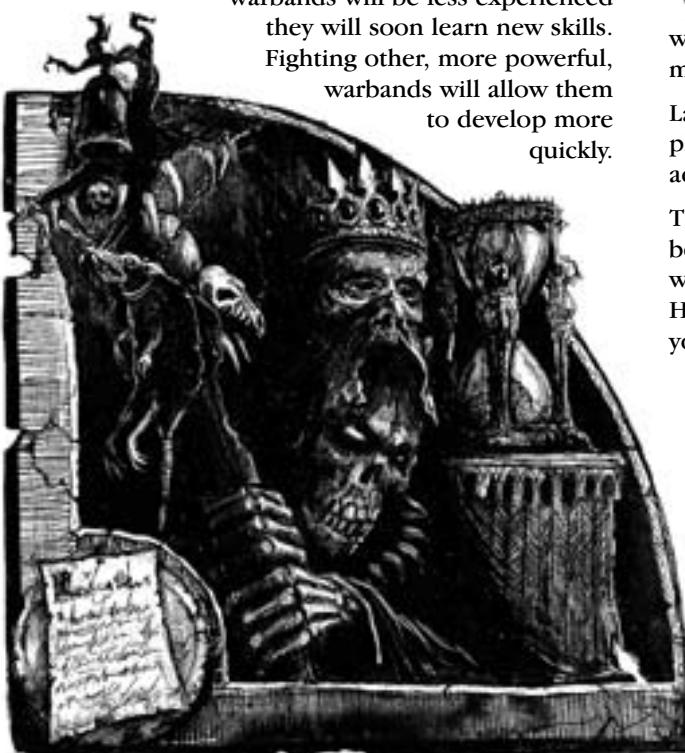
Although it is great fun to fight individual battles, part of the challenge of Mordheim is to build your warband into a force to be reckoned with. A campaign gives your warband the chance to gain experience and new skills, as well as the opportunity to hire extra warriors as its fame and fortune increases.

starting a campaign

To start a campaign you'll need at least two players, preferably three or more. Players may have more than one warband, but most people prefer to run one at a time, as this allows them to devote more of their attention to painting, modelling and playing with their favourite warband.

You can start a campaign as soon as two players have recruited their warbands. New players can join the campaign any time after that. Although the new

warbands will be less experienced they will soon learn new skills. Fighting other, more powerful, warbands will allow them to develop more quickly.



playing a campaign game

To start the campaign, the two players select one of the scenarios to fight (see the Scenarios section). At the end of each game the players work out how much experience their warriors have earned and how much wyrdstone the warband has collected before returning to its encampment.



Experience is expressed as Experience points which Heroes and Henchmen groups receive for surviving each game. This is covered later in the Experience section. When a Hero or a group of Henchmen has sufficient Experience points they receive an *advance*. An advance might improve a warrior's characteristics profile, adding to his WS, BS, S etc, or he might gain a special skill such as *Mighty Blow* or *Acrobat*.

After each game the warriors collect wyrdstone. This is recorded on the warband's roster sheet, and can later be sold for gold, used for trading, etc. You can recruit more warriors or buy new weapons from traders. All this is explained in the Income and Trading sections, later.

warband rating



Each warband has a *warband rating* – the higher the rating the better the warband. The warband rating is simply the number of warriors in it multiplied by 5, plus their accumulated experience.

Large creatures such as Rat Ogres are worth 20 points plus the number of Experience points they have accumulated.

The warband's rating changes after each game, because surviving warriors will gain extra experience, warriors may have been killed, new ones added, etc. Hopefully your warband rating will go up, signifying your increase in power!

post battle sequence

After the battle is over, both players work their way through the following sequence. You do not have to work through it all at once (try to do the first three parts straight after the battle – you may wish to consider further purchases later) but any dice rolls must be seen by both players or a neutral third party.

- 1 Injuries.** Determine the extent of injuries for each warrior who is *out of action* at the end of the game. See the Serious Injuries, on page 118.
- 2 Allocate experience.** Heroes and Henchmen groups gain experience for surviving battles. See the Experience and Scenarios sections for details.
- 3 Roll on the Exploration chart.** See the Income section for details.
- 4 Sell Wyrdstone.** This can only be done once per post battle sequence.
- 5 Check available veterans.** Roll to see how much Experience worth of veterans is available for hire. You don't have to commit to hiring any at this point.
- 6 Make rarity rolls and buy rare items.** Make rolls for any rare items you intend to buy and pay for them. These items go into the warband's stash.
- 7 Look for Dramatis Personae.** If you want to hire any.
- 8 Hire new recruits & buy common items.** New recruits come equipped with their free dagger and may be bought common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy rare items. They can, however, be equipped with rare items if there are any in the warband's stash in stage 9.
- 9 Reallocate equipment.** Swap equipment between models as desired (provided they are eligible to use it).
- 10 Update your warband rating.** You are now ready to fight again.

Disbanding warbands

You may disband your old warband at the end of any game and start again with a new one. All the warriors in the original warband and any equipment and other benefits they acquired are lost. You can also dismiss any warrior in your warband at any time.

Death of a warrior

When a warrior is killed (Hero or Henchman) all his weapons and equipment are lost. This is very important, so be clear about it from the start. It is not possible to reallocate a warrior's weapons or equipment once he is dead.



Death of a leader

If the leader of the warband is slain, the Hero with the next highest Leadership value takes command. He then gains the Leader ability (although he must continue to use his original Skill list) and can use the Equipment list available to the leader. If there is more than one Hero eligible to assume command, the warrior with the most Experience points becomes the leader. In the case of a tie roll a D6 to decide the new leader. Note that you may **not** hire a new leader for your warband.

In the case of Undead warbands, the death of the Vampire means that the warband's Necromancer must take over. If the warband doesn't include one, the spells that hold the restless dead together unravel, and the warband collapses into a pile of bones. You **can** buy a Vampire after the next game, at which point the Necromancer will step down (whether he wants to or not) and lose the Leader skill.

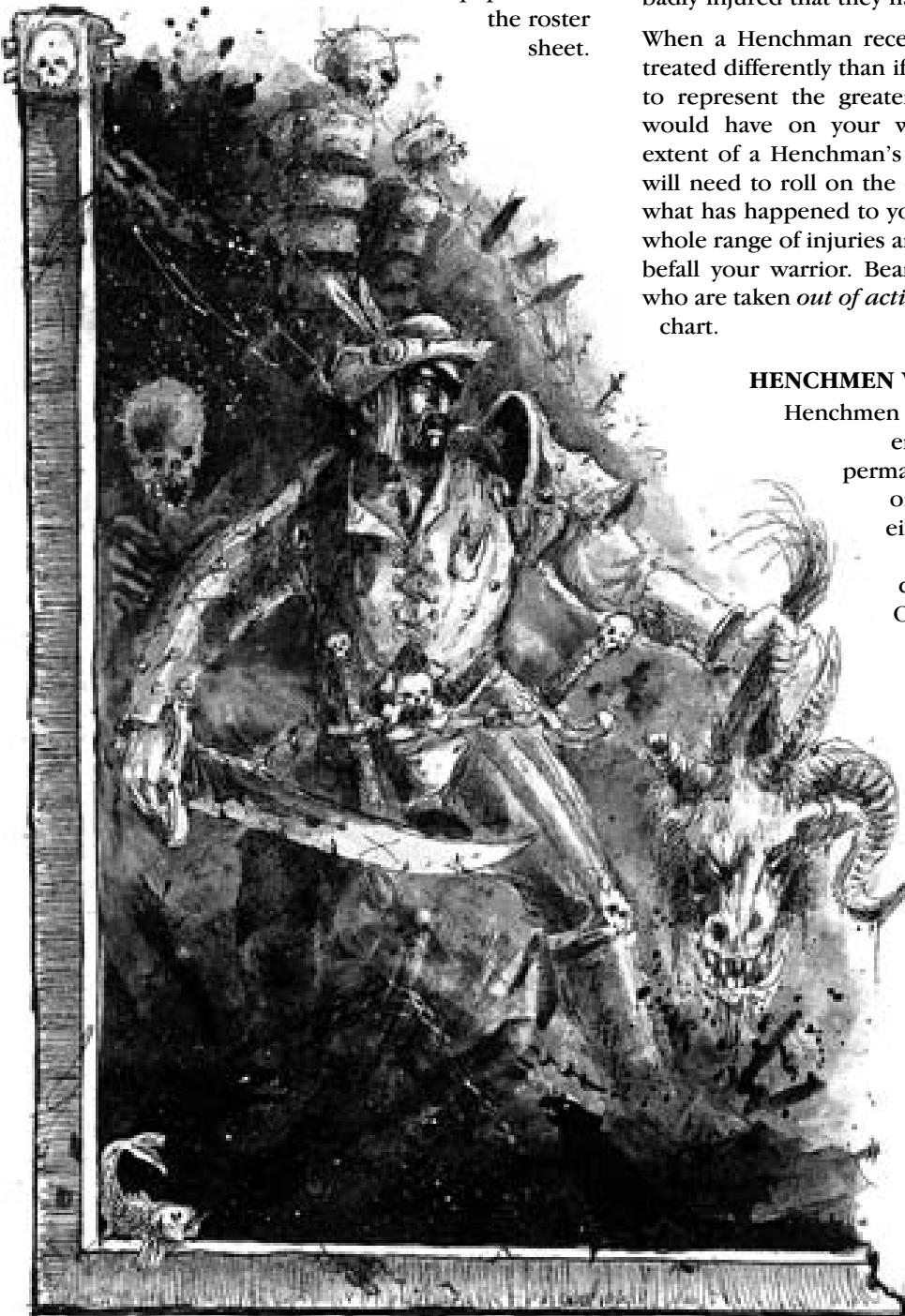
If the leader of a Sisters of Sigmar, Possessed or Carnival of Chaos warband dies then their successor will be entitled to learn to use magic in their stead. The new leader may roll for a prayer/spell from the appropriate list, instead of rolling on the Advance table, the first time they are eligible for an advance. After this they are considered to be a wizard/use prayers as appropriate for their warband and use the Advance table as normal.



buying new equipment between games

As explained in the Trading section, warriors may purchase new equipment and armaments using the warband's treasury. Warriors can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date.

Weapons and armour purchased, swapped or taken from storage for your warband must be of an appropriate type for the warrior, as indicated by the warband lists. Record any changes to the warrior's equipment on the roster sheet.



serious injuries

During a game some warriors will be taken *out of action* and removed from play. At that time it doesn't matter whether the warrior is dead, unconscious, injured or just playing dead – in game terms he is no longer capable of fighting in the battle which is all that matters.

When you are playing a campaign it matters a great deal what happens to warriors who are taken *out of action*! They might recover completely and be ready to fight in the next battle, or they might have sustained injuries. Worst of all they might die, or be so badly injured that they have to retire.

When a Henchman receives a serious injury this is treated differently than if a Hero received one (this is to represent the greater effect that losing a Hero would have on your warband). Working out the extent of a Henchman's injuries is very simple. You will need to roll on the chart opposite to determine what has happened to your Hero. The chart covers a whole range of injuries and random things that might befall your warrior. Bear in mind that only Heroes who are taken *out of action* are obliged to roll on this chart.

HENCHMEN WITH SERIOUS INJURIES

Henchmen who are *out of action* at the end of the battle are removed permanently from the roster sheet on a D6 roll of 1-2. They have either suffered severe injuries, died of their wounds, or decided to quit the warband. On a roll of 3-6 they can fight in the next battle as normal.

HEROES WITH SERIOUS INJURIES

After a battle some of your Heroes may be taken *out of action*.

You will need to determine the extent of their injuries before the next game.

To use the Heroes' Serious Injuries chart opposite, roll two D6.

The first dice roll represents 'tens' and the second 'units', so that a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, etc. This type of dice roll is referred to as a 'D66 roll'.

Heroes' serious injuries chart (roll D6)

11-15 DEAD

The warrior is dead and his body is abandoned in the dark alleys of Mordheim, never to be found again. All the weapons and equipment he carried are lost. Remove him from the warband's roster.

16-21 MULTIPLE INJURIES

The warrior is not dead but has suffered a lot of wounds. Roll D6 times on this table. Re-roll any 'Dead', 'Captured' and further 'Multiple Injuries' results.

22 LEG WOUND

The warrior's leg is broken. He suffers a -1 Movement characteristic penalty from now on.

23 ARM WOUND

Roll again: 1 = Severe arm wound. The arm must be amputated. The warrior may only use a single one-handed weapon from now on. 2-6 = Light wound. The warrior must miss the next game.

24 MADNESS

Roll a D6. On a 1-3 the warrior suffers from *stupidity*; on 4-6 the warrior suffers from *frenzy* from now on (see the Psychology section for details).

25 SMASHED LEG

Roll again: 1 = The warrior may not run any more but he may still charge. 2-6 = The warrior misses the next game.

26 CHEST WOUND

The warrior has been badly wounded in the chest. He recovers but is weakened by the injury so his Toughness is reduced by -1.

31 BLINDED IN ONE EYE

The warrior survives but loses the sight in one eye; randomly determine which. A character that loses an eye has his Ballistic Skill reduced by -1. If the warrior is subsequently blinded in his remaining good eye he must retire from the warband.

32 OLD BATTLE WOUND

The warrior survives, but his wound will prevent him from fighting if you roll a 1 on a D6 at the start of any battle. Roll at the start of each battle from now on.

33 NERVOUS CONDITION

The warrior's nervous system has been damaged. His Initiative is permanently reduced by -1.

34 HAND INJURY

The warrior's hand is badly injured. His Weapon Skill is permanently reduced by -1.

35 DEEP WOUND

The warrior has suffered a serious wound and must miss the next D3 games while he is recovering. He may do nothing at all while recovering.

36 ROBBED

The warrior manages to escape, but all his weapons, armour and equipment are lost.

41-55 FULL RECOVERY

The warrior has been knocked unconscious, or suffers a light wound from which he makes a full recovery.

56 BITTER ENMITY

The warrior makes a full physical recovery, but is psychologically scarred by his experience. From now on the warrior *bates* the following (roll a D6):

D6 Result

- 1-3 The individual who caused the injury. If it was a Henchman, he hates the enemy leader instead.
- 4 The leader of the warband that caused the injury.
- 5 The entire warband of the warrior responsible for the injury.
- 6 All warbands of that type.

61 CAPTURED

The warrior regains consciousness and finds himself held captive by the other warband.

He may be ransomed at a price set by the captor or exchanged for one of their warband who is being held captive.

Captives may be sold to slavers at a price of D6x5 gc. Undead may kill their captive and gain a new Zombie. The Possessed may sacrifice the prisoner. The leader of the warband will gain +1 Experience if they do so. Captives who are exchanged or ransomed retain all their weapons, armour and equipment; if captives are sold, killed or turned to Zombies, their weaponry, etc, is retained by their captors.

62-63 HARDENED

The warrior survives and becomes inured to the horrors of Mordheim. From now on he is immune to fear.

64 HORRIBLE SCARS

The warrior causes fear from now on.

65 SOLD TO THE PITS

The warrior wakes up in the infamous fighting pits of Cutthroat's Haven and must fight against a Pit Fighter. See the Hired Swords section for full rules for Pit Fighters.

Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (ie, a D6 roll of 11-35). If he is not dead, he is thrown out of the fighting pits without his armour and weapons and may re-join his warband.

If the warrior wins he gains 50 gc, +2 Experience and is free to rejoin his warband with all his weapons and equipment.

66 SURVIVES AGAINST THE ODDS

The warrior survives and rejoins his warband. He gains +1 Experience.

Experience



As warriors take part in battles, those who survive become more experienced, and improve their battle skills. This is represented in campaigns by *Experience points*.

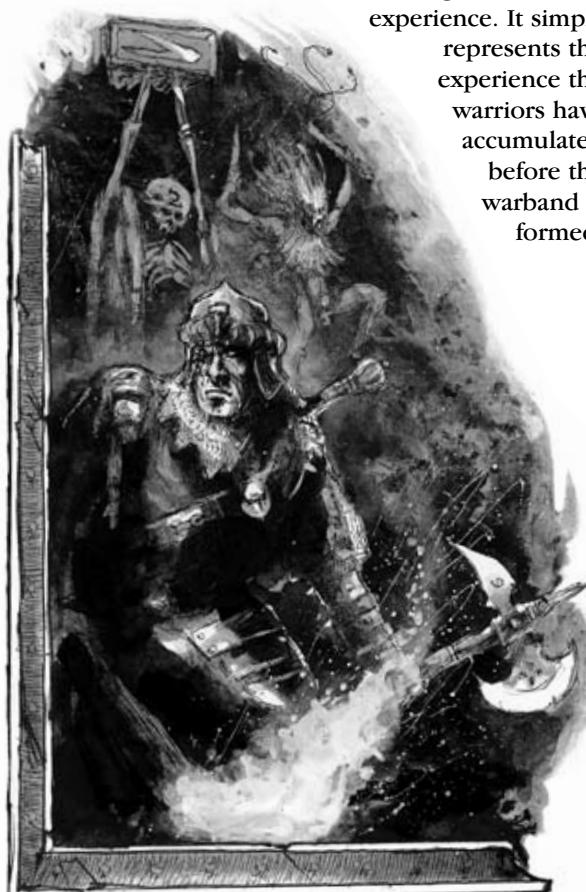
Warriors earn Experience points when they take part in a battle. Once a warrior has enough points he gains an

advance. This takes the form of an increased characteristic or a new skill. Warriors who survive long enough may progress to become great Heroes, with many skills that they have picked up during their long and glorious fighting career.

When warriors are recruited, some of them already have some experience. The warband lists detail how

many Experience points different warriors begin with. Record these on your warband roster sheet by ticking the right number of boxes. No extra advances

are gained for this experience. It simply represents the experience the warriors have accumulated before the warband is formed.



earning experience

The Experience points warriors earn depend on the scenario. Different scenarios have different objectives and consequently warriors can earn experience in slightly different ways.

Extra Experience points are always added to the fighter's total after the game is over, though it is a good idea to keep a record of the opponents your warrior puts *out of action* during the battle, as this often affects the experience they gain.

If you look through the scenarios you will notice that warriors always earn +1 Experience point for surviving a battle. They earn this even if they are injured – so long as they live to fight again!

The Scenarios section includes details of how many Experience points are earned for each scenario.

experience advances

As warriors earn more Experience points they are entitled to make *Advance rolls*. The warband roster sheet shows how much experience a Hero or a Henchman group must accumulate before making a further roll. When the accumulated experience reaches a box that has thick borders, the warrior may make an Advance roll. The roll(s) must be taken immediately after the game in which the advance was earned, while both players are present to witness the result. Note that Henchmen gain experience as a group, and consequently all the warriors in one group gain the same advance.

underdogs

When a warband fights against an enemy warband with a higher rating, its warriors earn extra Experience points as shown on the table below. The higher the opposing warband's rating the more points the underdog earns.

Difference in Warband rating	Experience Bonus
0-50	None
51-75	+1
76-100	+2
101-150	+3
151-300	+4
301+	+5



advance rolls

Make Advance rolls straight after the battle so both players can witness the result. Roll 2D6 and consult the appropriate tables below.

Heroes

2D6 Result

- 2-5** **New Skill.** Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill. See the Magic section.
- 6** **Characteristic Increase.**
Roll again: 1-3 = +1 Strength; 4-6 = +1 Attack.
- 7** **Characteristic Increase.**
Choose either +1 WS or +1 BS.
- 8** **Characteristic Increase.**
Roll again: 1-3 = +1 Initiative;
4-6 = +1 Leadership.
- 9** **Characteristic Increase.**
Roll again: 1-3 = +1 Wound;
4-6 = +1 Toughness.

- 10-12** **New Skill.** Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill.



Henchmen

Henchmen never add more than +1 point to any of their initial characteristics. If the dice roll indicates an increase in a characteristic which has already been increased (or is at its racial maximum), roll again until an unincreased characteristic is rolled. All warriors in the group gain the same advance.

2D6 Result

- 2-4** **Advance.** +1 Initiative.
- 5** **Advance.** +1 Strength.
- 6-7** **Advance.** Choose either +1 BS or +1 WS.
- 8** **Advance.** +1 Attack.
- 9** **Advance.** +1 Leadership.

- 10-12** **The lad's got talent.** One model in the group becomes a Hero. If you already have the maximum number of Heroes, roll again. The new Hero remains the same Henchman type (eg, a Ghoul stays as a Ghoul) and starts with the same experience the Henchman had, with all his characteristic increases intact. You may choose two skill lists available to Heroes in your warband. These are the skill types your new Hero can choose from when he gains new skills. He can immediately make one roll on the Heroes Advance table. The remaining members of the Henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12.

new skills

There are several types of skill and each has a separate list. You may not choose the same skill twice for the same warrior. The skills a Hero may have are restricted by the warband he belongs to and what type of Hero he is.

To select a new skill for a Hero, pick the type of skill you want from those available, then choose which skill has been learned.

Characteristic increase

Characteristics for certain warriors may not be increased beyond the maximum limits shown on the following profiles. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their racial maximum, you may increase any other (that is not already at its racial maximum) by +1 instead. Note that this is the only way to gain the maximum Movement for some races. Remember that Henchmen can only add +1 to any characteristic.

HUMAN (Witch Hunters, Flagellants, Mercenaries, Dregs, Freelancers, Warlocks, Pit Fighters, Magisters, DarkSouls, Mutants, Brethren, Warrior Priests, Zealots, Sisters of Sigmar, etc.)

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

ELF (Elf Ranger Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf	5	7	7	4	4	3	9	4	10

DWARF (Troll Slayer Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	5	3	5	4	10

OGRE (Ogre Bodyguard Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	6	5	5	5	5	6	5	9

HALFLING (Halfling Scout Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	5	7	3	3	3	9	4	10

BEASTMAN

Profile	M	WS	BS	S	T	W	I	A	Ld
Gor	4	7	6	4	5	4	6	4	9

POSSESSED

Profile	M	WS	BS	S	T	W	I	A	Ld
Possessed	6	8	0	6	6	4	7	5	10

VAMPIRE

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire	6	8	6	7	6	4	9	4	10

SKAVEN

Profile	M	WS	BS	S	T	W	I	A	Ld
Skaven	6	6	6	4	4	3	7	4	7

GHOUL

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghoul	5	5	2	4	5	3	5	5	7

Skill lists

The Skill lists are used to pick skills earned as advances. Your warrior is restricted to specific Skill lists depending upon his warband type and what kind of warrior he is. Each warband entry includes a list of skills available to the Heroes of that particular warband.

All warbands have their own strengths and weaknesses which relate to the skills available to them. For example, the Possessed are good fighters and very strong, but they are not very academically minded.

Some warbands also have access to a unique Skill list, which is clearly indicated in their entry.

combat skills

Strike to Injure. The warrior can land his blows with uncanny accuracy. Add +1 to all injury rolls caused by the model in hand-to-hand combat.

Combat Master. The warrior is able to take on several opponents at once. If he fights against more than one enemy at a time, he gains an extra Attack in each hand-to-hand combat phase as long as he is fighting two or more enemy models. In addition, the warrior is immune to 'All Alone' tests.

Weapons Training. A warrior with this skill is adept at using many different weapons. He may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.

Web of Steel. Few can match the ability of this warrior. He fights with great skill, weaving a web of steel around him. The model gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.

Expert Swordsman. This warrior has been expertly taught in the art of swordsmanship. He may re-roll all missed attacks if he is using a sword in the hand-to-hand phase of the turn that he charges. Note that this only applies when they are armed with normal swords or weeping blades, and not with double-handed swords or any other weapons.

Step Aside. The warrior has a natural ability to avoid injury in combat. Each time he suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves.

shooting skills

Quick Shot. The warrior may shoot twice per turn with a bow or crossbow (but not a crossbow pistol).

Pistolier. The warrior is an expert at using all kinds of pistols. If he is equipped with a brace of pistols of any type (including crossbow pistols), he may fire twice in the Shooting phase (though note that normal reloading rules apply). If he has a single pistol then he may fire it in the same turn it was reloaded.

Eagle Eyes. The warrior's sight is exceptionally keen. He adds +6" to the range of any missile weapon he is using.

Weapons Expert. The warrior has been trained to use some of the more unusual weapons of the known world. He may use any missile weapon he comes across, not just the weapons available from his warband's list.

Nimble. The warrior may move and fire with weapons that are normally only used if the firer has not moved. Note that this skill cannot be combined with the Quick Shot skill.

Trick Shooter. The warrior can shoot through the tiniest gap without it affecting his aim. He ignores all modifiers for cover when using missile weapons.

Hunter. The warrior is an expert at getting his weapon loaded and ready. He may fire each turn with a handgun or Hochland long rifle.

Knife-Fighter. The warrior is an unrivalled expert at using throwing knives and throwing stars. He can throw a maximum of three of these missiles in his shooting phase and may divide his shots between any targets within range as he wishes. Note that this skill cannot be combined with the Quick Shot skill.



academic skills

Battle Tongue. This skill may only be chosen by a leader. The warrior has drilled his warband to follow short barked commands. This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill.

Sorcery. This skill may only be taken by Heroes capable of casting spells. A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Note that Sisters of Sigmar and Warrior-Priests may not use this skill.

Streetwise. A warrior with this skill has good contacts and knows where to purchase rare items. He may add +2 to the roll that determines his chances of finding such items (see the *Trading* section).

Haggle. The warrior knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

Arcane Lore. Witch Hunters, Sisters of Sigmar and Warrior-Priests may not have this skill. Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic.

Wyrystone Hunter. The warrior has an uncanny ability to find hidden shards of wyrystone. If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. The second result stands.

Warrior Wizard. This skill may only be taken by spellcasters. The mental powers of the wizard allow him to wear armour and cast spells.

strength skills

Mighty Blow. The warrior knows how to use his strength to maximum effect and has a +1 Strength bonus in close combat (excluding pistols). As his Strength is used for close combat weapons, the bonus applies to all such weapons.

Pit Fighter. The warrior has learned how to fight in enclosed spaces from his time in the dangerous fighting pits of the Empire. He is an expert at fighting in confined areas and adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins. It's a good idea to define which bits of your terrain collection count as 'buildings or ruins' at the start of a battle to avoid confusion later.

Resilient. The warrior is covered in battle scars. Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers.

Fearsome. Such is the reputation and physique of the model that he causes *fear* in opposing models.

Strongman. The warrior is capable of great feats of strength. He may use a double-handed weapon without the usual penalty of always striking last. Work out order of battle as you would with other weapons.

Unstoppable Charge. When he charges, the warrior is almost impossible to halt. He adds +1 to his Weapon Skill when charging.

speed skills

Leap. The warrior may leap D6" in the movement phase in addition to his normal movement. He may move and leap, run and leap, or charge and leap, but he can only leap once per turn.

A leaping warrior may jump over opposing man-sized models, including enemies, and obstacles 1" high, without penalty.

The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap (see page 28).

Sprint. The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.

Acrobat. The warrior is incredibly supple and agile. He may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".

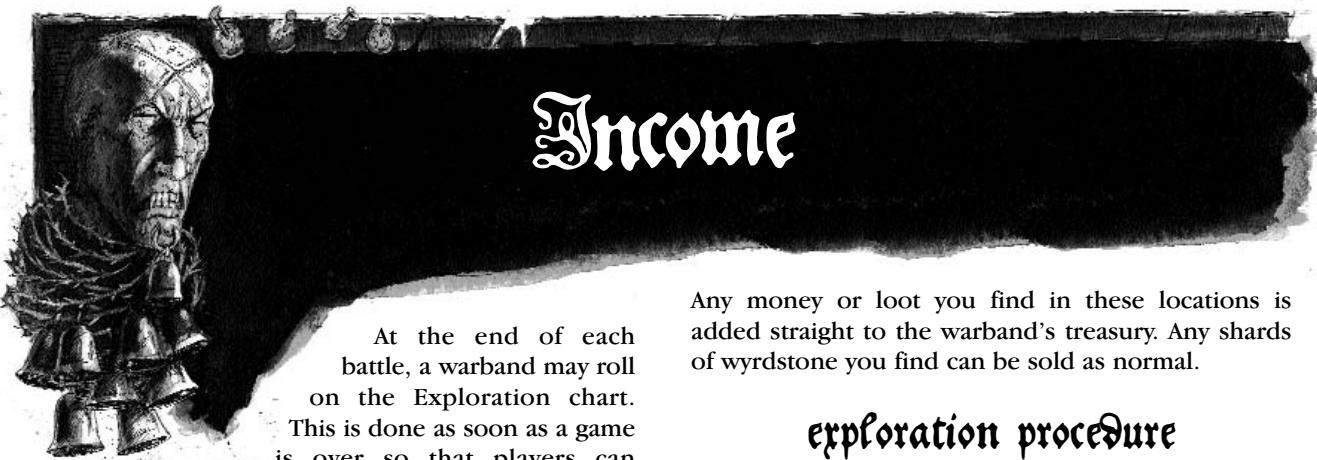
Lightning Reflexes. If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values.

Jump Up. The warrior can regain his footing in an instant, springing to his feet immediately if he is *knocked down*. The warrior may ignore *knocked down* results when rolling for injuries, unless he is *knocked down* because of a successful save from wearing a helmet or because he has the No Pain special rule.

Dodge. A warrior with this skill is nimble and as fast as quicksilver. He can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).

Scale Sheer Surfaces. A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.





Income

At the end of each battle, a warband may roll on the Exploration chart. This is done as soon as a game is over so that players can witness each other's dice rolls. As

you can see from the chart, a warband that is just starting out has little chance of finding the more obscure places in Mordheim. However, a warband will make more discoveries as it goes along thanks to its better equipment and accumulated skills.

Roll a D6 for each Hero in your warband who survives without going *out of action*. This represents the warband's efforts to unearth wyrdstone. Do not roll for any Heroes who went *out of action* during the battle; they are taken back to the warband's encampment to recuperate instead. So, for example, if your warband includes four Heroes who all survived the last battle, you can roll four dice. If you won your last game, you may roll one extra dice. Add the results of the dice together and consult the Exploration chart to see how many shards of wyrdstone your warband has found.

Do not roll for Henchmen. This does not mean that they don't search the ruins, but instead represents the efforts of the Heroes in coordinating the search parties. In addition, some Henchmen like Zombies or Warhounds (for obvious reasons) are not particularly useful when it comes to looking for wyrdstone.

rolling multiples

As well as finding shards of wyrdstone, the warband can come across unusual places or encounter inhabitants of the ruined city. If you roll two or more of the same number while searching, you have found an unusual building or encountered something out of ordinary. Consult the chart and refer to the appropriate entry in the Exploration results.

For example, you might roll two 3's or three 5's, in which case you should refer to the chart. Choose the most numerous multiples if you score more than one set of multiples. So, if you rolled a double 3 and a triple 5, only look up the triple 5 on the Exploration chart. In the case of two doubles or triples look up the highest result. For example, if you rolled double 1 and double 3, look up the double 3 result.

Any money or loot you find in these locations is added straight to the warband's treasury. Any shards of wyrdstone you find can be sold as normal.

exploration procedure

1. Roll 1D6 for each of your Heroes who survived the battle and one extra dice if you won, plus any extra dice allowed by skills or equipment. Note, however, that you must pick a maximum of six dice out of all the dice you roll, even if you are allowed to roll seven dice or more.
2. Some things, such as skills and equipment, (like the Mordheim Map) may allow you to re-roll dice. If your warband includes an Elf Ranger, you may modify one dice by +1 or -1.
3. If you rolled any doubles, triples, etc, you have found an unusual location in Mordheim. Consult the Exploration chart on the next page to see what you find. Refer to the appropriate entry on the following pages and follow the instructions given there.
4. Add the results together and consult the chart on the next page to see how many shards of wyrdstone you have found. Mark down the amount of wyrdstone on your warband's roster sheet.

NUMBER OF WYRDSTONE SHARDS FOUND

Dice Result	Shards Found
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

Example: The Sellswords, a Reiklander warband, have just won a battle. Three of their Heroes survived and the warband discovered the Entrance to the Catacombs in an earlier battle. This means that the warband may roll four dice and re-roll one of them. The player rolls 5, 5, 1 and 3. He then picks one of the dice (the 1) and re-rolls it. He scores a 4. His warband also includes an Elf Ranger, so he can modify one of the dice rolls by +1/-1. The player decides to turn the 4 into a 5, giving him a grand total of 5, 5, 5 and 3. This means that the warband has found four shards of wyrdstone ($5+5+5+3=18$ which according to the table above gives the warband four shards) and the three 5's produce a 'Market Hall' result on the Exploration chart.

magical artefacts table

Roll a D6 and use this table to determine which item you find when a result in the Exploration chart indicates that you have found a magical artefact. In a campaign none of these items can appear more than once, so if you find a magic item which is already in someone else's possession roll again – even if the warrior carrying it has been killed.

1 The Boots and Rope of Pieter

Pieter, the master thief of the Guild of Shadows, was the most famous of all the cat burglars of Mordheim. He earned the nickname 'Spider' for his daring robberies. The secret of his success was a pair of enchanted boots and a magical rope which he had acquired from far-off Araby.

A model wearing these boots may move normally (including running, charging, etc) on any kind of terrain, including vertical surfaces. When moving the model, simply adds the distances moved horizontally to that moved vertically, with no Initiative test needed (except to jump across gaps).

2 The Count of Ventimiglia's Misericordia

This dagger was used by the notorious Tilean gentleman-pirate known as the 'Black Corsair'. It is claimed that he found it in ancient Elven ruins and legend also has it that the dagger's blade cannot be damaged in any way.

The dagger is treated as a sword. Opponents wounded by it are *stunned* on a result of 1-3 (Undead are *knocked down* as normal) and put *out of action* on a 4-6.

3 Att'la's Plate Mail

This armour was given as a present by the Dwarf Lord Kurgan to the warlord Att'la in the time of Sigmar Heldenhammer.

Att'la's Plate Mail is a suit of gromril armour with the following three runes inscribed on it:

Rune of Spell Eating: The Hero wearing this armour is immune to all spells.

Rune of Passage: The Hero can move through solid objects, like walls (this does not mean that he can see through them).

Rune of Fortitude: The Hero has an extra wound. Note that this may take his total Wounds above his race's maximum.

4 Bow of Seeking

This bow was a gift to Count Steinhardt from the Elf lords of the Forest of Shadows.

Any arrow shot using this magic bow will pursue the target and hit it even if the target is behind cover. Treat this as an Elven bow that always hits on a 2+, regardless of any to hit modifier. Such is its deadly precision that all the arrows shot with this weapon count as Hunting Arrows (+1 on all Injury rolls).

Pick any enemy model in range, not just the closest, but the shooter must be able to see the target (even the tip of a target's weapon is enough – as long as the shooter is aware of the presence and position of the target, he can shoot). In addition, if any Dwarf is an eligible target, the arrows will always deviate from their intended target and try to hit the Dwarf instead. For obvious reasons this bow cannot be used to shoot at Elves.

5 Executioner's Hood

Recovered from a shipwrecked Dark Elf vessel, this hood carries evil glowing runes which fill the wearer with unreasoning rage.

A warrior wearing this becomes subject to and always will be *frenzied* even if he is *knocked down* or *stunned*. He also adds +1 to his Strength in close combat, such is the power of his fury. The wearer never leaves combat under any circumstances, and will always attack opponents in base contact until they are taken *out of action*.

If there are any *stunned* or *knocked down* models within the wearer's charge range at the beginning of his turn, he will charge and attack the closest one, even if they are members of his own warband! Fight the hand-to-hand combat until one of the warriors is taken *out of action*.

6 All-seeing Eye of Numas

This jewel was recovered from the ruins of Numas far in the south. It gives its wielder horrific nightmares that predict his future.

The bearer of the All-seeing Eye can see all models on the table top, even if they are *hidden* or out of sight. He can guide his fellow warband members through the ruins (this allows you to roll two dice for the bearer after battle when rolling on the Exploration chart). The bearer also has an additional 6+ save (which is not modified by Strength or weapon modifiers) against all shooting attacks and strikes in close combat, as he can sense the attacks before they are made.

All animals (such as wardogs, horses, etc) will be affected by *frenzy* when fighting against the bearer of the All-seeing Eye.



selling wyrdstone

Wyrdstone is tremendously valuable and is in constant demand by Imperial nobles. This means that finding buyers for your warband's wyrdstone is not difficult. You do not have to sell all your wyrdstone immediately after the battle – you may want to hoard it and sell it later, as selling wyrdstone in smaller quantities will increase demand and raise the price. Unfortunately, the demands of running a warband often mean that you will have to sell most of your wyrdstone as soon as you find it.

The warband must spend a large portion of its income on basic necessities such as food, drink, repair of weapons, and new arrows and ammunition, as well as celebrating! A warband leader is also expected to share any profits made by selling wyrdstone between his men which means that the more money the warband makes from such sales, the bigger the share for the men.

The more models there are in the warband, the more it costs to maintain and the higher the level of any profits made that must be shared between the men. The number indicated on the following chart is the profit in gold crowns earned after deducting the warband's maintenance costs. The profit is added to warband's treasury.



No. of Shards Sold	Number of Warriors in Warband					
	1-3	4-6	7-9	10-12	13-15	16+
1	45	40	35	30	30	25
2	60	55	50	45	40	35
3	75	70	65	60	55	50
4	90	80	70	65	60	55
5	110	100	90	80	70	65
6	120	110	100	90	80	70
7	145	130	120	110	100	90
8+	155	140	130	120	110	100

sisters of sigmar and income

Worldly possessions mean little to the Sisters, but their holy mission to purify Mordheim of the influence of Chaos requires supplies and weaponry, and these are much in demand. Thus the warbands of the Sisterhood compete with each other to gain the best weapons and equipment from the temple's armoury.



To measure their success, the more wyrdstone the Sisters bring to be kept under lock and key in the Vault of Vindication in the temple at Sigmar's Rock, the more aid they will receive from the temple.

Thus all gold crowns in the possession of a Sisters of Sigmar warband represent the resources that the High Matriarch will put at their disposal. It does not represent money in a literal sense, so you may like to think of it as faith, dedication, etc.

skaven and undead

Neither of these warbands puts much value on gold, but they send all the wyrdstone they find to their superiors and receive aid and resources in return. Skaven use their own currency for trading, while the Undead are somewhat beyond petty concepts of wealth. For Skaven, the gold crowns in the warband's treasury represent the warp tokens which the Skaven use for currency, while for the Undead it represents the favour they enjoy in the eyes of their master, Vlad von Carstein of Sylvania.

spending income

You can spend any accumulated money on weapons, armour, hiring new warriors, buying new equipment or simply save the money for a bigger purchase. See the *Trading* section for details.





Trading

Every settlement around the city of Mordheim has at least one trading post, shop or merchant's guildhouse where the local traders sell their wares and buy wyrdstone

and other items that have been scavenged from the ruins. In a large village such a place might cover a substantial area with many traders and merchants offering their goods and services. Small settlements are served by travelling traders.

All warbands are able to get new equipment one way or another. The most unscrupulous merchants actively trade with the Possessed Cultists, and creatures such as the Skaven have their own network of contacts, while Vampires can send the Dregs that serve them into the less salubrious settlements around Mordheim, such as Cutthroats' Haven.

spending cash

After every game, a warband can collect income from exploration, etc, and sell any wyrdstone and treasures they have acquired. Cash can be spent on recruiting new warriors, or on new equipment for the warband.

The price of wyrdstone varies according to current demand. See the Income section for details.

new recruits



New warriors are recruited in the same way as the original warband with the notable exception of equipment. After the start of a campaign, a new hireling can only buy Common items from his warband's equipment chart freely. He may only be given Rare items from his warband's equipment chart if the warband can obtain them via the normal trading rules.

Warbands may recruit whatever type of warriors the player wishes, but the usual restrictions apply regarding the number of Heroes, Henchmen, wizards, etc. For example, no warband may recruit a second leader, and no Mercenary warband can have more than two Champions.

recruiting hired swords

Players may hire mercenary warriors known as 'Hired Swords' for the warband if they wish. See the Hired Swords section starting on page 147.

new recruits and existing henchmen groups

You may add new recruits to existing Henchman groups. If the group is relatively inexperienced, you will have no difficulty in finding raw recruits to add to their numbers. But more experienced gnarled veterans are not so keen on letting novice warriors join them – and quite rightly so! Between each battle, roll 2D6: this represents the experience of the warriors currently available for hire. You can hire as many warriors as you wish, as long as their combined Experience does not exceed your dice roll. For example, if you rolled 7, you could add a single warrior to a Henchman group with 7 Experience points, or two warriors to a Henchman group with 3 Experience points, or any combination thereof. Disregard any excess Experience points.

As with other new Henchmen, you must pay for all their weapons and armour, and in addition you must add 2 gold crowns to their cost for each extra Experience point they add to the warband's total. New Henchmen must be armed and equipped in the same way as existing members of the group.

weapons

If a player wants to buy new weapons or other equipment for existing warriors, refer to the Price chart that follows. The chart lists all the equipment available in Mordheim, not just the common weapons included in the Recruitment charts. Rare items and weapons are not always available and vary in price. Remember that your warriors lack the skill to use any weapons other than the ones listed in the Recruitment charts. You may still want to buy rare items offered to you, as your warriors may be able to use them as they gain in experience.

Players should preferably complete any recruiting and trading after the battle is over, making the appropriate dice rolls whilst both players are present.

However, some players may prefer to wait until the heat of battle has cooled and they are able to consider

purchases more carefully. Determine which rare items are offered for sale while both players are together. The players can work out what they will buy later.

trading



Trade items are divided into two sections: *common* and *rare* items. Common items can be bought quite readily in any of the numerous trading posts and settlements around Mordheim. Players may purchase as many of these items as they want. The price of common items is fixed, so players always pay the same rate for them.

Rare items are hard or even impossible to come by. Only occasionally do such items turn up for sale and the price asked is often way above the true value. These items are often offered only to the most famous warbands, or those with the most money.

availability

The Price chart has a column marked 'Availability'. Common items are always available, and can be bought in any quantity. Items marked 'rare' are more difficult to find. A rare item's availability is indicated by a number, for example 'Rare 9'.

Whenever a Hero wants to buy a rare item, roll 2D6 and compare the result to the number stated. If the roll is equal or greater, the item is available. For example, you need to roll 9 or more to acquire an item marked 'Rare 9'. You can only buy one rare item for each successful roll. You may also only make one roll for each Hero looking for rare items. For example, if your warband has four Heroes, you may make four rolls to locate rare items. Warriors taken *out of action* during the last battle may not look for rare items.

selling

A player may trade in weapons and equipment at the same time he buys new ones. After all, as warbands become more powerful they often abandon their earlier armament in favour of something better. However, the second-hand value of equipment is not high due to the considerable wear and tear inflicted on it by your warriors.

Warriors can automatically sell equipment for half its listed price. In the case of rare equipment and weapons which have a variable price, the warband receives half of the basic cost only (merchants are far better at haggling than your warriors).

Alternatively, weapons, armour and equipment may be hoarded for future use (make a note on the warband roster) or swapped around the warband from one fighter to another (though not between warbands). As a weapon's value is low compared to the cost of equipping any new recruits you may get, a warband can usually find a use for its cast-off armaments.



Weapons & armour

Life and death in Mordheim is decided by the quantity and quality of the weapons a warrior carries. This section describes the different weapons and other equipment such as armour and shields.

Fist

The truly desperate, who don't even own a knife, have to fight with their bare hands. Needless to say, their chances of survival are comparable to Halflings going without food for eight hours!

Note: The following rule only apply to warriors who have lost their weapons. Creatures such as Zombies, animals, etc, ignore these rules. Warriors using their fists can only ever make 1 attack.

Range: Close Combat; **Strength:** As user -1; **Special Rule:** +1 Enemy armour save

SPECIAL RULE

+1 Enemy armour save: An enemy wounded by a fist gains a +1 bonus to his armour save, and a 6+ armour save if he normally has none.

Dagger

Daggers and knives are extremely common, and men are allowed to carry them in enclaves where weapons are otherwise forbidden. Many a warrior in Mordheim has died with a dagger in his back.

Range: Close Combat; **Strength:** As user; **Special Rule:** +1 Enemy armour save

SPECIAL RULE

+1 Enemy armour save: Daggers are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Hammer, staff, mace or club

Perhaps the simplest type of weapon, these brutal, bludgeoning instruments range from primitive wooden clubs to elaborately forged Dwarf hammers made from the finest steel. A blow from a mace can easily crush a skull or knock a man unconscious.

Range: Close Combat;
Strength: As user; **Special Rule:** Concussion

SPECIAL RULE

Concussion: Hammers and other bludgeoning weapons are excellent to use for striking your enemy senseless. When using a hammer, club or mace, a roll of 2-4 is treated as *stunned* when rolling to see the extent of a model's injuries.

Axe

The axe is the traditional weapon of Empire woodsmen, and is also used as a weapon in poorer rural areas. Axes have a heavy blade and, if swung by a strong man, can cause a lot of damage. The blade of an axe can easily cut through armour, though it requires considerable strength from the wielder.

Of all the warriors in the Old World, Dwarfs are the most adept at making axes. Their axes are invaluable to the warriors of the Old World and are some of the most sought after weapons.

Range: Close Combat; **Strength:** As user; **Special Rule:** Cutting edge

SPECIAL RULE

Cutting edge: An axe has an extra save modifier of -1, so a model with Strength 4 using an axe has a -2 save modifier when he hits an opponent in hand-to-hand combat.

Sword

The sword is often referred to as the 'king of weapons'. The most common sword available, the broadsword of the Empire, is a masterpiece by the standards of any smith: four full feet of gleaming steel, double-edged and razor-sharp.

Swords are much more effective weapons than crude clubs and axes, though learning to use a sword is a long and difficult process. It takes years to truly master this weapon – most warriors in Mordheim die long before they get this far!

Range: Close Combat; **Strength:** As user; **Special Rule:** Parry

SPECIAL RULE

Parry: Swords offer an excellent balance of defence and offence. A model armed with a sword may parry blows. When his opponent rolls to hit, the model armed with a sword may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

Flail

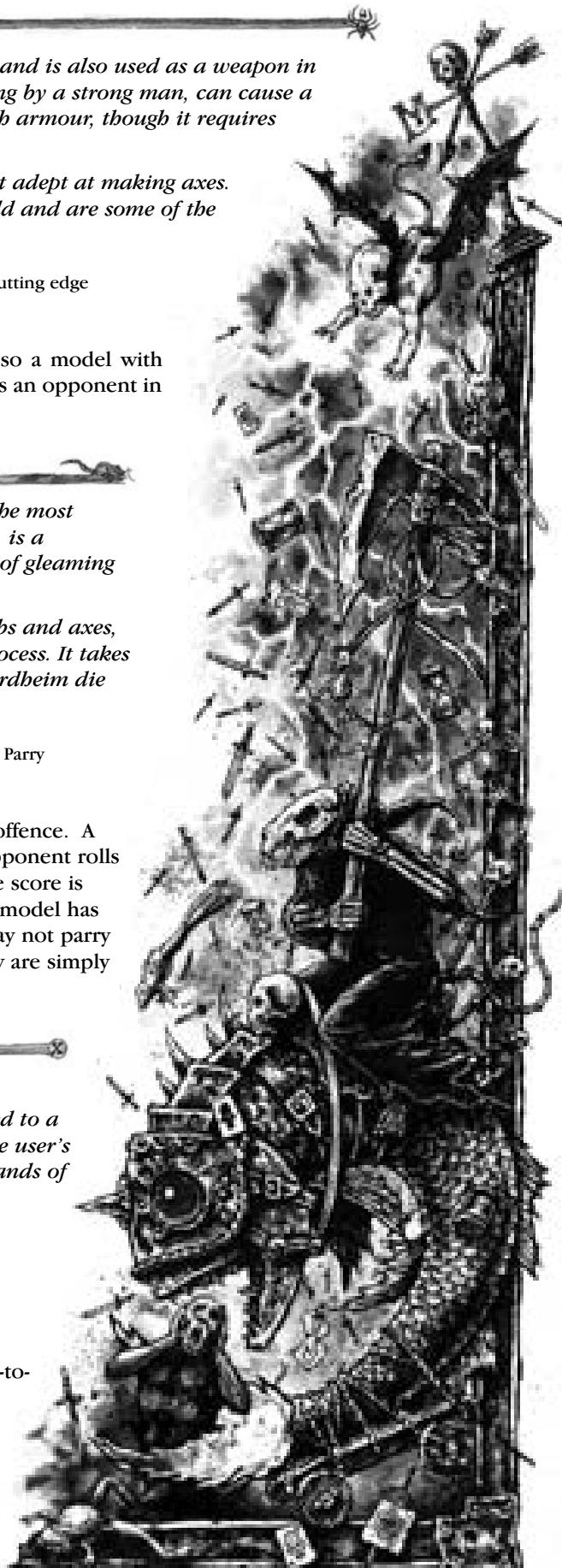
The flail is a heavy weapon wielded with both hands. It normally consists of heavy weights, often spiked, attached to a pole or handle by means of heavy chains. Flails drain the user's stamina quickly, but are awesomely destructive in the hands of a skilled (or unhinged) warrior.

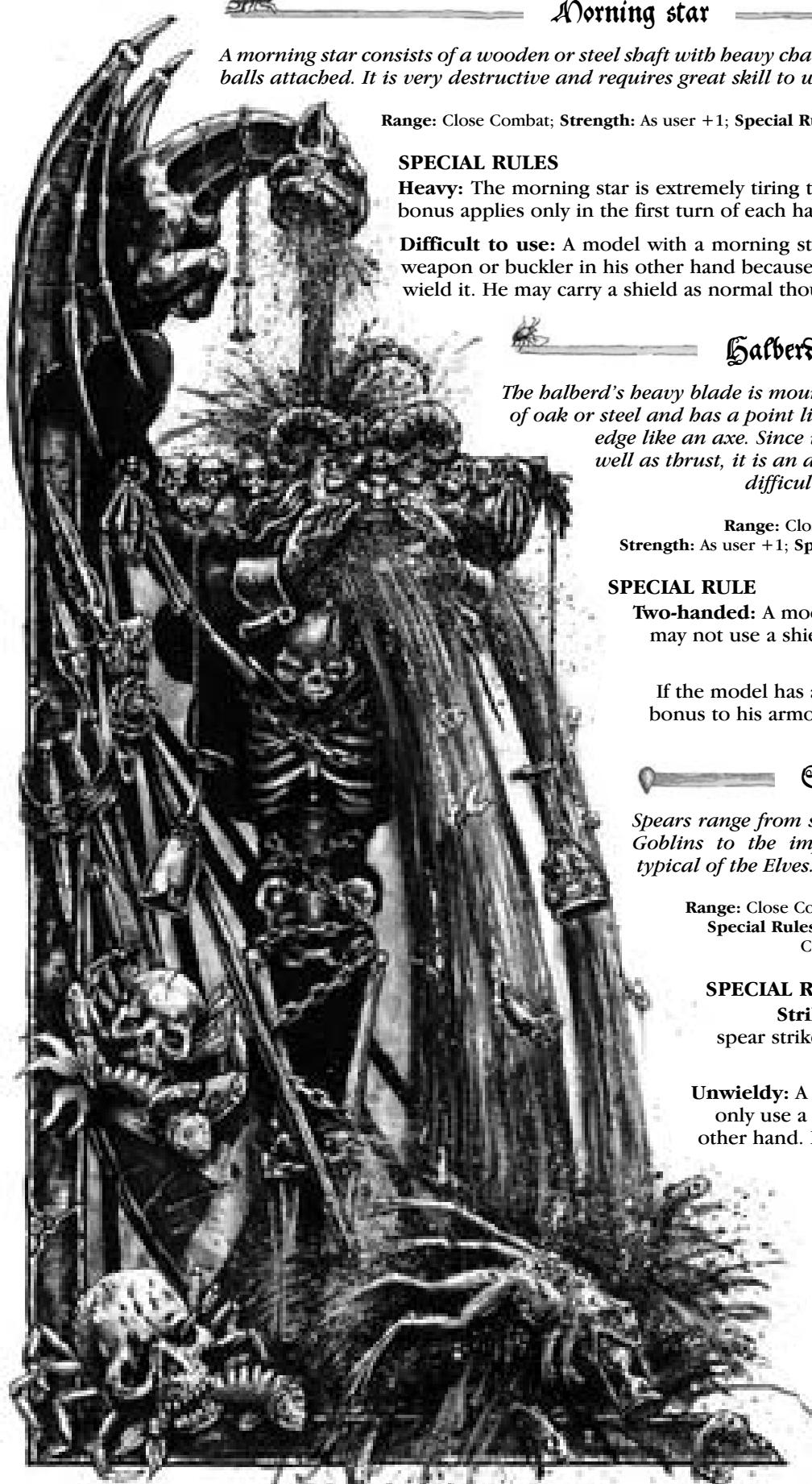
Range: Close Combat; **Strength:** As user +2;
Special Rules: Heavy, Two-handed

SPECIAL RULES

Heavy: A flail is extremely tiring to use and thus the +2 Strength bonus applies only in the first turn of each hand-to-hand combat.

Two-handed: As a flail requires two hands to use, a model using a flail may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.





Morning star

A morning star consists of a wooden or steel shaft with heavy chains that have spiked steel balls attached. It is very destructive and requires great skill to wield effectively.

Range: Close Combat; **Strength:** As user +1; **Special Rules:** Heavy, Difficult to use

SPECIAL RULES

Heavy: The morning star is extremely tiring to use, so its +1 Strength bonus applies only in the first turn of each hand-to-hand combat.

Difficult to use: A model with a morning star may not use a second weapon or buckler in his other hand because it requires all his skill to wield it. He may carry a shield as normal though.

Halberd

The halberd's heavy blade is mounted upon a sturdy shaft of oak or steel and has a point like a spear and a cutting edge like an axe. Since it can be used to chop as well as thrust, it is an adaptable weapon, but is difficult to use inside buildings.

Range: Close Combat;
Strength: As user +1; **Special Rule:** Two-handed

SPECIAL RULE

Two-handed: A model armed with a halberd may not use a shield, buckler or additional weapon in close combat.

If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Spear

Spears range from sharpened sticks used by Goblins to the impressive cavalry spears typical of the Elves.

Range: Close Combat; **Strength:** As user;
Special Rules: Strike first, Unwieldy,
Cavalry bonus

SPECIAL RULES

Strike first: A warrior with a spear strikes first in the first turn of hand-to-hand combat.

Unwieldy: A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon.

Cavalry bonus: If using the rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Lance

Lances are long, heavy spears used by mounted shock troops to rip through armour and fling their foes to the ground. They are the chosen weapons of Knights Templar and other wealthy warriors. To use a lance requires great skill and strength, and only the richest warriors ride the heavy warhorses needed to wield these mighty weapons effectively.

Range: Close Combat; **Strength:** As user +2; **Special Rules:** Cavalry weapon/bonus

SPECIAL RULES

Cavalry weapon: A warrior must own a warhorse to use a lance, as it can only be used whilst he is on horseback.

Cavalry bonus: If using optional rules for mounted models, a warrior armed with a lance receives a +2 Strength bonus when he charges. This bonus only applies for that turn.

Double-handed sword, hammer, axe, etc

A blow from a double-handed axe or sword can cut a foe in half and break armour apart. It takes a long time to learn how to use these weapons and even then only extremely strong men are able to wield them effectively.

Range: Close Combat; **Strength:** As user +2;
Special Rules: Two-handed, Strike last

SPECIAL RULES

Two-handed: A model armed with a double-handed weapon may not use a shield, buckler or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his armour save against shooting.

Strike last: Double-handed weapons are so heavy that the model using them always strikes last, even when charging.

Gromril weapon

Only a Dwarf Runesmith can forge a weapon from gromril, a rare meteoric iron. A blade fashioned from this metal will stay keen for a thousand years.

A gromril weapon has an extra -1 save modifier, and costs four times the price of a normal weapon of its kind. You may choose which type of hand-to-hand weapon is offered to you as explained in the Trading section.

Ithilmar weapon

Elven blades are forged from priceless ithilmar, an extremely light but strong metal, found only in the fabled Elven kingdoms. A few of these weapons are occasionally found in the Old World and these are normally spoils of war, taken by the Norse raiders who pillage the coastal settlements of the Elves.

An ithilmar weapon gives its user +1 Initiative in hand-to-hand combat, and costs three times the price of a normal weapon of its kind. You may choose which hand-to-hand weapon is offered to you as explained in the Trading section.



Missile weapons

Short bow

Short bows are small, short-ranged bows that are cheap and require little strength to use. Some cavalry carry a shortened bow which is easier to shoot from horseback than a larger bow. Halflings also use short bows, as they lack the strength and height required to use a long bow.

Maximum Range: 16"; **Strength:** 3; **Special Rules:** None

Bow

The bow is carried by most races and used extensively in warfare. It is a compact yet powerful weapon, that is cheap to make and easy to maintain.

Maximum Range: 24"; **Strength:** 3; **Special Rules:** None

Long bow

A long bow is made of alternating layers of either yew or elm. A skilled archer can hit a chosen leaf on a tree from three hundred paces with this weapon.

The long bow is favoured by experienced archers due to its great reach and accuracy.

Maximum Range: 30"; **Strength:** 3; **Special Rules:** None

Elf bow

Elven bows are the finest missile weapons of their kind. Constructed from itbilmar or wood from the Elf forests, with strings woven from the hair of Elf maidens, Elven bows are far superior to any missile weapons made by other races. In the hands of an Elven archer, the Elf bow is a truly potent weapon, its long range and penetrating power making it far superior to any bow made by humans.

Maximum Range: 36"; **Strength:** 3; **Special Rules:** -1 Save modifier

SPECIAL RULE

Save modifier: An Elf bow has a -1 save modifier on armour saves against it.

Crossbow

A crossbow consists of a short, strong bowstave mounted on a wooden or steel stock. The crossbows of the Empire are made of steel and often include a winding mechanism to draw back the string. It takes a long time to prepare a crossbow, but a bolt fired from one has a tremendous range and can penetrate armour easily.

Crossbows take much longer than other bows to make, so they are expensive and relatively rare weapons. Still, they are the preferred weapon of many in Mordheim because of their power and long range.

Maximum Range: 30"; **Strength:** 4; **Special Rule:** Move or fire

SPECIAL RULE

Move or fire: You may not move and fire a crossbow on the same turn, other than to pivot on the spot to face your target or to stand up.

Sling

Slings are rarely used, mainly because they are no more powerful than bows and have a shorter range. A sling is little more than a looped strip of cloth or leather into which a stone is placed. The sling is whirled about the slinger's head and the sling stone is then released towards the target.

While this weapon is looked down upon by most archers, a skilled slinger can slay a man from a considerable distance, and the ammunition is easy to find: rocks are everywhere and free!

Maximum Range: 18"; **Strength:** 3; **Special Rule:** Fire twice at half range

SPECIAL RULE

Fire twice at half range: A slinger may fire twice in the shooting phase if he does not move in the movement phase. He cannot shoot over half range (9") though, if he fires twice. If the model fires twice then each shot is at -1 to hit.

Throwing star/knife

Throwing stars are used mainly by the assassins of the sinister House of Shadows, or by street thugs who specialise in ambushing the unwary. A perfectly balanced knife thrown from behind has ended the life of many a noble and merchant in Mordheim. Throwing knives are not suitable for close combat, as their balance makes them unwieldy in close quarters.

Range: 6"; **Strength:** As user;
Special Rule: Thrown weapon

SPECIAL RULE

Thrown weapon: Models using throwing stars or knives do not suffer penalties for range or moving as these weapons are perfectly balanced for throwing. They cannot be used in close combat.





Repeater crossbow

Repeater crossbows are extremely complex devices, expensive to acquire and difficult to make. While this makes them rare, they certainly have their uses: they can rain a deadly hail of bolts on enemies, and a warrior using one may move quite fast and still fire his weapon.

Maximum Range: 24"; **Strength:** 3; **Special Rule:** Fire twice

SPECIAL RULE

Fire twice: A model armed with a repeater crossbow may choose to fire twice per turn with an extra -1 to hit penalty on both shots.

Crossbow pistol

Crossbow pistols are masterpieces made by expert weaponmiths. They are miniature crossbows with all the power and accuracy of the real thing. As these weapons may be easily concealed, they are the favoured weapon of assassins.

Maximum Range: 10"; **Strength:** 4; **Special Rule:** Shoot in hand-to-hand combat

SPECIAL RULE

Shoot in hand-to-hand combat: A model armed with a crossbow pistol may shoot it in the first round of a hand-to-hand combat and this shot is always resolved first, before any blows are struck. This shot has an extra -2 to hit penalty. Use model's Ballistic Skill to see whether it hits or not. This bonus attack is in addition to any close combat weapon attacks.

Blackpowder weapons

Blackpowder weapons are only a very recent invention in the Warhammer world. They are often unreliable and temperamental but they do hit exceedingly hard and armour offers almost no protection, as their lead bullets can penetrate even the strongest breastplate or shield.

Most blackpowder weapons are bought from Dwarfs at great expense, though some of the forges of Nuln and Altdorf have started to experiment with making handguns.

Pistol

A pistol is a small, simple blackpowder weapon fired by a spring mechanism. Most pistols are expensive, unreliable, and poorly constructed.

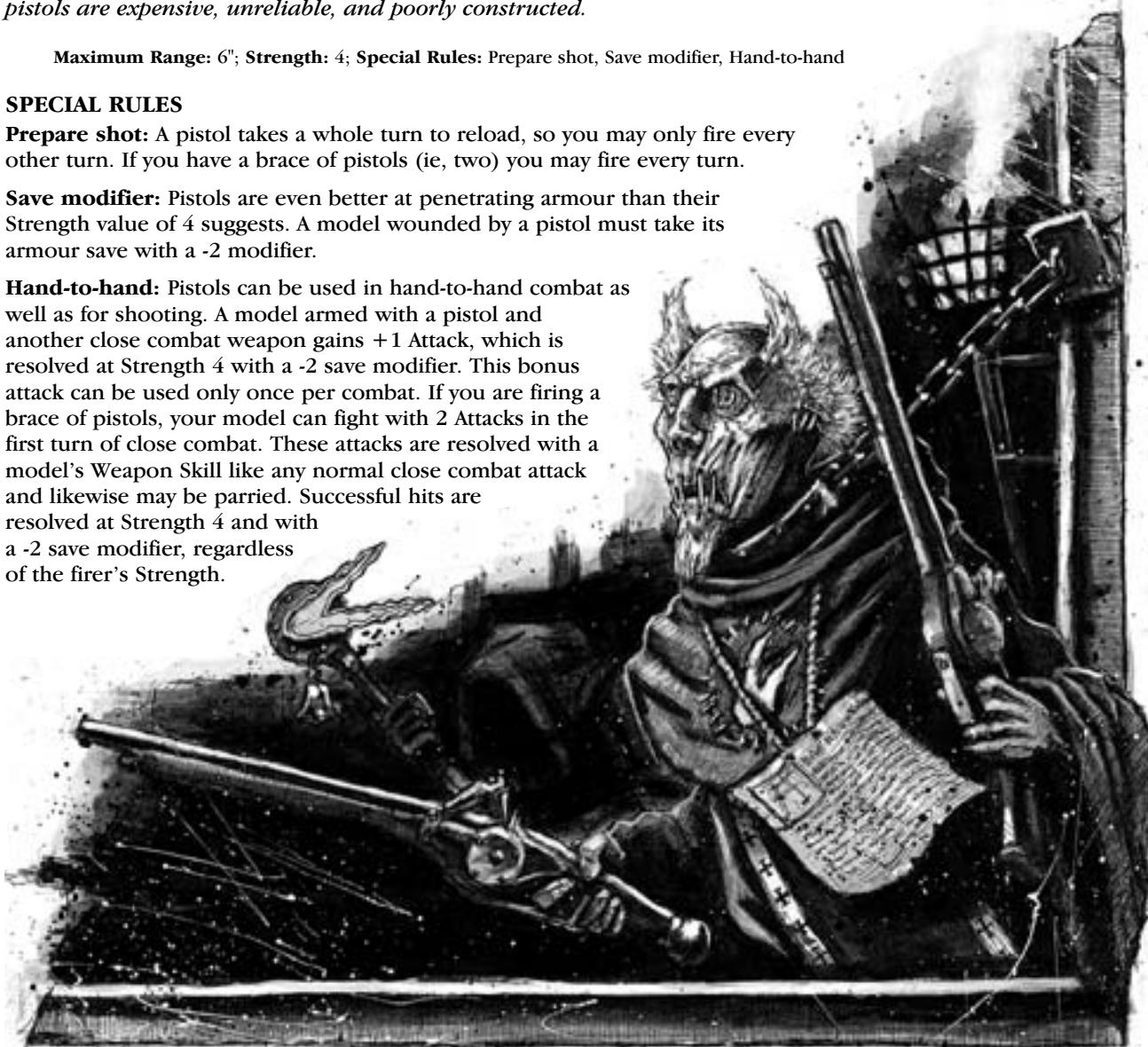
Maximum Range: 6"; **Strength:** 4; **Special Rules:** Prepare shot, Save modifier, Hand-to-hand

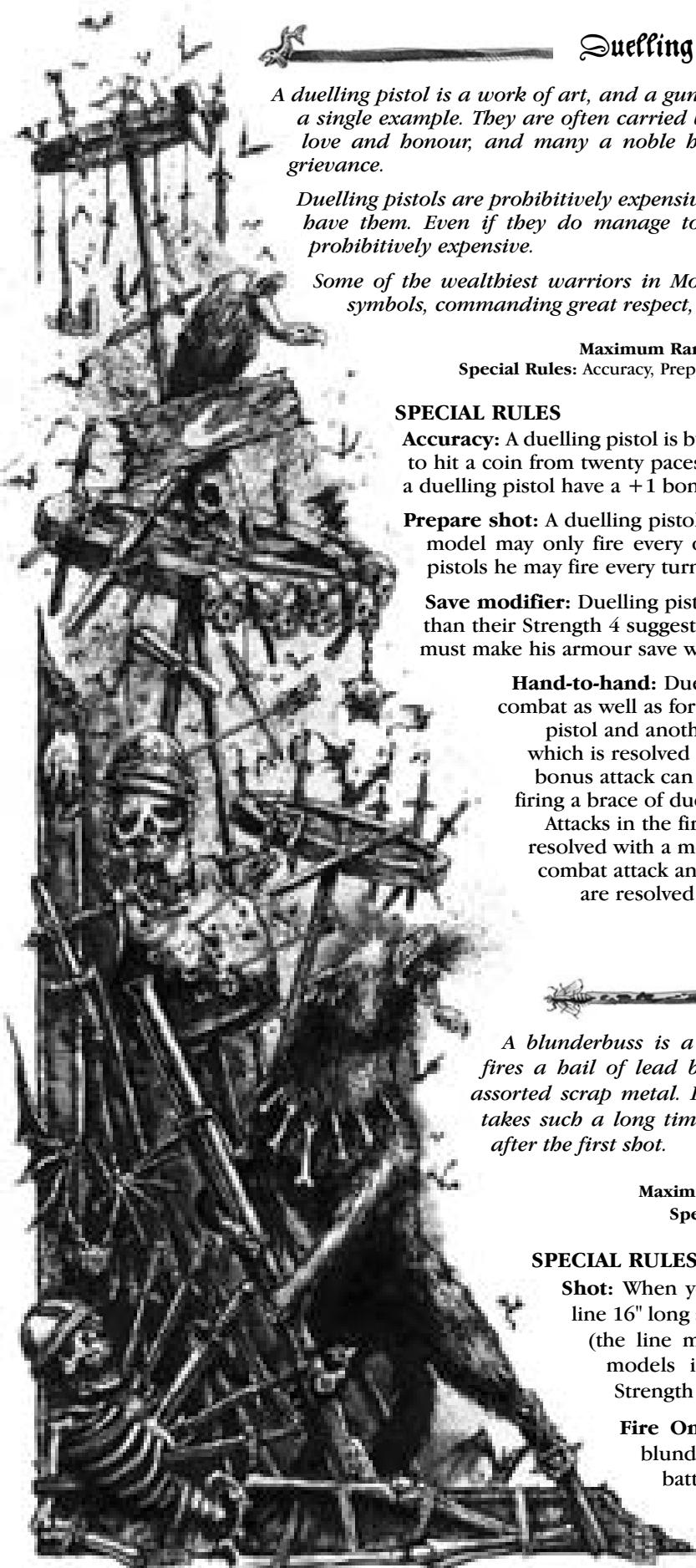
SPECIAL RULES

Prepare shot: A pistol takes a whole turn to reload, so you may only fire every other turn. If you have a brace of pistols (ie, two) you may fire every turn.

Save modifier: Pistols are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a pistol must take its armour save with a -2 modifier.

Hand-to-hand: Pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.





Duelling pistol

A duelling pistol is a work of art, and a gunsmith labours long and hard to produce a single example. They are often carried by Imperial nobles to solve disputes over love and honour, and many a noble has died at dawn in a duel over some grievance.

Duelling pistols are prohibitively expensive weapons and common warriors rarely have them. Even if they do manage to steal or buy one, the ammunition is prohibitively expensive.

Some of the wealthiest warriors in Mordheim carry duelling pistols as status symbols, commanding great respect, admiration and envy.

Maximum Range: 10"; **Strength:** 4;

Special Rules: Accuracy, Prepare shot, Save modifier, Hand-to-hand

SPECIAL RULES

Accuracy: A duelling pistol is built for accuracy as a skilled duellist is able to hit a coin from twenty paces. All shots and close combat attacks from a duelling pistol have a +1 bonus to hit.

Prepare shot: A duelling pistol takes a complete turn to reload, so your model may only fire every other turn. If he has a brace of duelling pistols he may fire every turn.

Save modifier: Duelling pistols are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a duelling pistol must make his armour save with a -2 modifier.

Hand-to-hand: Duelling pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a duelling pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of duelling pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.

Blunderbuss

A blunderbuss is a primitive blackpowder weapon, which fires a hail of lead balls, rusty bolts, bent nails, and other assorted scrap metal. It is a powerful, if erratic, weapon and takes such a long time to load that most warriors discard it after the first shot.

Maximum Range: Special; **Strength:** 3;

Special Rules: Shot, Fire once

SPECIAL RULES

Shot: When your model fires the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit by a Strength 3 hit.

Fire Once: It takes a very long time to load a blunderbuss so it may only be fired it once per battle.

Handgun

A handgun is a simple firearm. The quality of construction varies ranging from the crude wooden 'bakbuts' of the artillery school of Nuln, to the more sophisticated Dwarf firearms that have levers and springs which hold the burning match, and triggers which release the firing mechanism and fire the gun.

Handguns are not terribly reliable weapons: the gun barrel occasionally tends to explode violently or the powder fails to ignite. But the weapon has a great range and tremendous penetrating power, making a mockery of even the thickest armour.

In Mordheim, handguns are rare and expensive, but a warband which can boast such a weapon will command respect from all its rivals.

Maximum Range: 24"; **Strength:** 4;

Special Rules: Prepare shot, Move or fire, Save modifier

SPECIAL RULES

Prepare shot: A handgun takes a complete turn to reload, so you may only fire it every other turn.

Move or fire: You may not move and fire a handgun in the same turn, other than to pivot on the spot to face your target or stand up.

Save Modifier. Handguns are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a handgun must take its armour save with a -2 modifier.



Hochland long rifle

Hochland is a province famed for its hunters, and the preferred weapon of its nobility when they go hunting is a long-ranged rifle. They are extremely rare and precious weapons, and only the most experienced weaponsmiths are capable of manufacturing them.

Maximum Range: 48"; **Strength:** 4;

Special Rules: Move or fire, Prepare shot, Pick target, Save modifier

SPECIAL RULES

Move or fire: You may not move and fire a Hochland long rifle in the same turn, other than to pivot on the spot to face your target or stand up from knocked down.

Prepare shot: A Hochland long rifle takes a complete turn to reload, so you may only fire it every other turn.

Pick target: A model armed with a Hochland long rifle can target any enemy model in sight, not just the closest one.

Save modifier: Hochland long rifles are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a long rifle must make his armour save with a -2 modifier.



Armour

When fighting in close combat, a good suit of armour may mean the difference between life and death. The finest armour in the known world is made in Dwarf forges, where the secrets of steel and fire are well understood. Hardened leather jackets are often worn by the hunters of Osterland, while city soldiers prefer mail coats and steel breastplates. The forges of the Empire have many skilled smiths capable of forging fine armour, for the humans learned this craft from Dwarf master smiths in the early days of the Empire.

In Mordheim, only the most wealthy and powerful are able to afford the luxury of owning a suit of armour (the less well-off have to make do with leather tunics and occasionally helmets and wooden shields). The richest leaders of the most successful warbands wear suits of high quality armour and a good suit of armour is just as much a symbol of wealth and power as it is protection against weapons.

Light armour

Light armour encompasses a wide variety of materials from hardened leather tunics to chain shirts forged from steel. It does not offer complete protection against arrows or swords, but it is better than having nothing at all. Light armour does not inhibit movement.

ARMOUR SAVING THROW

Save: A warrior who is wearing light armour has a basic D6 saving throw of 6.

Heavy armour

Typical heavy armour is made from metal links and is called chain mail. Forging chain mail is a laborious and time consuming process, as the blacksmith must put together hundreds, sometimes thousands, of metal links. This makes chain mail expensive, but this type of armour provides excellent protection for anyone who can afford it.

There are other types of heavy armour as well, of which the best known are the steel breastplates and greaves worn by the foot knights of the Templar orders.

SPECIAL RULES

Save: A warrior that is wearing heavy armour has a basic D6 saving throw of 5+.

Movement: A warrior that is armed with both heavy armour and a shield suffers a -1 Movement penalty.



Shield

There are two types of shield common to the warriors of Mordheim: the first is made of wood, occasionally reinforced with metal plates. This basic type of shield, although strong, does tend to splinter, but this can sometimes save the user's life as his enemy's weapon can get trapped allowing him to strike back whilst his enemy struggles to free his weapon.

Metal shields are heavy and cumbersome, but last much longer and can take a battering. A typical Empire shield is either round or triangular, and carries the emblem of the province or city of its owner.

ARMOUR SAVING THROW

Save: A model with a shield has a basic save of 6 on a D6.



Buckler

Bucklers are small, round shields designed for parrying or deflecting blows. They are usually made of steel for they need to be tremendously durable to survive the brutal blows of hand-to-hand combat. Using a buckler requires great skill, but a nimble warrior can protect himself from blows which would otherwise cripple him.

SPECIAL RULE

Parry: A model equipped with a buckler may parry the first blow in each round of hand-to-hand combat. When his opponent scores a hit, a model with a buckler may roll 1D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

Helmet

From the shining steel helms of Bretonnian knights to the leather caps of the Skaven, all sensible warriors try to protect the most vulnerable part of their body – their head. Even the most vain fighters still use a helmet, as it can be festooned with plumes, horns and other decorations.

Helmets come in varying shapes and sizes, but their basic function remains the same.

SPECIAL RULE

Avoid stun: A model that is equipped with a helmet has a special 4+ save on a D6 against being stunned. If the save is made, treat the stunned result as knocked down instead. This save is not modified by the opponent's Strength.



Ithilmar armour



Ithilmar is a silvery metal which is as light as silk and stronger than steel. Elves are experts at fashioning weapons and armour from ithilmar, and the Elven kingdom of Caledor is the only place in the world where this metal can be found.

Ithilmar armour gives the wearer a 5+ basic save, and does not slow him down if he is also armed with a shield.

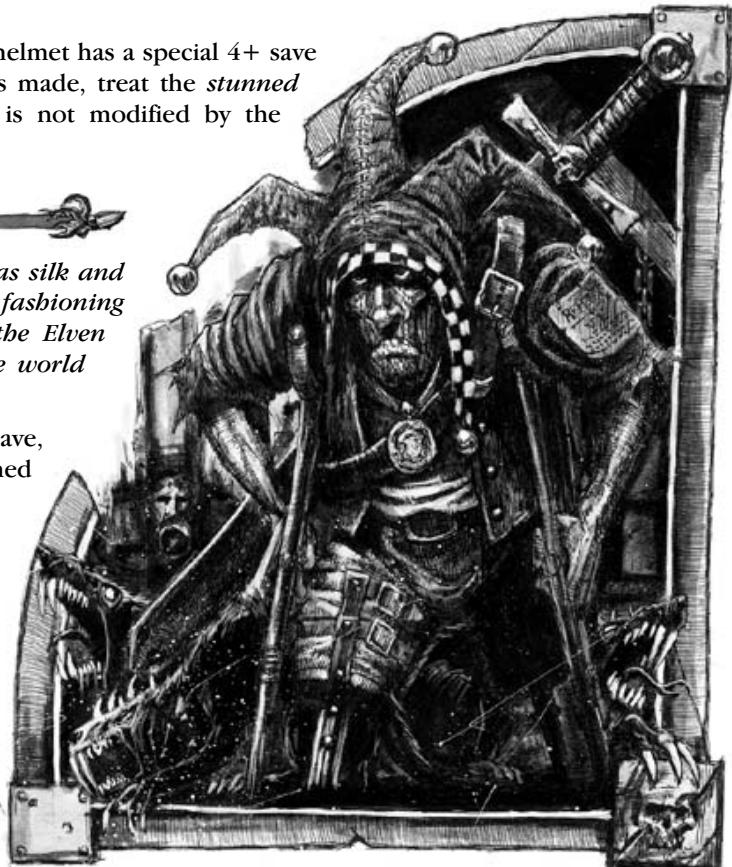


Gromril armour



Gromril is the rarest and strongest metal known of in the Old World. Only a very few Dwarf smiths know the secret of forging gromril, and a suit of armour made from it fetches a huge price.

Gromril armour gives the wearer a 4+ basic save, and does not slow him down if he is also armed with a shield.





Miscellaneous equipment

This section covers all the strange and unusual equipment your warriors can find in the ruins or buy from the merchants and pedlars in the settlements and villages around Mordheim.

Only Heroes may buy and carry the equipment described in this section. You may not give it to Henchmen unless the rules specifically say so.

rope & hook

A warrior using a rope & hook will find it much easier to move amongst the ruins of Mordheim.

A warrior equipped with a rope & hook may re-roll failed Initiative tests when climbing up and down.

poisons and drugs

The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of envenomed blades.

Poison may not be used with blackpowder weapons. When you buy a vial of poison, there is always only enough to last the duration of one battle. You can only poison a single weapon with one vial of poison.

Black Lotus

In the deepest forests of the Southlands grows a plant that is extremely poisonous. It is known as Black Lotus and is much sought after by alchemists, assassins, wizards of the Western Coast and bored wives.

A weapon coated with the sap of the Black Lotus will wound its target automatically if you roll a 6 to hit. Note that you can still roll a dice for every wound inflicted in this way. If you roll a 6, you will inflict a critical hit with that roll. If you do not roll a 6, you will cause a normal wound. Take armour saves as normal.

Dark Venom

This is a poison extracted from Heldrakes, gigantic sea serpents that plague the Western Ocean and the coast of Naggaroth. The slightest wound infected by Dark Venom causes excruciating pain, incapacitating the bravest of men.

Any hit caused by a weapon coated with Dark Venom counts as having +1 Strength, so, for example, if a warrior with Strength 3 wielding a poisoned sword hits an opponent, he will cause a Strength 4 hit instead. Armour saving throws are modified to take into account the increased Strength of the attack.

Mad Cap Mushrooms

The feared cult of Goblin Fanatics of the Worlds Edge Mountains use these hallucinogenic mushrooms to drive themselves into a frenzied state.

Effect: Any warrior who takes Mad Cap Mushrooms before a battle will be subject to *frenzy*. The Mad Cap Mushroom has no effect on Undead such as Vampires and Zombies, or the Possessed.

Side effect: After the battle, roll a D6. On a roll of a 1 the model becomes permanently *stupid*.

Crimson Shade

Crimson Shade is the name given by Old Worlders to the leaves of the blood oak of Estalia. It is an extremely addictive drug, but grants its users inhuman quickness and strength.

Effect: A model using Crimson Shade has his Initiative increased by +D3 points, and Movement and Strength by +1 (this effect lasts for one game). Crimson Shade has no effect on Undead such as Vampires and Zombies, or the Possessed.

Side effects: After the battle, roll 2D6. On a roll of 2-3, the model becomes addicted and you must try to buy him a new batch of Crimson Shade before every battle from now on. If you fail to buy any, he will leave your warband. On a roll of 12 the model's Initiative is increased permanently by +1.

Mandrake Root

The man-shaped Mandrake Root grows in the rotting swamps of Sylvania. It is a noxious, deadly plant which is highly addictive and slowly kills its users, but also allows them to shrug off almost any pain.

Effect: Mandrake Root makes a man almost oblivious to pain. His Toughness is increased by +1 for the duration of a battle and he treats all *stunned* results as *knocked down* instead. Mandrake Root has no effect on Undead, such as Vampires and Zombies, or on the Possessed.

Side effects: Mandrake Root is highly poisonous. At the end of the battle, roll 2D6. On a roll of 2-3 the model loses 1 point of Toughness permanently.

Lucky charm

These take many shapes, but the most common are symbolic hammers that a pious Sigmarite Priest has touched, or carved heads of ancient Dwarf gods.

The first time a model with a lucky charm is hit in a battle they roll a D6. On a 4+ the hit is discarded and no damage is suffered. Owning two or more charms does not confer any extra benefits, the model may still only try to discard the first hit.



Blessed water

The priests of Ulric, Sigmar, Mórr and Manann hold great power over evil. Pure water from a clear fountain, blessed by one of these priests, is said to burn things of darkness and evil.

A vial of blessed water contains enough liquid for just one use, and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Blessed water causes 1 wound on Undead, Daemon or Possessed models automatically. There is no armour save. Undead or Possessed models may not use blessed water.

Elven cloak

Made from the hair of Elven maidens and interwoven with living tree leaves, an Elven cloak is a wonder to behold. A warrior wearing such a cloak will blend into the shadows, making it very difficult to shoot at them with missile weapons. Elven cloaks rarely come up for sale, but are sometimes recovered from dead warriors or offered by Elves as rewards to men who have served them in some way.

A warrior aiming a missile weapon at a warrior wearing an Elven cloak suffers -1 on his to hit roll.

Hunting arrows

The best hunting arrows are made by the hunters of Drakwald forest. They have sharp, barbed arrowheads which cause excruciating pain when they hit their target. A skilled archer can severely injure his target with a single arrow.

A model using a short bow, bow, long bow or Elf bow may use these arrows. They add +1 to all Injury rolls.

Garlic

Garlic is a common herb grown in most gardens of the Empire. It is said to ward off Vampires and other denizens of the dark. A Vampire must pass a Leadership test or it will be unable to charge a model carrying a clove of garlic. Garlic lasts for the duration of one battle only, whether it is used or not.

Net

Steel nets, such as those used by Pit Fighters, can be used in battles. Once per game, the net may be thrown in the shooting phase instead of the model shooting a missile weapon. Treat the net as a missile weapon in all respects with a range of 8". Use the model's BS to determine whether the net hits or not – there are no movement or range penalties. If it hits, the target must immediately roll a D6. If the result is equal to, or lower than his Strength, he rips the net apart. If the result is higher, he may not move, shoot or cast spells in his next turn, although he is not otherwise affected. In either case the net is lost.

Bugman's ale

Of all the Dwarf brewmasters, Josef Bugman is the most famous. His ale is known throughout the Old World, and widely regarded as the best.

A warband that drinks a barrel of Bugman's before a battle will be immune to *fear* for the whole of the battle. Elves may not drink Bugman's ale as they are far too delicate to cope with its effects. There is only enough ale to supply the warband for one battle.



tome of magic

Sometimes books of forbidden lore are offered for sale in the markets and dark alleys of the settlements around Mordheim.

If a warband includes a wizard, he will gain an extra spell from the tome, permanently. He may randomly generate this new spell from his own list or the Lesser Magic list. See the Magic section for details. The benefits from each Tome of Magic apply to only one model.



holy tome

Books of prayers and descriptions of the holy deeds of religious heroes like Sigmar Heldenhammer are copied by hand in the scriptoriums of Sigmar and Ulric, and given or sold to the faithful. Of these tomes, the *Deus Sigmar* is the most common and well known, but other texts such as the *Scriptures of Sigmar* are also sold to those who follow the faith. A holy man can recite his prayers from such a book, strengthening his faith and belief.

A Warrior Priest or Sister of Sigmar with a holy tome can add +1 to the score when determining whether he (or she) can recite a spell successfully or not.



healing herbs

Certain plants that grow on the banks of the River Stir have curative properties. Herbalists collect their roots and leaves and use them to treat the sick and wounded.

A Hero with healing herbs can use them at the beginning of any of his recovery phases as long as he is not engaged in hand-to-hand combat. This restores all wounds he has previously lost during the game.

holy (un)holy relic

In this age of superstition and religious fanaticism, holy objects are an important part of life. Relics abound in the Old World: hairs of Sigmar, pieces from Ulric's hammer, teeth of Daemon Princes, all are sold to men needing encouragement before battle and as charms against sorcery.

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before.

You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.



halfling cookbook



All Halfling chefs have their own secret recipes, and these are recorded in tomes handwritten in Mootland, the home country of the Halflings. Food prepared according to these recipes will attract warriors during these lean times.

The maximum number of warriors allowed in your warband is increased by +1 (note that neither an Undead warband nor a Carnival of Chaos warband can use this item).

animals

Animals are not often offered for sale in Mordheim. The polluted grass and filthy water cause most animals to die quickly, and since hunger is commonplace, many have been butchered for food. However, some horses occasionally go on sale for wealthy leaders who enjoy commanding their subordinates from horseback.

Horses & Warhorses

You may mount one of your Heroes on a horse or warhorse in the coming battles.

Horses and warhorses can only be used if you are using the optional rules for mounted models at the back of the book.

Only Humans can buy or use horses and warhorses.

Profile	M	WS	BS	S	T	W	I	A	Ld
Horse	8	0	0	3	3	1	3	0	5
Warhorse	8	3	0	3	3	1	3	1	5

Wardogs

The men of the Empire have always been experts at raising ferocious bloodhounds to guard their cattle and holdings against roaming Goblins and Beastmen. A highly trained wardog is a dangerous opponent and worth its weight in gold in Mordheim.

If you purchase a wardog, it will fight exactly like a member of your warband, though it is treated as part of the equipment of the Hero who bought it. You will need a model to represent it on a battlefield.

Wardogs never gain experience, and if they are put *out of action* they have exactly the same chance of recovering as Henchmen (ie, 1-2: Dead; 3-6: Alive). Wardogs count towards the maximum number of warriors allowed in your warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wardog	6	4	0	4	3	1	4	1	5

You could also use the profile above to represent one of the more exotic animals used by the warbands of Mordheim, such as trained bears, Chaos familiars or even fighting monkeys from the far-off Southlands!

Lantern

A model that is in possession of a lantern may add +4" to the distance from which he is able to spot hidden enemies.



superior blackpowder

The model has acquired a better quality of blackpowder than is normally available. This new batch adds +1 Strength to all blackpowder weapons that the model has. There is enough superior blackpowder to last for one game.

mordheim map

Some survivors of the cataclysm still remain in the many settlements around Mordheim, and make a living by preparing maps of the city from memory. Many of these maps are faked, and even real ones are often crude and inaccurate.

A map can help a warband find their way through the confusing maze of streets and into areas with rich buildings to loot.

When you buy a map, roll a D6:

D6 Result

- 1 **Fake.** The map is a fake, and is completely worthless. It leads you on a fool's errand. Your opponent may automatically choose the next scenario you play.
- 2-3 **Vague.** Though crude, the map is generally accurate (well... parts of it are... perhaps!). You may re-roll any one dice during the next exploration phase if you wish but you must accept the result of the second roll.
- 4 **Catacomb map.** The map shows a way through the catacombs into the city. You may automatically choose the scenario next time you fight a battle.
- 5 **Accurate.** The map is recently made and very detailed. You may re-roll up to three dice during the next exploration phase if you wish. You must accept the result of the second roll.
- 6 **Master map.** This is one of the twelve master maps of Mordheim made for Count von Steinhardt of Ostermark. From now on you may always re-roll one dice when rolling on the Exploration chart as long as the Hero who possesses this map was not taken *out of action* in the battle.

cathayan silk cloak

Some rich warband leaders like to flaunt their wealth and purchase clothes made out of silk from distant Cathay. This silk is the most expensive fabric in the known world, and wearing such clothes is a sure way to attract attention – especially thieves and assassins!

Any Mercenary warband whose leader is wearing silk clothes may re-roll the first failed Rout test. However, after each battle in which the leader is taken *out of action*, roll a D6. On a roll of 1-3 the clothes are ruined and must be discarded.

tears of shallaya

Tears of Shallaya are vials of water from the holy spring in Couronne. Shallaya is the goddess of healing and mercy and it is said that this water has curative properties and is proof against any poison.

A model who drinks a vial of the Tears of Shallaya at the beginning of a battle will be completely immune to all poisons for the duration of combat. Undead and Possessed warriors may not use the Tears of Shallaya.

There is enough liquid in a vial of the Tears of Shallaya to last for the duration of one battle.



New Equipment

While Empire in Flames is a new setting for Mordheim games, most of the equipment (including prices and rarities) remains the same... this is still within the Empire after all! However, there are a few new items of equipment to be had. These are detailed below.

Lock Picks **Rare 8** **Cost: 15 GC**
A standard piece of kit for less scrupulous characters. A set of lock picks may be used by those who rely more on skill-at-arms and speed of thought than brute strength to open doors that others have secured. A model equipped with a set of lock picks may make his test to open doors on his Initiative rather than his Strength characteristic if he wishes. This is done at the end of his Movement phase as if the model were ripping the door off its hinges, though he uses his Initiative rather than Strength, there is no -1 modifier, and there is no chance that the door is too damaged to be locked again later.

Torch **Common** **Cost: 2 GC**
Warriors lacking the funds for a lantern may have to make do with torches. Torches act exactly as lanterns, adding +4" to the range the model may spot hidden enemies, but has a few other special rules as well. A torch will only last one game. A model armed with a torch counts as causing *fear* in animals (Hunting Dogs, all riding steeds, Bears, Wolves, etc), and may use a torch as a makeshift club. When used in combat, a torch is treated as a normal club, though with a -1 to hit modifier. Any

models that have a *Regeneration* special rule (like Trolls) will not be able to regenerate wounds caused by a torch during the battle. (Torches may also cause buildings to catch fire – see ‘Let the Damned Burn’, from Town Cryer 8).

Barding **Rare 11** **Cost: 30 GC**

Barding is armour for a horse in the same way that light and heavy armour is for a human. It covers the mount's hide and in some cases the head. A model mounted on barded horse receives an additional +1 Armour save)+2 instead of +1 for being mounted). In addition, a mount wearing barding will only be killed on a D6 roll of a 1 if the model is taken out of action. (Warhorses only).

Horseman’s Hammer **Rare 10 Cost: 12 GC**

This is a great hammer similar to the ones used by the Knights of the White Wolf. Far too bulky to use in one hand, a horseman’s hammer is best suited to mounted combat, when the impetus of the horse may be used to add to the power of the weapon.

Range: Close Combat
Strength: As user +1
Special Rules: *Two-Handed, Cavalry Charge*

Special Rules

Two-handed: A model armed with a horseman’s hammer may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armour save against shooting.

Cavalry Charge: A model armed with a horseman’s hammer may use the speed of his charge to increase the might of his attacks. A model on a steed with a horseman’s hammer gains a further +1 Strength bonus when he charges. This bonus only applies for that turn.



Opulent Goods

An extract from
"The Fabulous
Goods Available
to Warbands
Exploring
the City
of the
Damned."
Available at
Johann's
Emporium.

As a warband gains experience and wealth in the City of the Damned it will naturally acquire rare equipment and artifacts. A veteran warband will have all manner of equipment, from expensive clothes to opulent coaches in which to get around the surrounding settlements of Mordheim. Tuomas Pirinen, with help from Tim Huckelberry, gives details of some of the more extravagant items for you to add to the existing chart on page 146 of the Mordheim rulebook.

Banner 10 gc **Rare 5**
Many more established warbands carry a banner or flag, not only to announce their presence but to also act as a rallying point for the warband during a battle.

Special Rules: A banner requires one hand to use and can be carried by any Hero in the warband. Friendly warriors within 12" of the banner bearer may re-roll any failed 'All-Alone' test (but remember you can't re-roll a failed re-roll).

Opulent Coach 250 gc **Rare 10**
Truly successful warband leaders are quite willing to waste their money on extravagant excesses such as rare wines, jewel-encrusted weapons and armour and Cathayan spices. The height of such indulgence is an opulent coach, which the warband leader can use for driving around the settlements surrounding Mordheim. There are few things that will impress commoners, or incur the wrath and envy of other, less successful leaders, as much as an opulent coach.

Special Rules: The opulent coach impresses even the most suspicious merchant and they will flock to offer their most exotic wares to the obviously rich warband leader. The warband leader gains +3 to any rolls to locate rare items.

Hammer of Witches 100 gc **Rare 10**
(Witch Hunters only)

The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.

Special Rules: A Hero with the Hammer of Witches will hate all Possessed, Skaven, Beastmen, Chaos, Daemons, Dark Elf, Orc & Goblins and Sigmarite Sisters.

Wyrdstone Pendulum 25+3D6 gc **Rare 9**
Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.

Special Rules: If he was not taken out, the Hero using the wyrdstone pendulum may make a Leadership test after the battle. If he is successful, you may re-roll any one dice in the Exploration phase.

Toughened Leathers 5 gc **Common**
Expert leatherworkers are able to turn leather coats into armour (after a fashion) and those with limited funds often favour these jackets and coats as armour is very expensive. Covered with crusted salt, alcohol and other less savoury materials, toughened leather is hard to penetrate and offers some protection in combat.

Special Rules: Toughened leathers work exactly like light armour, giving the wearer a 6+ Armour save, but cannot be combined with the effects of any other armour except a helmet or buckler. Toughened leathers cannot be sold back at the Trading Posts, the stench alone is enough to drive away even the most desperate of buyers!

Wolfcloak 10 gc **Special**
(Middenheimers only)

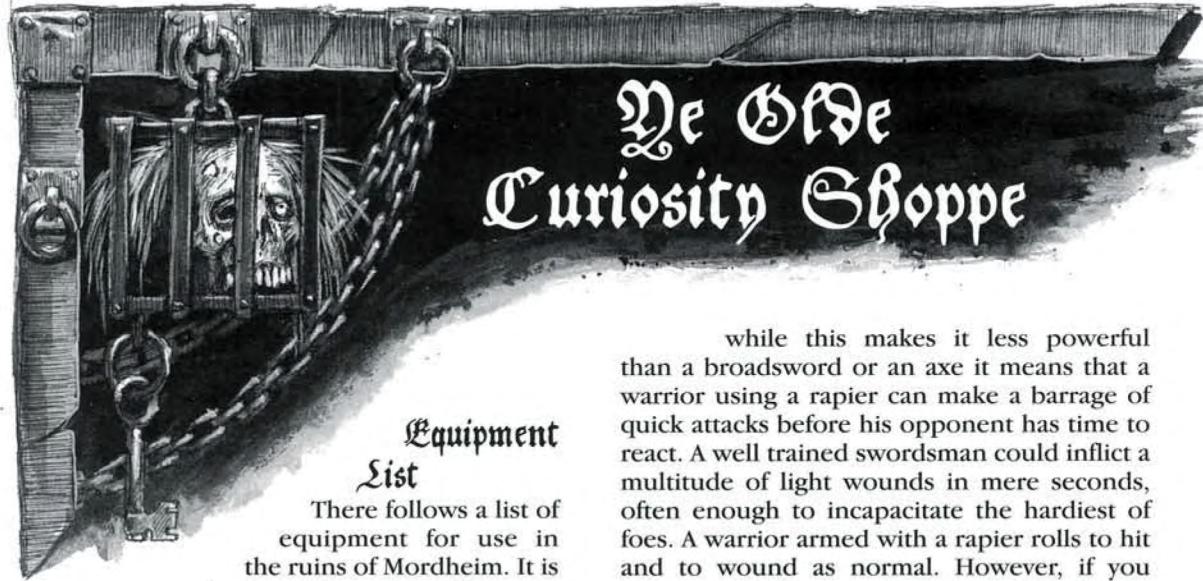
In Middenheim it is still considered to be the feat of a true man to slay a great wolf single-handed. Warriors who accomplish such a deed will command the respect of their peers, and their cloaks will be blessed by the High Priest of the Cult of Ulric, the god of winter, war and wolves.

Special Rules: To acquire a wolfcloak, a Hero must pay 10 gc (to represent the expense of travelling to Middenheim and taking part in a hunt). In addition, the Hero must roll equal to or under his Strength on a D6. If successful, the Hero finds and slays the wolf and can wear its cloak as a mark of his skill and prowess. Note that Middenheimers may buy wolfcloaks when starting their warband without making a test for availability.

A model wearing a wolfcloak will gain +1 to his armour saves against all shooting attacks.

Tarot Cards 50 gc **Rare 7**
(Not available to Witch Hunters or Sisters of Sigmar)
Though declared blasphemous and illegal by the Grand Theogonist, the Tarot of Stars is said to foretell the future for those who dare to consult it.

Special Rules: A Hero with a deck of tarot cards may consult them before each game. Make a Leadership test. If successful, the Hero gains a favourable insight into the future and you may modify the result of any one dice in the Exploration phase by -1/+1 (even if the Hero with the cards is taken out of action). If the Leadership test is failed by three or more (ie, a Hero with Ld of 8 rolls 11 or 12) the cards show a portent of doom and despair and the Hero refuses to fight in the following battle and must miss the next game.



De Olde Curiosity Shoppe

Equipment List

There follows a list of equipment for use in the ruins of Mordheim. It is broken down into Weapons, Armour and Miscellaneous equipment.

WEAPONS

All of the new weapons are uncommon specialist items wrought by a master weaponmith.

They are not available to starting warbands and can only be used by heroes with the combat skill *Weapons Training*.

Rapier

The rapier is a long thin blade commonly used by duellists. It is a deadly, sharp weapon capable of delivering a multitude of blows but lacks the power of a broadsword.

Range: Close combat; **Strength:** As user;
Special Rules: Parry, Barrage, armour save

SPECIAL RULES

Parry: Like all swords, you may use a rapier to parry in hand-to-hand combat. When your opponent scores a hit you must roll a D6. If you can score greater than the highest 'to hit' roll you have parried the blow and the attack is discarded.

Barrage: A rapier is light and flexible, and

while this makes it less powerful than a broadsword or an axe it means that a warrior using a rapier can make a barrage of quick attacks before his opponent has time to react. A well trained swordsman could inflict a multitude of light wounds in mere seconds, often enough to incapacitate the hardiest of foes. A warrior armed with a rapier rolls to hit and to wound as normal. However, if you manage to hit your opponent but fail to wound, you may attack again just as if you had another attack but at -1 to hit (down to a maximum of needing a 6 to hit). You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.

Armour Save: Because a rapier is a very light sword that lacks the thick, armour breaking blade of the broadsword, armour saves are made at +1 (ie, if the opponent has no armour at all he still receives a 6+ save).

Sword Breaker

The sword breaker is a specialist weapon wrought by only the most talented swordsmiths. Next to the hilt are two prongs concealed within the blade that can be used to trap an opponent's blade, twisting and snapping it with a single, well timed movement.

Range: Close combat; **Strength:** As user;
Special Rules: Parry, Trap Blade

SPECIAL RULES

Parry: The sword breaker allows the wielder to parry the attacks of his opponent's in close combat. When your opponent scores a hit roll

"Greetings travellers, come and step closer into the light of the fire where I can see you. Ah yes, that's better, my eyes aren't what they used to be, you know. There was once a time when I could shoot a bead of sweat off a man's brow and not draw blood. Ab, balcyon days..."

"My name? Most call me Nickel if that suits you. I am but a simple shopkeeper and a simple name seems to fit. So what may I do for you eh... 'gentlemen'?"

"Supplies? Why of course. I have the very best. If you have the coin..."

"I wouldn't do that if I were you. My aim with this crossbow may have faltered slightly but I can still hit a bead of sweat on a man's forehead, I just can't manage not to draw blood... Now, if you've finished playing around, step through this way and we can do business..."

Record of a conversation between Nickel the Freetrader and an ill-fated warband.

Being a perusal of the quality equipment and learn'd skills available to the discerning adventurer in the City of the Damned by the master scribe of Altdorf Nicodemus Kyme esq.



a D6. If you can roll greater than the highest 'to hit' roll of your opponent, you have parried the attack and the blow is wasted.

Trap Blade: The two prongs used to trap an opponent's weapon are snapped out when the warrior parries. Whenever you make a successful parry attempt roll a D6. If you score a 4+, you break the weapon your opponent was using. The weapon is now useless and they must use another one, or if they have no other weapon, resort to unarmed combat.

Brazier Iron

The brazier iron is a weapon commonly used by witch hunters. It consists of a long beft topped by an iron cup filled with burning hot coals. In combat, the weapon takes on an eldritch quality as the burning embers sear the air as it is swung, opponents are sent reeling in flaming agony as they are set on fire.

Range: Close combat; **Strength:** As user +1;
Special Rules: Two handed, Fire

SPECIAL RULES

Two handed: A warrior armed with a brazier iron requires two hands to wield it effectively and so may not use a shield with it or another hand weapon or buckler in close combat. The warrior may still use a shield for the purposes of missile fire though.

Fire: The burning brazier of coals atop the staff is deadly, capable of setting an opponent ablaze with even the slightest glancing blow. Whenever you score a successful hit with the brazier staff roll a D6. If you roll a 5+ the victim is set on fire. If the warrior survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the flames burning the warrior out if they wish.

They must move into base-to-base contact and score a 4+ in the Recovery phase.



ARMOUR

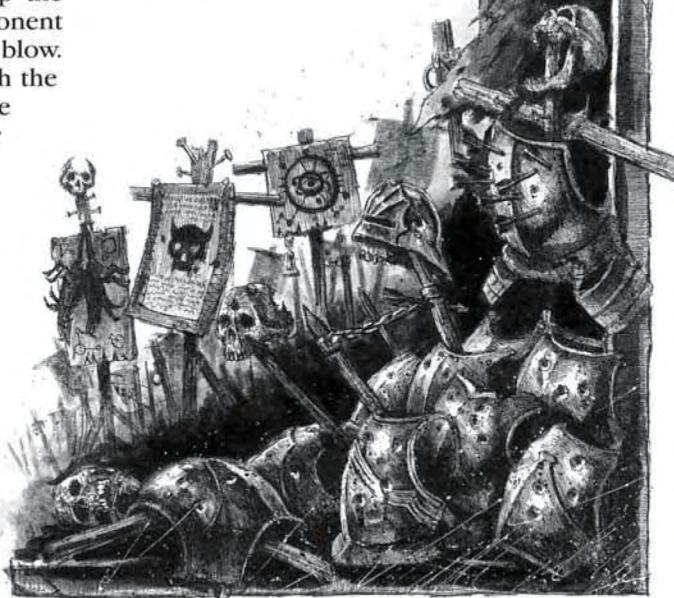
There are many types of armour available in the trader's outposts which encircle Mordheim. Some are more unusual than others, many warriors using unorthodox methods of protection but then such is the eclectic nature of those who join the adventuring warbands of the City of the Damned!

Pavise

A pavise is a huge shield commonly used by regiments of warriors in battle to defend themselves from the arrows of their enemies. It is a weighty item and little use in a long protracted combat but excellent against shooting.

SPECIAL RULES

Cover/Save: A warrior using a pavise counts as if he is in cover against missile attacks (-1 to hit). In close combat, the pavise counts as a shield (+1 armour save) but only if the warrior was charged to his front. Because the pavise is so heavy and cumbersome, the bearer moves at half pace.



Special Rules



MISCELLANEOUS EQUIPMENT

The following miscellaneous equipment can be added to that found on page 52 in the Mordheim rulebook. It follows all of the usual rules for miscellaneous equipment as given in that section.

Telescope

Common to the great astronomers in the observatories at Nuln, telescopes are a useful, if highly rare, item to have in the City of the Damned. The keen view offered by these instruments makes shooting easier and gives an unparalleled awareness of a warrior's surroundings.

Any Hero using a telescope may increase the range of any missile weapon he is using by D6" each turn. Furthermore, he triples the distance at which he can spot *hidden* enemies.

Caltrops

Originally used on the battlefield to impede cavalry charges, a caltrop is a small spiked iron ball. In the City of the Damned, a pouch of these small items can be enough to deter any attacker who risks serious injury should they try to charge over them.

There are enough caltrops to last for one use only. They may be used when an opponent decides to charge. The defender simply throws the caltrops into the path of his attacker and they reduce his charge range by D6 inches. If this means that the attacker cannot reach his target then it is a failed charge.

Fire Bomb

Designed by the dwarf engineers of the Worlds Edge Mountains, fire bombs are a rare and deadly weapon. A small batch of gunpowder is sealed within an iron casing with a short fuse fed into it. When lit, the thrower has only seconds before the gunpowder ignites and explodes. This can often prove to be dangerous, as if the fire bomb is fused incorrectly it could be the thrower who finds himself amidst the explosion...

The fire bomb may be thrown in the Shooting phase in the same way as blessed water (see p53 Mordheim rulebook). If the bomb lands on target, the warrior hit takes D3 Strength 4 hits with no saves for armour and all warriors, friend or foe, within 1" of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls a 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been hit by his own fire bomb!

Flash Powder

An ancient Dwarf creation, flash powder is used in mines to illuminate darkened fissures in the search for gold and other precious minerals. In Mordheim, small bags of this substance can be used to blind enemies, throwing them into disarray as you launch your attack.

Flash powder can be thrown as an enemy charges the wielder (as an interrupt). The charger must take an immediate Initiative test in order to cover their eyes. If he fails, he is temporarily blinded and it counts as a failed charge. There is only enough flash powder for one use during the battle.

Price Chart

The following chart gives the cost of all the aforementioned items of equipment, including whether items are rare or common. Some items are restricted to specific races or forbidden to others and where this is applicable it is indicated. Otherwise, all the normal rules as given in the price chart on page 146 of the Mordheim rules book apply.

HAND-TO-HAND COMBAT WEAPONS

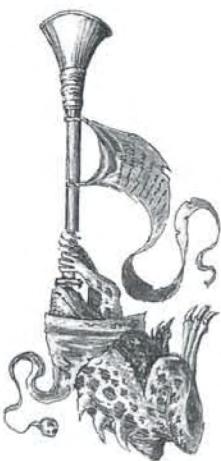
Item	Cost	Availability
Rapier	15gc	Rare 5 <i>(Only available to Reiklanders or Marienburgers)</i>
Sword Breaker	30gc	Rare 8

ARMOUR

Item	Cost	Availability
Pavise	25gc	Rare 8

MISCELLANEOUS

Item	Cost	Availability
Telescope	75+3D6gc	Rare 10
Caltrops	15+2D6gc	Rare 6
Fire Bomb	35+2D6gc	Rare 9
Flash Powder	25+2D6gc	Rare 8
Fire Arrows	30+D6gc	Rare 9
War Horn	30+2D6gc	Rare 8
Rabbit's Foot	10gc	Rare 5



Fire Arrows

Fire arrows are tied with rags soaked in oil bunched up in a tight pouch that explodes when hitting the target, setting clothes and equipment alight.

If you hit with a fire arrow roll a D6. If you score a 4+ your opponent has been set on fire. They must roll a D6 in the Recovery phase and score a 4+ to put themselves out or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful. The fire arrows last for one battle only.

War Horn

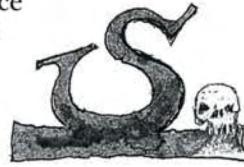
The blaring sound of a war horn can be enough to stir the hearts of any warband which it is attempting to bolster. It grants men courage and gives them the will to fight on defiantly.

A war horn may be used once per battle at the beginning of any turn. It allows the warband to increase its Leadership by +1. The effect will last from the start of one turn to the start of the next. The war horn can be used just before a warband is about to take a Rout test.

Rabbit's Foot

The rabbit's foot is a symbol of good luck and often worn about the neck on a thin cord of leather by superstitious warriors.

A rabbit's foot allows the warrior wearing it to re-roll one dice during the battle. If not used in the battle, it can be used to re-roll one dice during the Exploration phase, providing the hero is able to search through the ruins.



Academic Skills

Scribe. The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his Difficulty roll.

Once used, the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used.

Mind Focus. The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a warrior capable of using prayers or casting spells. When using a spell or prayer, the warrior with this skill may re-roll one dice roll used in the Difficulty roll.

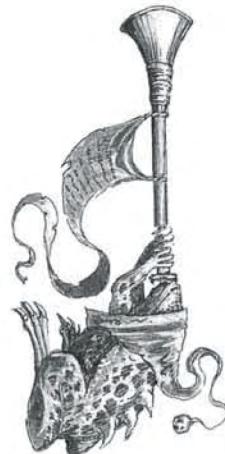
Tactician. This skill may only be taken by the warband's leader. The warrior has a great tactical mind and can often find the best positions for his warriors to meet the oncoming attack. In any scenario the warband leader may re-position his warriors after his

opponent has set up and may even advance them up to 12" onto the board instead of 8".

Hunch. This skill may only be taken by the warband leader. The warrior has an uncanny knack of placing his men in the right place at the right time, as if he senses danger through instinct alone. In any scenario, the warband leader may position up to three of his men capable of earning experience in any ruined building on the board that is at least 12" away from an enemy model and not in the enemy's deployment zone.

Magical Aptitude. This skill may only be taken by a warrior capable of casting spells. It may not be used by Sisters of Sigmar or Warrior Priests. The warrior has a keen aptitude for magic and can push himself beyond normal limits to produce a storm of spells. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell he must take a Toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails you must roll on the Injury table immediately with no saves, treating 'out of action' results as 'stunned' instead.

New Rules



Price chart

The following chart indicates the cost of items available for sale at trading posts. The cost of rare items is included, but such items cannot be bought unless they are available, as already described. In some cases the price is variable, and includes a basic cost plus a variable extra amount, for example 20+3D6 gold crowns. For these items the extra variable cost reflects the rarity of the item – the premium which must be paid to buy it.

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Club, Mace or Hammer	3 gc	Common
Dagger	1st free/2 gc	Common
Double-Handed Weapon	15 gc	Common
Flail	15 gc	Common
Gromril Weapon	4 x Price	Rare 11
Halberd	10 gc	Common
Ithilmar Weapon	3 x Price	Rare 9
Lance	40 gc	Rare 8
Morning Star	15 gc	Common
Spear	10 gc	Common
Sword	10 gc	Common

MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 9
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Duelling Pistol/brace	30 gc/60 gc	Rare 10
Elf Bow	35 +3D6 gc	Rare 12
Handgun	35 gc	Rare 8
Hunting Rifle	200 gc	Rare 11
Long Bow	15 gc	Common
Pistol/brace	15 gc/30 gc	Rare 8
Repeater Crossbow	40 gc	Rare 8
Sling	2 gc	Common
Short Bow	5 gc	Common
Throwing Knives/Stars	15 gc	Rare 5

ARMOUR

Item	Cost	Availability
Barding	80 gc	Rare 8
Buckler	5 gc	Common
Gromril Armour	150 gc	Rare 11
Heavy Armour	50 gc	Common
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 11
Light Armour	20 gc	Common
Shield	5 gc	Common

MISCELLANEOUS

Item	Cost	Availability
Black Lotus	10+D6 gc	Rare 9 <i>(Not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar. Rare 7 for Skaven)</i>
Blessed Water	10+3D6 gc	Rare 6 <i>(Common for Warrior-Priests and Sisters of Sigmar; May not be bought by Undead)</i>
Bugman's Ale	50+3D6 gc	Rare 9
Cathayan Silk Clothes	50+2D6 gc	Rare 9
Crimson Shade	35+D6 gc	Rare 8
Dark Venom	30+2D6 gc	Rare 8 <i>(Not available to Witch Hunters, Warrior-Priests, or Sisters of Sigmar)</i>
Elven Cloak	100+D6x10 gc	Rare 12
Garlic	1 gc	Common <i>(May not be bought by Undead)</i>
Halfling Cookbook	30+3D6 gc	Rare 7
Healing Herbs	20+2D6 gc	Rare 8
Holy (Unholy) Relic	15+3D6 gc	Rare 8 <i>(Rare 6 for Warrior-Priests and Sisters of Sigmar)</i>
Holy Tome	100+D6x10 gc	Rare 8 <i>(Only available to Warrior-Priests and Sisters of Sigmar)</i>
Horse	40 gc	Rare 8 <i>(Only available to Humans)</i>
Hunting Arrows	25+D6 gc	Rare 8
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Mad Cap Mushrooms	30+3D6 gc	Rare 9
Mandrake Root	25+D6 gc	Rare 8
Mordheim Map	20+4D6 gc	Rare 9
Net	5 gc	Common
Rope & Hook	5gc	Common
Superior Blackpowder	30 gc	Rare 11
Tears of Shallaya	10+2D6 gc	Rare 7 <i>(Not available to Possessed or Undead)</i>
Tome of Magic	200+D6x25 gc	Rare 12 <i>(Not available to Witch Hunters or Sisters of Sigmar)</i>
Warhorse	80 gc	Rare 11 <i>(Only available to Humans)</i>
Wardog	25+2D6 gc	Rare 10 <i>(Not available to Skaven)</i>

Price Chart

The following chart gives the cost of additional items for sale that are specific to the Empire in Flames wilderness setting.

MISCELLANEOUS			Giant Spider	90GC	Rare 10 <i>(Goblins only)</i>
Item	Cost	Availability			
Torch	2GC	Common	Nightmare	95GC	Rare 10
Lock Picks	15GC	Rare 8	<i>(Vampires & Necromancers only)</i>		
Mule	30GC	Rare 7	Wagon	100GC	Rare 7
Riding/Draft Horse	40GC	Rare 8 <i>(Humans only)</i>	Stage coach	<i>(without draft animals)</i>	
Warhorse	80GC	Rare 11 <i>(Humans only)</i>	Rowing Boat	40GC	Rare 7
Elven Steed	90GC	Rare 10 <i>(Elves only)</i>	River Boat	100GC	Rare 8
War Boar	90GC	Rare 11 <i>(Orcs only)</i>	River Barge	200GC	Rare 9
Giant Wolf	85GC	Rare 10 <i>(Goblins only)</i>	Barding	ARMOUR 30GC <i>(Warhorses only)</i>	
			Horsemanship	WEAPONS 30GC	
			Hammer	Rare 10	



Hired Swords

recruiting hired swords

This section introduces Hired Swords – professional mercenaries – to Mordheim campaign games. Taverns in the settlements and shanty towns around Mordheim are good recruitment centres for warriors who do not belong to any particular warband or retinue, but instead hire out their services to the highest bidder.

A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game.

Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone. However, Hired Swords do count as part of the warband for purposes of Rout tests, etc whilst in battle. A player cannot buy extra weapons or equipment for a Hired Sword, and he cannot sell the Hired Sword's weapons or equipment. To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

Hire fee

When a warband recruits a Hired Sword, you must pay his *hire fee*. Subsequently, after each battle he fights, including the first, you must pay his *upkeep fee* if you want him to remain with the warband. If the Hired Sword is killed, or you no longer require his services, you don't have to pay any upkeep! These costs are indicated in the entries for each Hired Sword.

The money paid to Hired Swords comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the Hired Sword, or want to spend it on other things, he leaves the warband. Any experience he has gained will be lost, even if you hire a new Henchman of the same type.

injuries

If a Hired Sword goes *out of action* during the game, roll for his injuries as you would roll for a Henchman after a battle (i.e., 1-2 = Lost; 3-6 = Survives).

hired swords and experience

Hired Swords gain experience in exactly the same way as Henchmen. Refer to the scenarios to find out how much experience Hired Swords gain after each game.

Write the name and profile of a Hired Sword on your roster sheet in one of the Henchman group slots.

Once the Hired Sword gains enough experience for an advance, roll on the Heroes Advancement table (as opposed to Henchmen) to determine which advance he gains. Skills available to the Hired Swords are listed under their entries.





Pit fighter

30 gold crowns to hire +15 gold crowns upkeep

Pit Fighters are dangerous men who make their living in the illegal fighting pits of the Empire. Many of them are slaves and prisoners but some are free men who earn their living from savage pit fights in settlements like Cutthroat's Haven or Black Pit. Even though pit fights are banned in many provinces, they are very popular and a great deal of money is wagered on the outcome. Thus many authorities turn a blind eye to these bloodsports.

When not in the pits, Pit Fighters offer their services to the highest bidders, and they readily find employment in warbands intent on exploring the ruins of Mordheim. Pit Fighters are powerful and dangerous fighters, and their unique weaponry gives them an advantage against almost any opponent.

May be Hired: Any warband apart from Undead and Skaven may hire a Pit Fighter.

Rating: A Pit Fighter increases the warband's rating by +22 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit Fighter	4	4	3	4	4	1	4	2	7

Equipment: Morning star, spiked gauntlet and helmet. The spiked gauntlet counts as an additional hand weapon and a buckler. And no, your Heroes cannot learn to use it!

Skills: A Pit Fighter may choose from Combat, Speed and Strength skills when he gains a new skill.



Ogre bodyguard

80 gold crowns to hire +30 gold crowns upkeep

Ogres are large, brutish creatures, standing some ten feet tall, and all of it bone and muscle. For this reason they are much in demand as bodyguards and mercenaries, despite their lack of brains. A warband backed up by an Ogre makes a fearsome enemy, since Ogres are extremely dangerous fighters and a terrifying sight to behold when enraged. They happily accept any employer, as they are notoriously unbothered about who they fight for.

May be Hired: Any warband except Skaven may hire an Ogre Bodyguard.

Rating: An Ogre Bodyguard increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	3	2	7

Weapons/Armour: Either two swords, axes or clubs (or any mix of them), or a double-handed weapon (you may choose which). Ogres wear light armour.

SPECIAL RULES

Fear: Ogres are large, threatening creatures that cause *fear*. See the Psychology section for details.

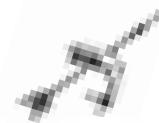
Large Target: Ogres are Large Targets as defined in the shooting rules.

Skills: An Ogre may choose from Combat and Strength skills when he gains new skills.





Halfling scout



15 gold crowns to hire +5 gold crowns upkeep

Halflings are diminutive creatures, generally more concerned with the timing of their next meal (or two) than with military pursuits. They range from three to four feet tall, and are neither very strong nor tough, but are naturally good shots and steadfast in the face of danger. Some Halflings are more adventurous than others, however, and these bold spirits are much sought after by mercenary bands, for they are splendid archers, and excellent cooks to boot.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire a Halfling Scout.

Rating: A Halfling Scout increases the warband's rating by +5 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	4	1	8

Equipment: Bow, dagger and a cooking pot (counts as a helmet).

SPECIAL RULES:

Cook: Halflings are renowned for their cooking skills. A warband with a Halfling Scout may increase its maximum size by +1, as warriors from all around are attracted by the smell of great food! Note that this does not increase the maximum number of Heroes you may have.

Skills: A Halfling may choose from Speed and Shooting skills when he gains a new skill.



Warlock



30 gold crowns to hire +15 gold crowns upkeep

Wizards, shamans, mystics, all these and more are associated with men who can wield the power of magic. All magic is potentially dangerous and originates from Chaos, so those blessed (or cursed) with the power of sorcery are hated and feared.

Still, it is not difficult to find employment if you are a wizard, for many are willing to take the risk of persecution. But hiring a Warlock does not only mean that you lose your gold – if the teachings of the Cult of Sigmar are to be believed, your soul is at risk as well...

May be Hired: Any warband except Witch Hunters and Sisters of Sigmar may hire a Warlock.

Rating: A Warlock increases the warband's rating by +16 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warlock	4	2	2	3	3	1	4	1	8

Equipment: A Warlock carries a staff.

SPECIAL RULES:

Wizard: Warlocks are magicians and have two spells generated at random from the Lesser Magic list. See the Magic section for details.

Skills: Warlocks may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lesser Magic spell list.



Lesser magic

Those who have not been schooled in the ways of magic can cast only relatively simple spells. Many human wizards, lacking the tradition of sorcery and the grimoires of Necromancers and Chaos Mages, have to rely on their own natural aptitude and experimentation.

Lesser Magic (or hedge magic) is used by human warlocks. It may not be as awesome as the mighty spells of Necromancers and Chaos Mages, but it is still dangerous.

D6 Result

1 Fires of U'Zhul

Difficulty 7

The wizard summons a fiery ball of flames and burls it upon his enemies.

The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (ie, with -1 modifier).

2 Flight of Zimmeran

Difficulty 7

Calling upon the power of the winds of magic, the wizard walks on air.

The wizard may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).

3 Dread of Aramar

Difficulty 7

The wizard places a sense of mind-numbing fear into the minds of his opponents.

A single model within 12" of the wizard must pass a Leadership test or flee 2D6" directly away from him. If he flees, he must test at the start of each of his own movement phases and will continue to flee until he passes a test. Note that this spell does not affect Undead or any model immune to fear.

4 Silver Arrows of Arha

Difficulty 7

Silvery arrows appear from thin air and circle around the wizard, shooting out to strike his foes.

Unlike other spells, this cannot be cast whilst in hand-to-hand combat. The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model. The arrows have a range of 24". Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignore movement, cover and cover penalties. The arrows cause one S3 hit each.

Luck of Shemtek

Difficulty 6

The wizard summons the fickle power of magic to manipulate chance.

The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next turn.

Sword of Rezhebel

Difficulty 8

A flaming sword appears in the hand of the wizard, promising red ruin to all who stand in his way.

The sword gives the wizard +1 Attack, +2 Strength and +2 Weapon Skill. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.

Freelancer

50 gold crowns to hire +20 gold crowns upkeep

Just as warriors of the lower social orders can become mercenaries, squires or nobles may offer their skills for hire by becoming a Freelancer or 'robber knight'. Freelancers are often the younger sons of nobles, who have inherited little but their weapons, horse and armour. Having become disillusioned with their lot in life they have taken the only road available to them: that of a Hired Sword.

Financial considerations take precedence over the dictates of honour and chivalry. Many Freelancers have drifted to the shanty towns surrounding Mordheim, and offer their considerable strength to the highest bidders.

May be Hired: Mercenaries and Witch Hunters may hire Freelancers.

Rating: A Freelancer increases the warband's rating by +21 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Freelancer	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Heavy armour, shield, lance and sword. If you are using the optional rules for mounted models, a Freelancer rides a warhorse (and has the Ride Warhorse skill from the Blazing Saddles article). When mounted, the Freelancer has an armour saving throw of 3+. On foot his save is 4+.

Skills: A Freelancer may choose from Combat and Strength skills when he gains a new skill.



Elf ranger

40 gold crowns to hire +20 gold crowns upkeep

Elves are a wondrous race: lithe, tall, beautiful, long-lived and magical. For the most part they are feared and distrusted by humans, though some live in the cities amongst men and offer their services as minstrels and archers in return for a high fee.

Though Elves become rarer in the Old World each year, there are still some roaming on the trackless paths of the Drakwald Forest and the Forest of Shadows.

Elves sensibly tend to avoid the ruins of Mordheim, for in the City of the Damned there is little to attract that fey and strange race, but sometimes they are hired by treasure hunters, for few can match their skill with a bow, or their inhuman quickness and agility. The senses of an Elf are much keener than any human's, and they make excellent scouts.

May be Hired: Mercenaries and Witch Hunters may hire Elf Rangers. Warbands which include Dwarfs may hire Elf Rangers, but must pay 40 gold crowns after each battle instead of 20.

Rating: An Elf Ranger increases the warband's rating by 12 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Ranger	5	4	5	3	3	1	6	1	8

Equipment: Elf bow, sword and Elven cloak.

Skills: An Elf Ranger may choose from Shooting and Speed skills when he gains a new skill. In addition, there are several skills unique to Elf Rangers as detailed below, which he can choose instead of normal skills. Note that these special skills can only be acquired through experience. They are not possessed by a new recruit.

SPECIAL RULES

Seeker. When rolling on the Exploration chart, the Elf Ranger allows you to modify one dice roll by -1/+1.

Excellent Sight. Elves have eyesight unmatched by mere humans. The Elf Ranger spots Hidden enemies from two times as far away as other warriors (ie, twice his Initiative value in inches).

ELVEN SKILLS

Fey. Hostile magic spells will not affect the Elf on a D6 roll of 4+.

Luck. The Elf Ranger is blessed by Lileath, the Elven goddess of luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

Dwarf troll slayer

25 gold crowns to hire +10 gold crowns upkeep

Troll Slayers are members of the morbid Dwarf cult whose followers are obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind.

Troll Slayers are insanely dangerous individuals, psychopathic and violent. However, there are few better fighters, so they are much sought after when warriors are needed.

Known as 'Hired Axes', Troll Slayers who come to Mordheim find plenty of opportunity to indulge their deathwish.

May be Hired: Mercenaries and Witch Hunters may hire a Dwarf Troll Slayer. Warbands that include Elves may hire Slayers, but must pay 20 gold crowns after each battle instead of 10 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Dwarf Troll Slayer increases the warband's rating by 12 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9

Weapons/Armour: Two axes or a double-handed axe (the hiring player may choose).

Skills: A Troll Slayer may choose from Combat and Strength skills when he gains a new skill. In addition, there are several skills unique to Dwarf Troll Slayers which he can have instead of normal skills when he gains a new skill.

SPECIAL RULES

Deathwish. Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and will never need to test if they are fighting alone.

Hard to Kill. Troll Slayers are tough, resilient individuals who can only be taken *out of action* on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as *stunned*.

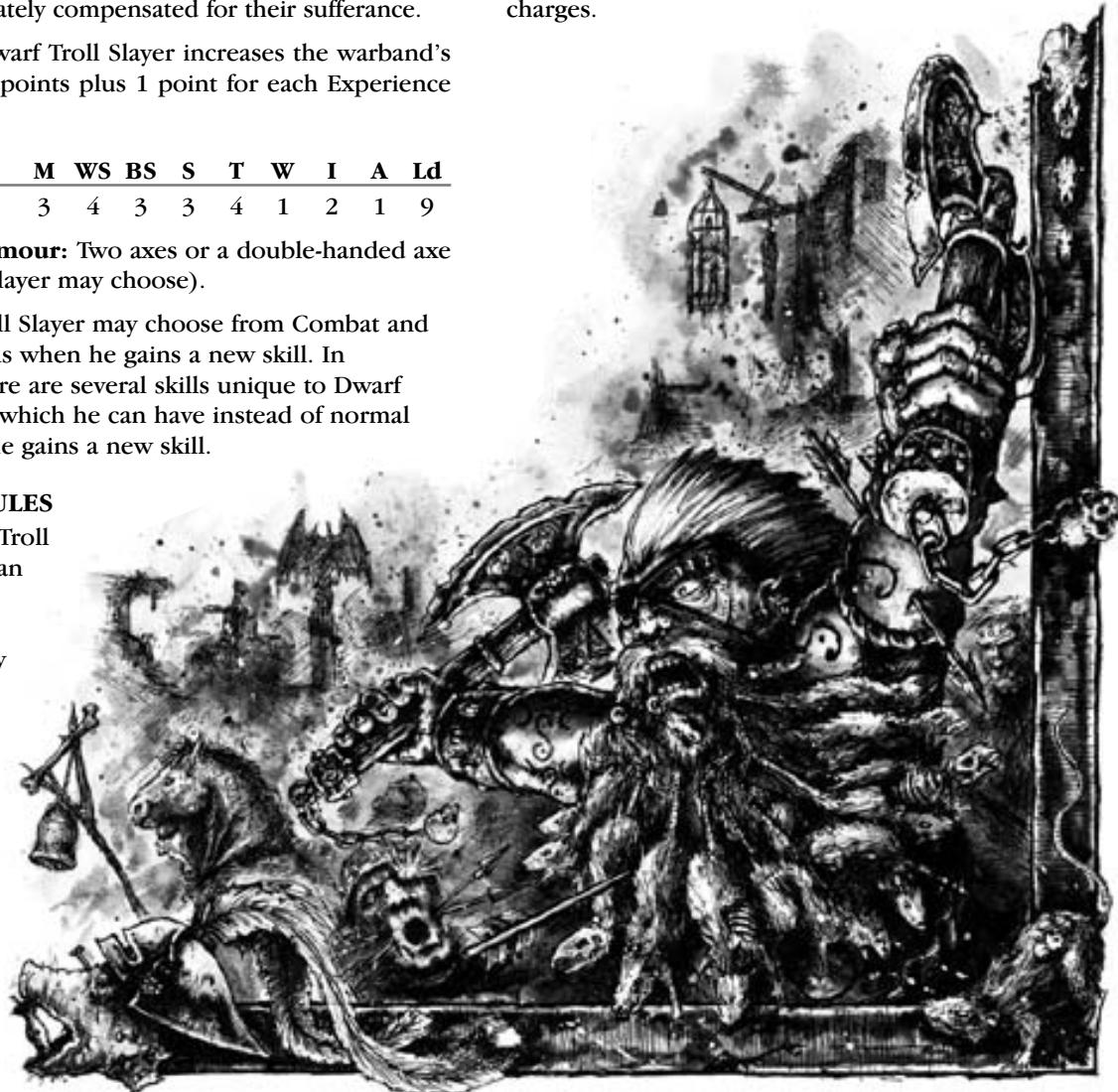
Hard Head. Troll Slayers ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out!

TROLL SLAYER SKILLS

Ferocious Charge. The Dwarf may double his attacks on the turn in which he charges. He will suffer a -1 to hit penalty on that turn.

Monster Slayer. The Troll Slayer always wounds any opponent on a D6 roll of 4+, regardless of Toughness, unless his own Strength (with weapon modifiers) would mean that a lower result than this is needed.

Berserker. The Dwarf may add +1 to his to hit rolls during the turn in which he charges.



Show me the Money

The taverns in the settlements around Mordheim make good recruitment centres for warriors to sell their services to the highest bidder. Here, Mark Havener describes two more Hired Swords that can be recruited by your warband.

Imperial Assassin

40 gold crowns to hire + 20 gold crowns upkeep

Politics is a dangerous game and not all dangers are found on the battlefield. The Assassin specializes in removing 'obstacles' with discretion. He will hire himself out to the biggest bidder and satisfaction is guaranteed. The Assassin calmly dispatches his rather distasteful duties with fastidiousness and finesse. In between jobs, such a man will often join a wandering warband in order to hone his skills; assassination is not a profession for the slow or dull-witted!

May Be Hired: Any warband except Witch Hunters, Sisters of Sigmar, Orcs & Goblins or Skaven may hire the Assassin.

Rating: An Imperial Assassin increases the warband's rating by +22 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin	4	4	4	3	3	1	5	2	8

Weapons/Armour: Sword, dagger, throwing daggers and a crossbow pistol.

SPECIAL RULES

Weapons Master: The Assassin is a master of weapons and may use any weapon he finds. You may purchase weapons for the Assassin just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give an Assassin is his to keep – he will not give it to another warband member later. In addition, although he knows how to use them, an Assassin will never

use a blackpowder weapon as such devices are far too conspicuous in their use for someone in his profession.

Poisoner: Assassins specialize in the use of poisons. The Assassin starts each game with his weapons poisoned with either Black Lotus or Dark Venom. The controlling player decides which poison the Assassin is armed with before the game starts, and this poison does not need to be traded for. And no, the Assassin cannot poison other warband members' weapons, nor will he loan his out!

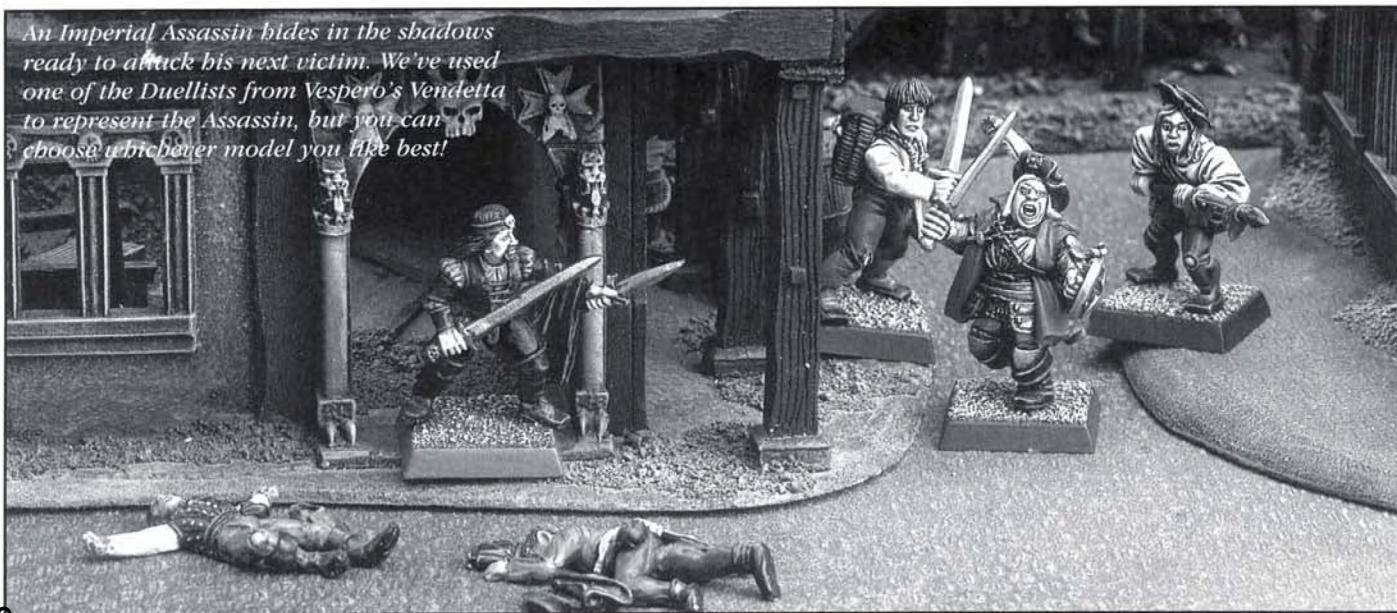
Skills: An Assassin may choose from Combat, Speed, Shooting skills or Unstoppable Charge from the Strength skills list when he gains a new skill. He may also choose from the special Assassin skills below.

ASSASSIN SKILLS

Backstabber: The Assassin specializes in attacking his targets when their back is turned. The Assassin may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. This bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

Hide in Shadows: The Assassin can blend into the shadows so that his opponents will not see him. As long as he is within 1" of a wall or other linear obstacle (hedge, fence, well, etc), opposing models must pass an Initiative test in order to charge or shoot at him.

An Imperial Assassin hides in the shadows ready to attack his next victim. We've used one of the Duellists from Vespéro's Vendetta to represent the Assassin, but you can choose whichever model you like best!



Tilean Marksman

30 gold crowns to hire + 15 gold crowns upkeep

The Empire is not the only place that breeds mercenaries. The constant warring among the city-states of Tilea provides many opportunities for a man who knows how to use a weapon. Still, sometimes the fighting dies down in Tilea and many of these mercenaries are forced to seek employment in other lands. Many of these temporarily unemployed mercenaries have heard of the trouble brewing in Mordheim and have come seeking a new patron.

May Be Hired: Any warband except Skaven, Orcs or Undead may hire the Tilean Marksman.

Rating: A Tilean Marksman increases the warband's rating by +16 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Marksman	4	3	4	3	3	1	3	1	7

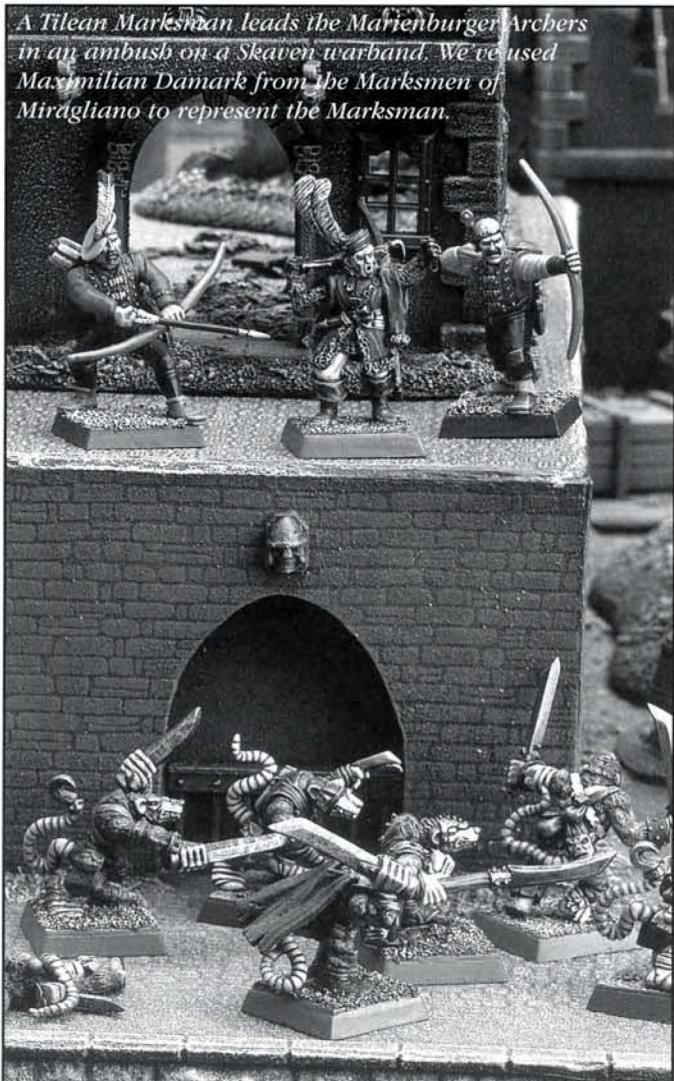
Weapons/Armour: Light armour, sword, dagger and crossbow.

SPECIAL RULES

Steady Hands: The Tilean Marksman's aim never wavers. He ignores 'to hit' modifiers for long range when shooting his crossbow.

Dead Eye Shot: The Marksman has the eyes of an eagle and can hit the smallest target. He ignores 'to hit' modifiers for cover when shooting his crossbow.

Skills: A Tilean Marksman may choose from Shooting skills when he gains a new skill.



"And I say we were here first; you'd better leave!"

The argument had been going for a solid fifteen minutes, with neither party budging from their position. Reinhold stooped to press his face close to his scarlet-faced adversary, the leader of the Dwarf warband. Dwarfs were infamous for their stubbornness, and this individual seemed to be out to prove that his reputation was well founded. Both warband leaders had warriors scattered throughout the ruins of the big hall. Crossbows were nocked and aimed on both sides, and the stress was showing on several of the human faces. The Dwarfs seemed strangely calm.

Suddenly the door burst open, slamming one of the members of Reinhold's band into the wall. Through the doorway, barely able to enter the room because of his incredible bulk, strode an Ogre mercenary. The creature stopped as soon as it was fully in the room. It was indeed a frightening sight, and the man to the Ogre's left scarcely reacted when the monster grabbed the crossbow from his hands and crushed it in a huge fist.

"Ah, there you are Ronch!" cried the Dwarf warband leader, a smile springing into his normally dour features, "I was wondering when you'd get here. These

gentlemen want to force us to leave. Convince them that we should stay."

"RONCH SMASH!" bellowed the Ogre. He threw the remnants of the crossbow across the room and brought up his enormous sword preparing to cut the ex-crossbowman in two. His poor victim was frozen in shock, and could do nothing to stop his fate.

Fortunately for him, he didn't need to, for in the next instant the Ogre froze, a look of shock and horror fixed to his face. The creature's mouth moved slowly, but no sound escaped. Then the hulking brute toppled forward and fell face down into the dust that covered the floor. Out of his back protruded a dagger.

Standing in the doorway was a man, somewhat smaller than average in height, with nondescript looks and the barest hint of a smile on his face. He would have looked like any nobleman's foppish son, if it were not for the utilitarian look to his night-black clothing and the utter lack of emotion in his eyes.

"Miss me?" asked Dirk, the assassin that Reinhold had hired. The warband leader just smiled. It looked like they would get to stay after all...



Mule Skinner



A Hired Sword for Mordheim

35 gold crowns to hire + 15GC upkeep

Mule Skinners are quite common wherever teams of animal are used. They are experienced warriors, accustomed to handling teams of draft and pack animals such as horses and (strangely enough) mules, as well as more exotic animals such as Cold Ones. Most are freelance, offering their services in the marketplace alongside traditional traders. They are widely travelled and have contacts in most major cities, especially among the animal merchants.

May be hired: Any warband, except Possessed Skaven, or any Undead warband, may hire a Mule Skinner.

Rating: A Mule Skinner increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: The Mule Skinner starts with a whip and a dagger.

Skills: A Mule Skinner may choose from Combat and Strength skills. In addition he may learn *Streetwise* and *Haggle* (both Academic skills).

SPECIAL RULES

Animal Handler: A Mule Skinner starts with one *Animal Handling* skill (player's choice of which animal).

The following are based on the Adventurer's Whip rules by Jo-Herman Haugholt from the Mordheim Khemri Discussion Group (used with permission).

NEW SKILL

Whip Master: The Hero is so skilled with his whip that he may re-roll all to hit rolls when using the whip. Only one re-roll is allowed per attempt and you must accept the second roll, even if it is worse.

NEW EQUIPMENT

Whip

Cost: 15 Gold Crowns

Weapon	Range	Str
Whip	4"	As user -1

Special

Cannot be parried, reach, disarm, + 1 armour save.

Disarm: Instead of striking to injure, a warrior with a whip may try to strike his opponent's weapon, making him drop it. Roll to hit as normal, but instead of rolling to wound, the opponent gets a single *Parry* attempt; if the *Parry* attempt is failed, he has dropped his weapon. He must now fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). At the end of the combat, the model is assumed to retrieve the dropped weapon as long as he is not put *out of action*. Disarmed opponents put *out of action* lose the weapon permanently.

Note: The *Parry* attempt represents the model trying to hold on to the weapon; he is always allowed one (and only one) *Parry*, irrespective of the equipment he is carrying.



New Rules



Beast Hunter

The Beast Hunter is a dark wanderer, full of mystery and self-loathing. His is a woeful tale. Kith and kin slaughtered by the foul Beastmen of the wild. He is one of many such men who have been driven to the very edge by their experiences, yearning only now for unquenchable revenge against those that destroyed their once normal lives. They bedeck themselves in the skins of their foes and take on a truly frightening aspect. It is a stout captain indeed who hires such 'wild men' of the forest but their hunter's skills are without equal and their raw strength in combat is too awesome to ignore. Dangerous and ferocious, ideal qualities for survival in the dark, unbridled wilds...

Hire Fee: 35 Gold Crowns to hire + 15 Gold Crowns upkeep.

May be Hired: Any warband other than Skaven, Beastmen, Undead, Orcs & Goblins, Possessed and Carnival of Chaos may hire a Beast Hunter.

Rating: A Beast Hunter increases the warband's rating by +18 points, plus 1 point for each Experience Point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Beast Hunter	4	3	4	3	3	1	4	2	7

Equipment: Two axes, throwing axe (counts as a throwing knife with +1 Strength), light armour.

SPECIAL RULES

Beastmen Vengeance: The Beast Hunter hates all Beastmen (this includes Gors, Ungors, Centigors and Minotaurs) and will fight for no upkeep cost in battles against Beastmen.

Skull Rack: The Beast Hunter wears a grisly skull rack bedecked with bestial skulls. He causes fear in all Beastmen.

Predator: The Beast Hunter is a predator of all fell creatures but most especially Beastmen. In any battle that is set in the wilderness (ie. not within Mordheim) that involves Beastmen, the Beast Hunter may be set up after both warbands have deployed. He may be set up anywhere on the board that is hidden and outside of the enemy deployment zone.

Skills: A Beast Hunter may choose from Combat and Strength skills when he gains a new skill.



Highwayman

Roaming the woods and secluded byways of the Empire, highwaymen prey on the many coaches and wagons foolish or desperate enough to travel there. These are dark and dangerous men, often employed for their knowledge of cargo charters and skill at ambush. Oft they appear to the naked eye, bereft of their blackened garb, as foppish, charming characters, but that ruse is a genteel masquerade as their cruelty and viciousness will testify. Deadly pistoliers and expert riders, they are an asset to any warband but watch your back, for they are untrustworthy, self-serving men.

Hire Fee: 35 Gold Crowns to hire + 20 Gold Crowns upkeep.

May be Hired: Any warband, except Sisters of Sigmar, Witch Hunters and any good-aligned Elves may hire a Highwayman. A Highwayman will never join a warband that also contains a Roadwarden.



Rating: A Highwayman increases the warband's rating by +20 points, plus 1 point for each Experience Point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
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Highwayman	4	3	4	3	3	1	3	1	7
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Horse	8	0	0	3	3	1	3	0	5
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Weapons/Armour: Brace of pistols, rapier (p.84 Mordheim Annual), cloak (acts as a buckler in close combat) and dagger.

If you are using the optional rules for mounted models then the Highwayman also rides a horse.



When the Highwayman is mounted, he has a save of 6+, on foot he has no Armour save.

Skills: A Highwayman may choose from Combat, Shooting and Speed skills when he gains a new skill.

SPECIAL RULES

Expert Pistolier: A Highwayman's skill with a brace of pistols is unrivalled and as such he combines the effects of the skills Pistolier and Trick Shooter.

Unscrupulous: A Highwayman, despite all his skill and bravado, is not to be trusted. At the end of each battle roll a

D6, on a roll
of a 1 the
warband
receives 1
less piece of

Treasure than they
would normally as the

Highwayman has stolen it
for himself (this Treasure is not
spent on the Highwayman, it is
lost!). Obviously, if this keeps
happening it will be up to
warband leader to keep the
Highwayman in his employ or
not...

Expert Rider: A Highwayman is a superb rider and as such while he is mounted he counts as being stationary for the purposes of shooting (ie. no -1 modifier to hit) and he also benefits from the skill as he can reload quickly whilst on horseback.

Roadwarden

Patrolling the fraught and dangerous highways of the Empire, Roadwardens are dour men of the sternest courage. Solitary figures, they range far and wide, often with little food and in all weathers. They are hardened and brutal fighters, uncompromising and without any martial code, they give no quarter as they expect none to be given in return. Their skill lies with the crossbow, with which they are excellent hunters and deadly marksmen. Highwaymen, deviants and bandits are their common quarry, safety of the roadways their charge and they execute both with deliberate and unswerving severity.

Hire Fee: 40 Gold Crowns to hire + 20 Gold Crowns upkeep.

May be Hired: Any good-aligned warband may hire a Roadwarden such as Witch Hunters, Sisters of Sigmar, Dwarfs and Human Mercenaries. A Roadwarden will never join a warband that also contains a Highwayman.

Rating: A Roadwarden increases the warband's rating by +22 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Roadwarden	4	3	4	3	3	1	3	1	8
Horse	8	0	0	3	3	1	3	0	5

Weapons/Armour: Crossbow, horseman's hammer (p.14 Town Cryer 24), dagger, heavy armour and three torches (p.14 Town Cryer 24). If you are using the optional rules for mounted models then the

Roadwarden also rides a horse. The Roadwarden's save is 4+ whilst mounted and 5+ whilst on foot.

Skills: A Roadwarden may choose from Combat, Strength and Shooting skills when he gains a new skill.

SPECIAL RULES

Lethal Marksman: A master with the crossbow, a Roadwarden combines the skills of Trick Shooter and Eagle Eyes.

Stern: Working alone and in the dark for the majority of his

profession the Roadwarden is made of strong stuff indeed. He may re-roll any failed Leadership test for panic, fear, and is immune to the rules for being All Alone.

Expert Rider: A highly skilled horseman, a Roadwarden counts as having the Nimble skill whilst on horseback and suffers no modifiers for moving and shooting.

STAGECOACHES

Both Highwaymen and Roadwardens are particularly suited to battles involving stagecoaches, wagons, etc. To represent this, in any scenario in which one or both sides have a stagecoach or a wagon, any Highwayman or Roadwarden in either warband may re-roll a single dice roll once per turn. This special bonus lasts until the re-rolled dice comes up as a 1 as it is designed to represent their ability to predict and perform at their peak in familiar and well-practiced territory.



Optional rules

This section includes a variety of rules that add an extra dimension to your battles in Mordheim. As they are additions to the basic rules they are not an essential part of the game, and you should agree with your opponent beforehand whether you are going to use any of them.

We recommend that new players ignore this section to begin with, at least until you are familiar with the way the game works. If you consider yourself to be an experienced gamer then you'll have no problem incorporating these elements. Some of these additional rules alter the game quite dramatically, and you are under no obligation to use any of them. They have simply been included for players who want to explore different aspects of the game.



New critical hit charts

Depending on what weapon your warrior is using, you may roll on one of the following Critical Hit charts. For example, if your warrior is using a sword, roll on the Bladed Weapons chart. All the rules governing critical hits given in the main rules also apply to these tables.

missile weapons

(Bows, crossbows, blackpowder weapons, throwing knives etc.)

- 1·2 **Hits a Weak Spot.** The missile penetrates its target's armour. Ignore all armour saves.
- 3·4 **Ricochet.** If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.
- 5·6 **Master Shot.** The missile hits an eye, the throat, or some other vulnerable part. The target suffers 2 wounds instead of 1. There is no armour save.

bludgeoning weapons

(Clubs, maces, hammers, flails, double-handed hammers etc.)

- 1·2 **Hammered.** The target is knocked off balance. Your opponent may not fight this turn if he hasn't already fought.
- 3·4 **Clubbed.** The hit ignores armour saves and saves from helmets.
- 5 **Wild Sweep.** Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.
- 6 **Bludgeoned.** The victim automatically goes out of action if he fails his armour save. Even if he has several wounds remaining, he will be taken out of action by this attack.

bladed weapons

(Swords, axes, double-handed swords etc.)

- 1·2** **Flesh Wound.** This attack hits an unprotected area, so there is no armour save.
- 3·4** **Bladestorm.** The warrior unleashes a virtual hail of blows. The attack causes 2 wounds instead of 1. Take armour saves separately for each wound. Remember that, as with other critical hits, if an attack causes multiple wounds for other reasons as well, you choose the highest number of wounds.
- 5·6** **Sliced!** The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.



unarmed combat

(Wardogs, warhorses, Zombies, Possessed, animals etc.)

- 1·2** **Body Blow.** Your opponent staggers, allowing you to seize the initiative and make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.
- 3·4** **Crushing Blow.** The blow lands with tremendous force. You gain +1 to the Injury roll if your opponent fails his save.
- 5·6** **Mighty Blow.** With a mighty punch or flying kick, you send your opponent sprawling to the ground. The attack ignores armour saves and you gain +2 to any Injury rolls.



thrusting weapons

(Spears, halberds, lances etc.)

- 1·2** **Stab.** With a quick strike, you penetrate your opponent's defences. You gain +1 to any Injury rolls. Armour saves are taken as normal.
- 3·4** **Thrust.** The thrust lands with great force and the target is *knocked down*. Take armour saves as normal and see whether the model suffers a wound.
- 5·6** **Kebab!** The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.



Escaping from combat

Warriors that are engaged in hand-to-hand combat at the start of their own turn may try to escape from combat during their movement phase. Such fighters are assumed to have realised that the odds are against them and decided that it is just too dangerous for them to continue.

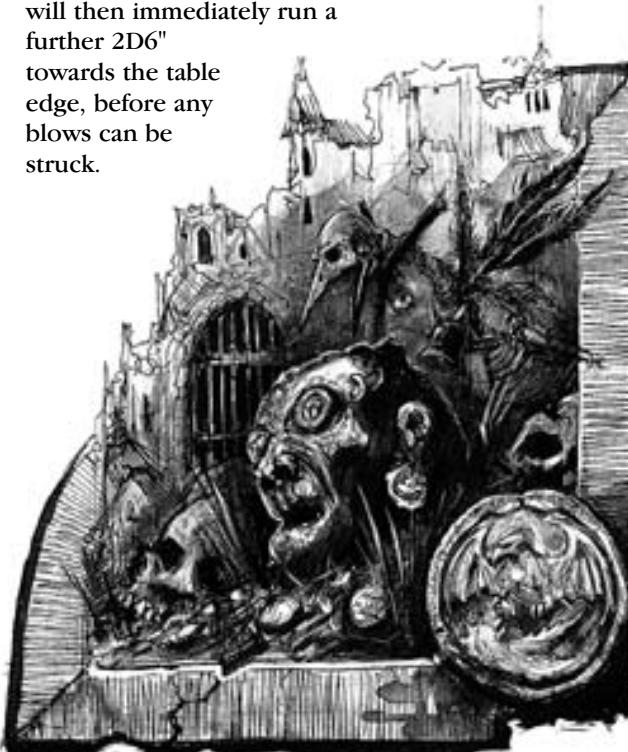
Declare which of your warriors will try to escape from combat at the start of your movement phase, at the same time as you declare charges. Turn the models around to show this.

Take a Leadership test for each warrior trying to escape from combat. This represents his efforts to find the right time to escape. If he passes, the warrior can move up to double his normal Movement rate away from combat and the enemy he was fighting, in any direction.

If he fails, his opponent is allowed to make 1 automatic hit against the warrior who is trying to escape, and the fleeing warrior (provided he survives) will run 2D6" directly away from combat. He will have to take a Leadership test at the beginning of his next turn.

If successful he will stop, but may not do anything else during that turn. If the test is failed, he will continue to run 2D6" towards the closest table edge and must test again the following turn if he is still on the table.

If a warrior is charged whilst he is fleeing, the charger is moved into base contact with him as normal, but the fleeing warrior will then immediately run a further 2D6" towards the table edge, before any blows can be struck.



Rewards of the Shadowlord

When a Magister or Mutant from a Possessed warband has accumulated enough experience, instead of picking a skill, he may roll on the Rewards table below. This represents the pilgrimage of the Mutant or Magister to the Pit, where he can beseech a favour from the Shadowlord himself. Roll 2D6.

2 **Wrath of the Shadowlord!** The warrior is mutated beyond recognition and vanishes into the ruins, joining the many other horrors that roam Mordheim.

3-6 **Nothing Happens.** The capricious Shadowlord ignores the pleas of his servant.



7-8 **Mutation.** The warrior develops a severe mutation. Roll a D6. On a roll of 1 you lose a single point from one of your warrior's characteristics (chosen by you), due to atrophy, or some such degrading mutation. On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.

9-10 **Chaos Armour.** The warrior's body becomes encrusted with an arcane, all-enveloping suit of armour. This confers a basic 4+ save, but does not affect the model's ability to cast spells or move in any way.

11 **Daemon Weapon.** The warrior receives a weapon with a bound Daemon inside it. This weapon adds +1 to his Strength in close combat, grants a +1 bonus on all to hit rolls using it. The user may choose the weapon's form (a sword, an axe, etc), though it will not have any of the special abilities normally associated with common weapons of that type. An axe with a bound Daemon, for example, will not benefit from the usual extra save modifier.



12 **Possessed!** A Daemon takes over the soul and body of the warrior. He immediately gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon weapons.



Blackpowder weapons



During the period in which Mordheim is set, the technology needed to make blackpowder weapons was still rare, and pistols, handguns, blunderbusses, etc were prone to malfunctions, jams and misfires.

The following rules were not included in the Shooting section, as they would have slowed down the game, but if you want to create more realistic games, feel free to use the Misfire rules below.

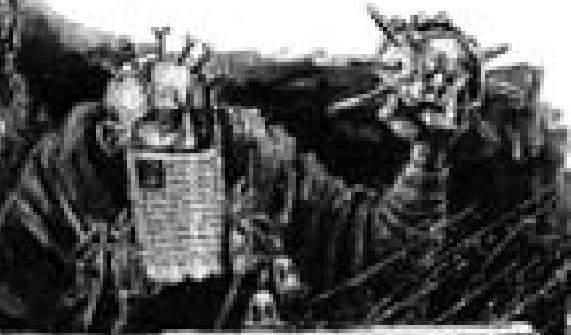
If you do use these rules, you might want to reduce the cost of the weapons (we suggest by 20%) to keep the balance of the game fair.

misfires

Each time you roll a 1 when rolling to hit with a blackpowder weapon (handgun, pistol, blunderbuss, warlock pistol, etc), roll a D6 and consult the chart below.

BLACKPOWDER WEAPON MISFIRES

- 1 **BOOM!** The weapon explodes with a deafening roar! The shooter suffers an S4 hit (this does not cause critical hits) and the weapon is destroyed.
- 2 **Jammed.** The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.
- 3 **Phut.** The weapon fails to fire and you must remove the shot. This means that the shooter must wait one extra turn before he can fire this weapon again.
- 4-5 **Click.** The weapon fails to fire, but there is no additional effect.
- 6 **KA-BOOM!** The weapon roars and spits a cloud of black smoke and flame! The shot hits the intended target and counts as having +1 Strength.



Fighting individual battles

Gone thing we discovered during playtesting Mordheim was that after a while very experienced warbands became virtually unbeatable when fighting against novice warbands.

Whilst this might be amusing for the player with the experienced warband, it will result in a very one-sided battle, where the inexperienced warband is swiftly crushed, without even a chance to put up a decent fight. Although the underdogs system balances this out somewhat, it is often much more fun to play with roughly equal forces, especially when introducing new players to the game.

The following rules allow both players to pick warbands up to an agreed equal value, say 1,000 gold crowns. This will make the game much more even, as the two forces will be roughly similar in strength.

Use the Warband lists to recruit and equip your warband. The lists tell you which Heroes, Henchmen and equipment your warband is allowed to use. The limitations of the list ensure that the warbands are reasonably balanced.

You must recruit at least three warriors, including a leader, and you may either follow the limitations for the maximum size of a warband given in the list or agree a maximum size with your opponent.

weapons & armour

Each Hero you recruit may be armed with one or more weapons and any armour chosen from the appropriate list. Different types of Hero are restricted to different types of weapon. The Equipment lists for the individual warbands tell you exactly what equipment is available. You may buy rare weapons and armour. Pay the appropriate prices for these as given in the Trading charts.

Every model in each Henchman group must take exactly the same weapons and armour. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

The weapons you choose for your warriors must be represented on the models. This way your opponent will know what he is facing (and he will not be shocked to discover in the middle of the game that the warrior who looks like a Halfling with a bow is in fact an Ogre with a club!).

The exceptions to this rule are knives and daggers, which you may assume are tucked in boots or concealed in their clothes, if not actually represented on the model.

upgrading heroes

In a campaign game, you must earn statistic increases, but in one-off games they can be bought beforehand. You may increase the starting characteristics of your Heroes by paying the cost in gold crowns given below.

Note that all races have maximum statistics values. These can be found in the Experience section of this rulebook.

Movement	+15gc per point.
Weapon Skill	+15gc per point.
Ballistic Skill	+15gc per point.
Strength	+25gc for the first increase/+35gc for each additional increase.
Toughness	+30gc for the first increase/+45gc for each additional increase.
Wounds	+20gc for the first increase/+30gc for each additional increase.
Initiative	+10gc per point.
Attacks	+25 GC for the first increase/+35gc for each additional increase.
Leadership	+15gc per point.
Skills:	+40gc for each skill. You may choose one skill at this price for each characteristic increase you take. Choose from the skills normally available to your warrior.

ready for battle

The warband is now ready to fight against your opponent.



Mounted warriors

Horses are rare and expensive in Mordheim, but they do allow warriors to move quickly, so as long as the steed stays on the streets and does not venture into the ruined buildings, where it could easily stumble and fall. By using the following rules, you can include mounted Heroes in your games.

mounted models in mordheim

A warrior and his horse are treated in all respects as a single model. Should the rider be taken *out of action*, then the entire model is removed from the battle.

Mounted warriors use the rider's Leadership value for all Leadership-based tests. When the warrior is attacked, use the rider's Toughness and Wounds.

Mounted warriors automatically have an armour save of 6+, even if the rider is wearing no armour. This represents the extra protection afforded by the horse. If the rider is wearing armour his armour save will be +1 better than it would be if he were on foot.

In close combat, a warhorse can make 1 attack, but a normal horse has no Attacks characteristic and therefore does not attack in close combat.

Armour, called barding, may be purchased for a warhorse, (refer to the Trading chart). It adds a further +1 bonus to the model's armour save, but subtracts one from its Movement. A normal horse may not wear barding. A barded warhorse is only killed on a serious injury roll of '1' if the model goes *out of action*.

A horse increases a warband's rating by +3 points, and a warhorse by +5 points.

mounted models and movement

Mounted models may not move into buildings. This limits their movement to relatively flat surfaces such as streets.

A horse or warhorse may jump over an obstacle up to 2" in height with no movement penalty.

shooting at mounted warriors

Because of the size of a mounted warrior, any shooter may always pick one as a target, even if there are enemies closer.

mounting/dismounting

A mounted warrior may dismount during his movement phase. He loses half his movement and may not charge or run during that turn.

A cavalryman who has dismounted is considered to be followed by his steed wherever he goes and may mount it again whenever he wishes, provided he is not inside a building or in any other place where the mount could not be used (such as on a roof). The warrior loses half his movement when remounting and may not charge or run during that turn.

Replace a mounted warrior with a model that is on foot if dismounting, and vice versa.

mounts and campaigns

If a mounted warrior is taken *out of action*, roll a D6 after the battle. On a 1-2, the mount is killed and removed from the warband roster.



Mounted Warriors

As well as being populated by the various humanoid races, the Old World also contains many species of animals – some of which have been tamed and trained to perform a useful function. These can be divided broadly into two groups – animals that can be ridden (eg. horses, giant wolves, Cold Ones, etc) and those that can't (eg. warbounds, giant rats, etc). These rules are intended to flesh-out the rules for mounted warriors from page 163 of the Mordheim rulebook.

Model Representation

If you wish to include riding beasts or tamed animals, you will need to have models to represent them. For mounted warriors you will need both a mounted miniature and a model on foot. It is advised not to glue the rider on but to use Blue-tack or something similar so that he may be removed when on foot and his mount is unridden.

Animal Handling Skills

Many warbands employ unridden, fighting animals. Often one or more members of the warband is nominated to care for the animals, feeding and training them.

Beast Handler (eg. Dog Handler)

This skill is highly beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of the general care and well being of the animal as well as training techniques.

A warrior with this skill has a beneficial effect on the animals under his care. If a warrior has the Animal Handling skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the warband's leader is also nearby, a player may choose which of the warriors' Leadership to use unless the animal is *stupid*, in which case only the Handler's Leadership may be used. In addition, *stubborn* animals with a Handler in base contact, ignore the effects of *stubbornness*. This counts as an Academic skill.

Riding Animals

Most warriors in Mordheim can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of lowly Henchmen. To those with the necessary wealth

and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right.

Mounting Animals. It requires half a warrior's move to mount or dismount a riding creature. A mount or its rider may not run or charge in the same turn that the warrior mounts or dismounts unless the rider has a Special Riding skill that allows this.

Not Indoors. Mounts cannot normally be ridden indoors or underground, unless playing a specially devised scenario that allows this.

Dense Terrain. Riding mounts are rare both amongst the ruins of Mordheim and in the claustrophobic jungles of Lustria. The dense terrain makes riding difficult and large numbers of riders are highly ineffective. Thus in those settings, a warband may only have a maximum of two mounts (not including those belonging to Hired Swords). In more open settings, such as the open fields of the countryside around Mordheim or the deserts of Khemri, a warband may have as many mounts as they can afford.



Controlling a Mount. The Special Riding Skills may be used by warriors who have a riding animal, but only after the skill Ride has been gained; warriors which come provided with a riding animal are assumed to possess the Ride skill already. Warriors without this skill may still ride animals, but must test against their Leadership if hit by any missile, and at the beginning of any Combat phase when a standing enemy is in base contact. If the test is failed they lose control of their mount and must roll on the Whoa, Boy! table. Note that if an enemy is not standing, the mounted warrior is not considered to be in combat and thus does not need to test for loss of control.

Armour Bonus. All riding animals give their riders a +1 Armour save bonus.

Bolting Mounts. In certain circumstances, a mount may bolt. A bolting mount must make a Leadership test at the beginning of the owning



player's turn; if successful, it stops running, otherwise it continues fleeing. The easiest way to determine the direction a mount bolts is to use an Artillery Scatter dice. If you do not have one, then roll 2D6 and use the clock face method. Taking the direction the horse is facing as 12 and directly behind as 6, the horse will bolt in the appropriate direction on the clock face.

Leading Animals. On occasion, a warrior may want to lead a riding animal rather than riding it. A warrior may only lead one riding animal unless he has the Animal Handling skill, for

that particular animal, in which case he can lead as many as he wishes. Groups of led animals are tethered together and must maintain base contact with each other; at least one must be in base contact with the warrior leading them. Riding animals that are being led do not roll for loss of control. If required to make a Leadership test (eg. when charged by a *fear-causing* enemy) they use the Ld of the warrior leading them. A warrior leading riding animals may move and fight as normal, but must maintain base contact at all times.

Un-led Animals. Riding animals which are not being either led or ridden will remain stationary but must make a Leadership test at the beginning of their turn. If this is failed, they will bolt, using the rules above.

Cavalry Skills

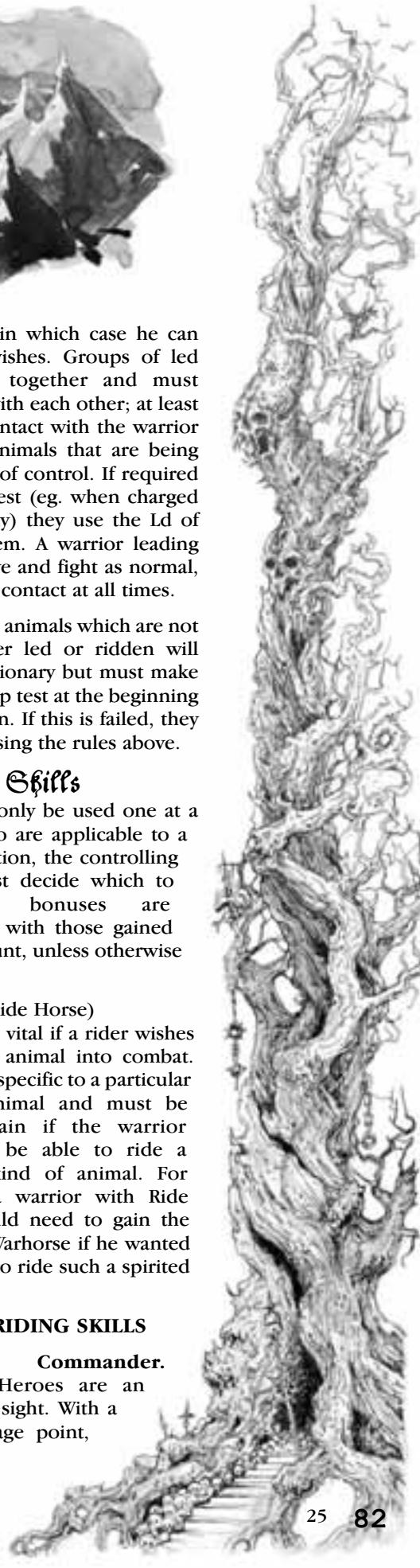
Skills may only be used one at a time. If two are applicable to a given situation, the controlling player must decide which to use. All bonuses are cumulative with those gained from a mount, unless otherwise stated.

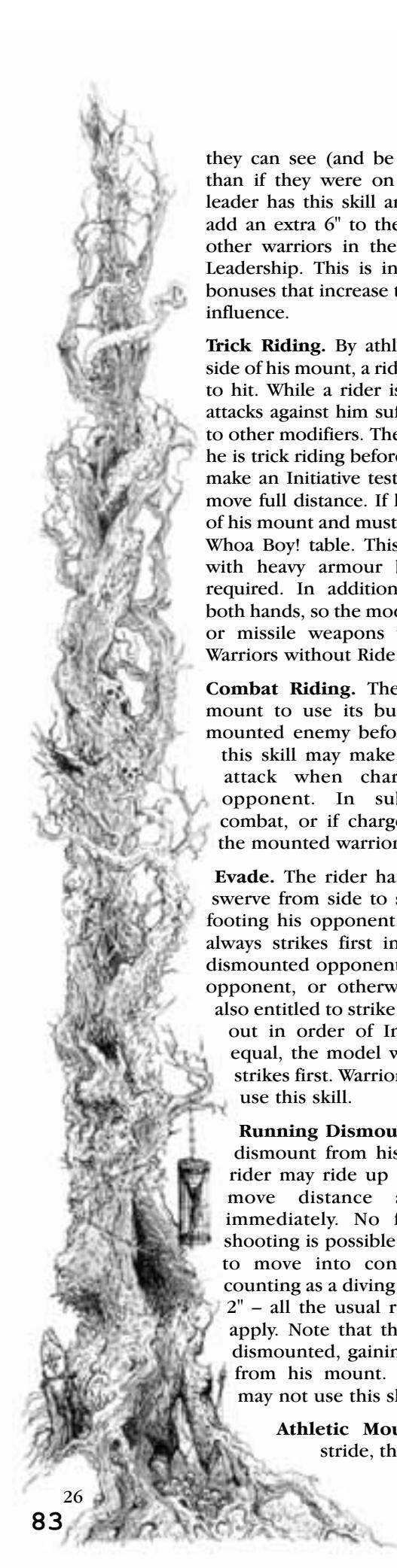
Ride (eg. Ride Horse)

This skill is vital if a rider wishes to ride an animal into combat. The skill is specific to a particular type of animal and must be gained again if the warrior wishes to be able to ride a different kind of animal. For instance, a warrior with Ride Horse would need to gain the skill Ride Warhorse if he wanted to be able to ride such a spirited mount.

SPECIAL RIDING SKILLS

Cavalry Commander. Mounted Heroes are an impressive sight. With a good vantage point,





they can see (and be seen) far more readily than if they were on foot. If the warband's leader has this skill and is mounted, he may add an extra 6" to the distance within which other warriors in the warband may use his Leadership. This is in addition to any other bonuses that increase the range of the leader's influence.

Trick Riding. By athletically hanging off the side of his mount, a rider makes himself harder to hit. While a rider is trick riding all missile attacks against him suffer -1 to hit in addition to other modifiers. The rider must declare that he is trick riding before moving. He must then make an Initiative test and, if successful, may move full distance. If he fails he loses control of his mount and must roll immediately on the Whoa Boy! table. This skill may not be used with heavy armour because of the agility required. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill. Warriors without Ride may not use this skill.

Combat Riding. The rider has trained his mount to use its bulk to trample any unmounted enemy before him. A warrior with this skill may make a single additional S4 attack when charging an unmounted opponent. In subsequent rounds of combat, or if charged by enemy warriors, the mounted warrior fights as normal.

Evade. The rider has trained his mount to swerve from side to side in combat, wrong-footing his opponent. A rider with this skill always strikes first in close combat against dismounted opponents. When charged by an opponent, or otherwise fighting an enemy also entitled to strike first, attacks are carried out in order of Initiative. If Initiative is equal, the model with greater Experience strikes first. Warriors without Ride may not use this skill.

Running Dismount. The rider is able to dismount from his mount at speed. The rider may ride up to the mount's normal move distance and then dismount immediately. No further movement or shooting is possible. This skill may be used to move into contact with the enemy, counting as a diving charge from a height of 2" – all the usual rules for diving charges apply. Note that the rider then counts as dismounted, gaining no further assistance from his mount. Warriors without Ride may not use this skill.

Athletic Mount. Without breaking stride, the warrior is able to leap

onto the back of his mount and immediately spur it into a full gallop. Once the warrior is on board, the mount may make a run or charge move as normal. The warrior must be within half his full move distance of his steed to use this skill.

Horse Archer. The rider has learned the skills of the steppe nomads and can shoot from a running mount. The rider may shoot in a 360 degree arc whilst mounted, and may shoot while his mount is running; however, the shot suffers a -1 to hit penalty in addition to all other normal modifiers. Warriors without Ride may not use this skill.

Mounted Combat Master. The rider is especially skilled at combat against a mounted opponent. If the model is fighting mounted against a mounted opponent and successfully wounds the enemy, the wounded model must add +1 to his roll on the Whoa Boy! table. Warriors without Ride may not use this skill.

Losing Control

If a mounted warrior has lost his last wound, then the player must roll on the Whoa Boy! table. This replaces the normal Injuries chart. If critical hits are suffered, then roll as many times as is required, taking the most serious result.

Whoa Boy! Table

D6	Result
1-2	The rider is temporarily disorientated and his mount rears up. The rider keeps his seat but must spend his next turn stationary regaining control, unable to move or shoot. If attacked, treat the rider as fallen down.
3-4	The rider falls off his mount and is stunned, taking an additional S2 hit in the process with no Armour save. In addition, roll a D6: on a roll of 1-3, the mount immediately bolts 3D6" in a random direction and continues until it has left the table – the mount may be recovered after the battle; on a roll of 4-6, the mount remains stationary and the warrior may remount once recovered. Note: the mount does not count as unridden or un-led in this instance.
5-6	The rider and his mount crash to the ground together. The rider and mount are automatically out of action. In addition, roll a D6: on a roll of 1-2 the mount lands on top of its rider, crushing him. If this happens,

the warrior must roll twice on the Serious Injuries chart after the battle. In addition, after the battle roll a D6: on a roll of 1-2 the mount was crippled or killed by the fall and is removed from the warband roster.

Animal Bestiary

What follows is a summary of animals commonly found in various parts of the world, along with a few less common species. Note that animals are not particularly bright and do not gain Experience. Note also that ridden animals can be ridden, but that doesn't mean that all of them want to be!

Attack Animals

The most common attack animal in the Old World is the faithful wardog, especially favoured by Witch Hunters. Other warbands have their favoured attack animals – Giant Rats for Skaven, Dire Wolves for Vampires, Cold One Beasthounds for the Druchii, Scorpions for Khemrian Tomb Guardians. Whatever the differences between the species, a warrior with several sets of claws and jaws behind him is a more dangerous opponent than a warrior on his own.

For details of the various attack animals available to different races, see the Mordheim rulebook or the relevant warband lists.

Ridden Animals

Humans like their horses, Orcs their boars, Goblins their wolves. All agree that two legs are good, but four legs are better.

War Boar

Cost: 90GC

Availability: Rare 11 (Orcs only)

Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the Boars for themselves.

Profile	M	WS	BS	S	T	W	I	A	Ld
7	3	0	3	4	1	3	1	3	

SPECIAL RULES

Ferocious Charge: Orc War Boars attack with +2S when charging, due to their bulk. Note that this applies only to the Boar, not the rider.

Thick Skinned: The thick skin and matted fur of the Boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's Armour save (making +2 total).

Giant Wolf

Cost: 85GC

Availability: Rare 10 (Goblins only)

The Giant Wolf is common in most of the mountain ranges of the Known World. However, catching one of these nasty, fast-moving beasts is another thing – especially if you are a Goblin.

Profile	M	WS	BS	S	T	W	I	A	Ld
9	3	0	3	3	1	4	1	4	

Note: Giant Wolves cannot be used in a warband that already contains Giant Spiders.

Giant Spider

Cost: 100GC

Availability: Rare 11 (Goblins only)

The Giant Spider is the stuff of nightmares. Typically five to six feet long they are highly prized by Forest Goblins as mounts.

Profile	M	WS	BS	S	T	W	I	A	Ld
7	3	0	3(4)	3	1	4	1	4	

SPECIAL RULES

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as Strength 4, but this will not modify any Armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a Spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! table. Note that even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

Note: Giant Spiders cannot be used in a warband that already contains Giant Wolves.

Mule

Cost: 30GC

Availability: Rare 7 (any warband)

Their stubbornness is legendary, but even so, these beasts of burden are occasionally ridden by Halflings, Dwarfs and even overweight clerics!

Profile	M	WS	BS	S	T	W	I	A	Ld
6	2	0	3	3	1	2	0	4	

SPECIAL RULES

Slow: Mules are not the fastest of mounts and only bolt 2D6".

Stubborn: If a warrior is riding a Mule, or is in base contact with

a Mule, he must make a Leadership test each round or the mule will refuse to move.

Ornery: With no leader or rider, a Mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.

Non-combatant: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden Mule, immediately roll on the Whoa Boy! table. If an unridden Mule is charged, it will bolt directly away from the charger.

Riding Horse

Cost: 40GC

Availability: Rare 8 (Humans only)

Riding Horses are not trained for battle and will not normally attack an enemy. However, they are useful for moving rapidly around the field of battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	1	0	3	3	1	3	0	5

Warhorse

Cost: 80GC

Availability: Rare 11 (Humans only)

Warhorses are large, well-trained horses, quite at home in battle. They are primarily used by Human warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	3	3	1	3	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield.

The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.

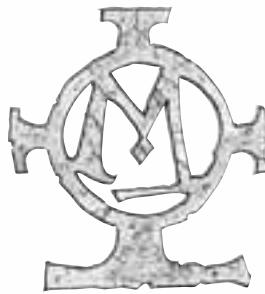
Elven Steed

Cost: 90GC

Availability: Rare 10 (Elves only)

Elven Steeds are graceful animals, but have a vicious temperament when called upon to fight. It is rumoured that even Dark Elves breed these fine beasts. Typically, High Elf steeds are grey and white, Wood Elf steeds are tan and white, and Dark Elf steeds are midnight black.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	5



SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.

Nightmare

Cost: 95GC

Availability: Rare 11 (Vampires and Necromancers only)

Vampire Counts occasionally need fell steeds to carry them about their business. Who cares if they're dead? They still have legs, don't they?

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	3	3	1	2	1	5

SPECIAL RULES

May Not Run: As an Undead creature, a Nightmare may not run, but may charge as normal.

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: As an Undead creature, Nightmares are immune to psychology, never have to take Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the Whoa Boy! table as normal.





Chaos Steed

Cost: 90GC

Availability: Rare 11 (Possessed warbands only)

Chaos Steeds are malformed, debased parodies of the magnificent Warhorses of the Empire. They are used by Possessed and other Chaos warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	3	1	3	1	5

SPECIAL RULES

May not be ridden by the Possessed. Even Chaos Steeds are skittish around the abhorrent Possessed and will not allow themselves to be ridden by such a being.

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



Ve&hicles of the Empire

There are three principal modes of transport in the Empire: travel by boat, by riding animals, such as horses and mules, and travel by wagon or coach. Riding animals have already been covered in 'Blazing Saddles' which is featured in the Mordheim Annual. Here we will cover the rules for travel via boat and wagon.

Wagons

This covers carts, stagecoaches and all two- and four-wheeled forms of transport commonly found in the Empire.

MOVEMENT

A wagon's movement is determined by how laden it is with passengers and cargo. Therefore throughout a game, a wagon's move may alter due to unloading or loading up of more passengers and cargo. Consult the table below to determine movement. Wagons cannot charge, climb, hide, run or flee.

TURNS

Wagons, regardless of size, may make a single turn of up to 45 degrees at the end of its movement. It may then apply the lash if desired. Make turns by pivoting the vehicle from its mid-point.

APPLYING THE LASH!

There are many reasons why a wagon driver would want to urge his beasts to go faster – if he is being pursued by bandits or mutants, for example! By applying the lash to his draft beasts, the driver of a wagon can attempt to gain some extra movement. After the wagon has moved normally, the player may roll a D6. On the score of 2+ this indicates how many extra inches the wagon may move ahead in a straight line. On the roll of a 1 something drastic has happened. Roll on the table below:

Applying The Lash

D6 Result

1-2 Steeds Tiring – The draft animals are growing tired – if the driver applies the lash next turn you must halve the score rounding fractions up.

3-4 Driver Shaken – Due to the wagon's speed the driver is thrown all over the place and may not apply the lash next turn as he recovers his composure.

5-6 Out of control – Make a roll on the Out of Control table.

Wagon Movement

No. of passengers or cargo quota	Standard Movement	Applying the lash!
1 (driver – compulsory)	10	+D6
2-3	8	+D6
4-6	6	+D6





TERRAIN

Difficult Ground: If a wagon enters difficult ground roll a D6. On a score of a 1 immediately make a roll on the Out of Control table, otherwise the wagon is fine.

Very Difficult Ground: If a wagon enters very difficult ground immediately make a roll on the Out of Control table with a modifier of +1.

Walls/Obstacles: If a wagon collides with a wall or other solid obstacle it comes to an immediate halt. The wagon suffers D3 hits at a Strength of 7 (see below).

Impassable Ground: If a wagon moves onto impassable ground it is immediately destroyed and each crew member/draft animal must make an Injury roll. Remove the wagon and place any surviving crew within 3" of the crash site.

COLLISIONS

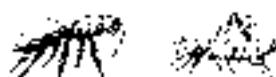
If a wagon collides with another wagon both suffer D3 Strength 7 hits (roll location and damage as normal below). In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal to their Initiative or suffer a S4 hit with all of the consequences. Warriors that are out of action cannot get out of the way of a wagon and are therefore automatically hit. Whenever a wagon collides with anything roll a D6, on a score of a 1 make an Out of Control test.

TRANSPORT

For the sake of simplicity all wagons and coaches may transport up to six human-sized warriors or smaller (let's be having no Ogre wagoneers now!) or the equivalent in cargo (this will be covered in greater detail in the Scenarios section). One crewman must be allocated as the driver and one may 'ride shotgun' with him. The driver may do nothing else but drive whilst the wagon is moving as he is too busy controlling the reins. In the event that the driver is knocked down, stunned or taken out of action a crew member riding shotgun may take over the reins and become the new driver.

MOUNTING/DISMOUNTING

A friendly warrior may board a stationary wagon by simply moving into contact with it (wagons are only considered stationary if they didn't move in their last turn). Place the model either on the wagon or move it with the wagon in base contact to simulate it being transported. Similarly, a warrior may dismount from a stationary wagon by moving away from contact. Warriors may attempt to mount or dismount from a moving wagon by passing an Initiative test. If they fail, they take falling damage of D3 automatic hits at a Strength equal to half the vehicle's speed. Warriors may attempt to board a moving wagon from either another moving wagon or from a moving mount with a modifier of -1 to their Initiative test – this counts as a charge.



LOSING CONTROL OF THE DRAFT ANIMALS

Apart from if a wagon becomes a runaway, control may also be lost by attackers attempting to wrestle away the control of the draft animals from the driver. Apart from eliminating the driver and taking control of the reins, the easiest way to control the draft animals is for a warrior to leap onto the back of one and ride it. A warrior can successfully leap onto a draft animal by passing an Initiative test (the warrior may add +1 if they have the Ride skill). If the test is failed then the warrior takes falling damage as usual. The warrior must pass a Leadership test to control the beast and therefore control the direction and speed of the wagon. The driver can only wrestle back control of the wagon by eliminating the warrior (any injury will suffice). If a warrior has successfully mounted a draft animal he may attempt to cut it free from the team on a 4+ although he will lose control of the wagon itself in doing so.

SHOOTING

Shooting from a wagon: Crew may fire from aboard a wagon and have a 360 degree arc of fire. Shooters suffer a penalty of -1 to hit for firing from a moving surface.

Shooting at a wagon: Warriors may shoot at a vehicle and gain a +1 to hit because it is a large target. If a hit is scored against a wagon then a roll must be made on the Location table opposite to decide what part of the vehicle has been hit.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Horse	6	-	-	3	3	1	2	-	-

LOSS OF A DRAFT CREATURE

Any time a steed is hit, regardless of whether or not it is injured, make a roll on the Out of Control table. If a steed is stunned or knocked down it will be dragged along by its associates until it recovers – next turn reduce speed by 1/2 (with a draft of two animals) or 1/4 (with a draft of four animals) and the driver may not apply the lash. If the steed is taken out of action then permanently reduce the speed by the previous amount until the driver can cut the animal free on the roll of a 5+. If the last steed is stunned, knocked down or taken out of action then the wagon comes to a halt and cannot move unless the steed recovers – make an Out of Control roll with +2 to the result.

Out of Control

D6 Result

1-3 Swerve – The driver temporarily loses control and the wagon veers wildly off course. Roll a D6:

- 1-3 – Swerves 45 degrees to the left.
- 4-6 – Swerves 45 degrees to the right.

The wagon then moves another 6" in the predetermined direction.

4-5 Runaway – The steeds bolt and the driver loses control of them. Each turn randomly determine the direction that the wagon goes in. Roll a D6:

- 1-2 – Swerves 45 degrees to the left.
- 3-4 – Swerves 45 degrees to the right.
- 5-6 – moves straight ahead.

The wagon will always move at full speed and roll for applying the lash discounting the effects of a 1 all the time it is a runaway. Each turn the driver may attempt to take control of the steeds. The driver must pass a Leadership test to regain control of the beasts. The crew may not fire missile weapons all the time the wagon is a runaway as they are trying to hold on for dear life.

6 Loss of control – The wagon goes wildly out of control. Roll a D6:

1 – The wagon swerves to the right (see above).

2 – The wagon swerves to the left (see above).

3-4 – The wagon comes to an immediate halt.

5 – The wagon's yoke pole snaps and the draft animals gallop off. The vehicle moves 6" straight ahead and then comes to a halt. The vehicle may no longer move.

6 – The wagon either jackknifes or hits a rock or a depression in the road and goes into a roll! The wagon moves D6" in a random direction determined by the Artillery Scatter dice. Any warriors/beasts it collides with take the usual collision damage. All the crew and draft animals take D3 Strength 4 hits. The wagon is now wrecked.

Wagon Location

D6 Result

1-2 Draft creature – Roll to wound and injure as normal – see loss of draft creature below for effects.

3 Crew – Randomly select a crew member and roll to wound and injure as normal – see Loss of Driver overleaf if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the wagon and must test for falling damage.

4-5 Chassis – Roll to damage the vehicle using the stat line below.

6 Wheel – Roll to damage the wheel using the stat-line below.



Wheel Damage

D6 Result

1-4 Wheel damaged – The wagon's speed is permanently reduced by -2".

5-6 Wheel flies off! – The wagon immediately swerves (see the swerve result on the Out of Control table above) and then comes to a halt. The wagon is now immobile. Roll a D6, on the score of 5-6 the wagon goes into a roll (see the roll result on the Out of Control table above).



WHEEL DAMAGE

If a wheel is damaged this is potentially disastrous. Randomly determine which wheel has been damaged and roll on the table above adding +1 to the result if the wheel has been damaged before.

CHASSIS DAMAGE

When the wagon loses its final point of damage/wound it is destroyed, comes to an immediate halt and each crew member/draft animal must make an Injury roll.

COMBAT

Warriors may strike a stationary wagon in close combat by charging and striking against the part they are in contact with (draft creatures/crew/wheel/chassis).

Chassis/wheels: Attacks hit automatically – just resolve damage.

Crew: Crew on board a stationary wagon are counted as defending an obstacle and a 6 is required to hit them regardless of Weapon Skill. If a crew member is taken out of action an attacker may enter/board the wagon in his next turn.

Draft Animals: The draft animals may be attacked in the usual manner although an attacker may choose to cut the draft animals free instead which requires a 2+ on a D6 to be successful. Draft animals that are cut free count as un-led beasts (see Blazing Saddles).

Warriors may attempt to attack a moving wagon by charging it in the normal way. Note: Charging a moving wagon does not bring it to a halt – the combat round is played out and then the wagon is free to move in its next Movement phase – if it is a runaway then it is compelled to move. Warriors are advised to attack to the side and rear because if they attack to the front they are liable to be run down in the wagon's next turn! Because attacking a moving wagon is a haphazard affair the attacker must determine the location struck first by rolling on the Location table above. Both the chassis and wheels are hit automatically just resolve damage. The draft animals are attacked in the normal manner although an attacker may not attempt to cut the reins on moving draft animals. The crew are difficult to strike and therefore a 6 is required to hit them regardless of Weapon Skill.

If the attackers manage to successfully board the wagon either when it was stationary or by leaping aboard it as it was moving they may engage the crew in combat in the usual manner without any penalties or modifiers. Note: Attackers or defenders that are injured fighting aboard a wagon must pass an Initiative test or fall off.

Boats

This covers small rowing boats through to large river barges. Note that these are very basic rules to cover small skirmishes on the rivers of the Empire, a more inclusive set of rules to cover ocean-going ships is currently in development.

MOVEMENT

Boats move 6" when moving with the current of a river (the direction of the river flow must be established before the start of the game). Boats may move 4" when travelling against the current. Boats must move at least half of their movement allowance unless they have been anchored or tethered to the shore.

TURNS

Boats, regardless of size, may make a single turn of up to 45 degrees at the end of their movement.

TERRAIN

A boat can encounter natural terrain such as rocks or man made obstacles such as logjams specifically placed to obstruct its movement. Both the aforementioned terrain types are impassable to boats and they will suffer D3 Strength 7 hits should they move into them and also come to an immediate halt.

COLLISIONS

See page 26 as for wagons.

TRANSPORT

All the above rules for wagons apply. In addition, because boats are considerably bigger than wagons, they can therefore transport a lot more.

A rowboat can transport up to six human-sized warriors or smaller, or the equivalent in cargo.

A river boat can transport up to eight human-sized warriors or smaller, or the equivalent in cargo.

A barge can transport up to

twelve human-sized warriors or smaller, or the equivalent in cargo.

MOUNTING/DISMOUNTING

See above for wagons, except warriors that fail an Initiative test for attempting to board a moving boat do not suffer damage but fall into the water – see the rules for swimming.

SHOOTING

See page 27 as for wagons.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rowboat	-	-	-	-	5	3	-	-	-
Riverboat	-	-	-	-	8	4	-	-	-
Barge	-	-	-	-	8	8	-	-	-

PROPELLION DAMAGE

Either the oars or the mast and rigging have been damaged. Roll a D6 and consult the table opposite:



Boat Location

D6 Result

- 1 Propulsion** – Roll to damage the boat using the stat-line above – if damaged roll again on the Propulsion table.
- 2 Rudder** – Roll to damage the rudder using the stat-line above – if damaged the boat may only turn from now on after coming to a complete halt by using a combination of oars/boat-hooks.

3-4 Crew – Randomly select a crew member and roll to wound and injure as normal – see loss of driver above if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the boat.

5-6 Hull – Roll to damage the boat using the stat-line above.



Propulsion Damage

D6 Result

1-2 Sail damaged/oars splintered – The boat's speed is permanently reduced by -1".

4-5 Rigging damaged/oars splintered – The boat's speed is permanently reduced by -2".

6 Mast falls! – With the loss of the mast (or all of the oars in the case of an oared vessel) the boat may only drift 2" in the direction of the current. All crew must immediately test on their Initiative to avoid the falling mast (this does not apply to oared vessels obviously). If a crewman fails this test he receives an immediate Strength 6 hit.

HULL DAMAGE

When the boat loses its final point of damage/wound it is destroyed and sinks immediately. Each crew member falls into the water and must make the appropriate tests for swimming.

COMBAT

See wagons above. Note: Swimming warriors may not attack boats!



Terrain

The following tables are meant as guidelines for typical terrain found in a game set in the Empire in Flames setting. Obviously there are no jungles or deserts in the Empire – most of the countryside is either open plains or forests, low ground broken up by low hills, with more hills being present the closer you get to the mountain ranges. Small farms break up the wild landscape, and these are surrounded by fields that are either clear or filled with crops, depending on the time of year.

OPEN GROUND

- No movement penalty.
- Fallow fields (or fields which just haven't produced crops yet).
- Low, open hills.
- Bridges or fords in waterways.
- Steps or ladders leading up or down.

DIFFICULT GROUND

- Models move at 1/2 speed.
- Small streams (moving water less than 4" wide).
- Rocky ground.
- Fields filled with crops.
- Abandoned ruins.
- Marshy ground.
- Woods.

VERY DIFFICULT GROUND

- Models move at 1/4 speed and may not charge.
- Rivers (moving water 4" or more wide).
- Swamp or deeper marsh.
- Hedges or thickets.

IMPASSABLE TERRAIN

Models may not move through this terrain. If forced into this terrain for whatever reason warriors are counted as out of action.

- Tall rock outcroppings.
- Deep rivers or lakes.

WOODS

The woods of the Empire are very dense and very dark, consisting of many huge ancient trees that block out the sun. In games in this setting, warbands rarely stray into the deepest, darkest woods so only small copses

and clumps of trees need be represented. The rules below reflect the effects of woods:

A stand of woods blocks line of sight to the other side, no matter how wide the stand is. This means that two models on either side of even a 1" wide section of woods cannot see each other if neither has actually entered it.

A model within a stand of woods can see or be seen for 2". This means that there must be no more than 2" between a warrior in woods and an enemy model for the warrior to freely charge or shoot at the enemy, and the same goes for enemy models who wish to shoot at or charge a warrior in woods. Models with more than 2" of woods between them may still test to see if they can charge unseen enemy models as per the normal Mordheim rules, of course.

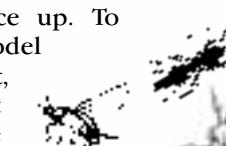
Woods are difficult ground, and reduce movement to half speed.

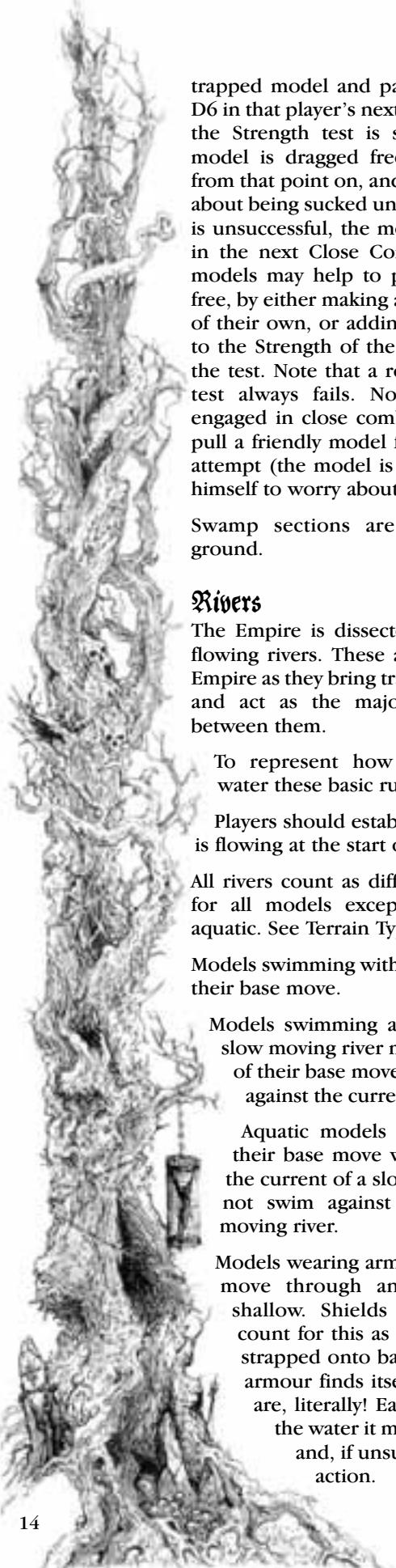


SWAMP OR DEEP MARSH

There are many areas of the Empire where water from the various waterways has built up over time and formed treacherous swamps. Models entering these wild places are taking their lives into their own hands, as swamps are some of the more dangerous places in the wilderness. Poisonous reptiles, bandit bands, crazed hermits, witches, and sucking bogs may all be found within a swamp. Many areas within a swamp are actually clear, but the following rules cover movement over actual swamp terrain section (represented by a small pond).

Whenever a model moves through a swamp section, roll a D6. On a roll of a 1, the model has stumbled into a sucking bog! The model may not move until rescued, and, if not rescued within D3+1 game turns (at the end of the last turn), he is sucked under and lost (remove the poor soul from the warband's roster). We suggest placing a D6 by the model with the number of turns remaining showing face up. To rescue a trapped model before the time runs out, a friendly model must move to within 2" of the





trapped model and pass a Strength test on a D6 in that player's next Close Combat phase. If the Strength test is successful, the trapped model is dragged free (may move normally from that point on, and no longer has to worry about being sucked under). If the Strength test is unsuccessful, the model may still roll again in the next Close Combat phase. Additional models may help to pull the trapped model free, by either making additional Strength tests of their own, or adding +1 per helper model to the Strength of the original model making the test. Note that a roll of a 6 on a Strength test always fails. Note also that a model engaged in close combat may not attempt to pull a friendly model free, or help in such an attempt (the model is too busy trying to save himself to worry about his comrade!).

Swamp sections are always very difficult ground.

Rivers

The Empire is dissected by many huge, fast-flowing rivers. These are the lifeblood to the Empire as they bring trade to the bustling cities and act as the major source of transport between them.

To represent how models interact with water these basic rules apply:

Players should establish which way the river is flowing at the start of the game.

All rivers count as difficult (or worse) terrain for all models except those considered as aquatic. See Terrain Types previously.

Models swimming with the current will double their base move.

Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.

Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river.

Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped onto backs. If a model wearing armour finds itself in deep water – they are, literally! Each turn the model is in the water it must make a Strength test and, if unsuccessful, is taken out of action.

Aquatic models in water, either swamp, streams or rivers, can elect to be hidden at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.



Fighting in Water

Most players will find it advantageous to fight around, or actually in, a waterway. We have included some simple rules to cover fighting in water.

If a non-aquatic model is knocked down in a shallow river or stream they are swept down-river D6". Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.

If any model is stunned while in shallow water it must make an Initiative test. If it passes, it can be turned over in the following turn. If it fails, it is considered drowned and will be taken out of action. The player will need to roll for injuries at the end of the game. This doesn't mean that the model is gone for good but is just a bit waterlogged!

Any Undead model that is knocked down in shallow water will recover as normal according the standard Mordheim rules for Undead.

Any model fighting in a shallow stream whilst wearing light armour will be considered out of action if stunned. No Initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour.



Buildings

The Empire can be a dangerous place, and no place more so than out in the wilderness. Buildings are treated a bit differently in games set in Empire in Flames. These rules do not cover ruins, which are simply considered difficult ground in most cases.

Curses, Locked!: First of all, unless the building is an inn (inn doors are only locked at night), the doors will be locked (or someone will simply be on the other side holding the door!). Secondly, buildings will have windows that are actually shuttered and/or have actual frames and intact glass. To move through a

locked door or shuttered window, the warrior has to first open it, which requires a bit of force. The warrior can either attempt to rip the door open using his bare strength, chop the door down with his weapons, or rush the door. Ripping a door off its hinges with bare hands is done at the end of the warrior's Movement phase, and requires that the warrior pass a Strength check at -2 to his Strength. If the warrior fails he can try again next turn. Only one warrior may attempt this at a time. Chopping a door down takes D3+1 complete game turns of doing nothing but attacking the door. Up to two friendly warriors may help chop the door down – subtract -1 turn from the total (down to a minimum of one turn). Rushing a door may be done at the end of any of the warrior's Movement phases, and requires a successful Strength test. If passed, the warrior is inside the room on the other side of the door (his momentum carries him inside). A warrior entering a room this way is placed 1" straight ahead into the room, pushing aside enemy models to make room if necessary. If he ends up in contact with enemy models after being placed, the warrior is considered to be engaged in close combat with them and he is considered to have charged. If the Strength test is failed, the warrior takes an automatic hit at his own Strength and will have to try again next turn if he wants that door open.

Doors that have been chopped down may never be locked again (see below).

Doors that have been forced open may only be locked again on a roll of 4-6 (roll as soon as the door is forced open), otherwise they have been too badly damaged by the ill treatment to be locked until they are repaired (some time after the game!). Unlike the doors to the outside, doors inside a building are considered to be unlocked.

Opening or locking a door obviously requires that the model actually comes into contact with the door when he is trying to interact with it! Also, a model that has just forced a door open will prevent enemy models from locking it (he may shove his foot or a weapon in there).

Get Out Me 'Ouse!: A warrior stepping into a building during a game will likely find it occupied. A warrior moving into an intact building will suffer D3-1 automatic hits from those inside, at Strength 3, as the inhabitants show their displeasure at him bringing the battle to them. If the player wishes, the warrior may spend a complete turn attempting to quell

the inhabitants – roll a Leadership test for the warrior. If he is successful, he will suffer no more hits while in this building. If he fails, he immediately suffers

another D3 automatic Strength 3 hits this turn, as the inhabitants have found his argument for them not attacking him to be unconvincing. If members of two enemy warbands are inside the same building, this rule is ignored, as the inhabitants realise that the battle has now reached their home and it's time to go and find a place to hide!

Clutter: While areas outside are often free of debris, inside a building is a whole different story. Tables, chairs, other furniture, dropped dishes, firewood, etc, all make for tricky footing in a fight. For this reason, inside a building is considered to be difficult terrain.

Combat through doorways: If both sides are unwilling (or unable) to go past a doorway, they may fight through it. If this occurs, the number of models that may fight on each side is one more than the number of models that could walk abreast through the doorway. In most cases this will mean that two models from each side may take part in the combat, though some especially large doors (eg. barn doors) may allow more models than this to get their licks in! As soon as a door is opened, both sides may place up to this number of models in contact with the doorway. Any models that were within 1" of the door when it was opened may be moved this way, and each player gets to control which of his models gets moved into the combat. The side opening the door will count as charging in the first round of the combat.

Stairs and such: Buildings with multiple floors will have a way to get from one to the next. This is usually stairs, though it's possible that it may be ramps, ladders, ropes, etc. A warrior climbing a rope (or the wall!) must follow the rules for climbing, as outlined in the Mordheim rulebook. Ladders and stairs are a bit easier, however. A warrior may move up a ladder or flight of stairs to the next level in a single Movement phase. The model must start his move within 1" of the bottom of the ladder/stair, and it takes all of his movement to get to the top. If there is an upright enemy model (or models) within 1" of the top of the stairs or ladder, the climber may charge it.



Blazing Saddles

Rules for Mounted Beasts in Mordheim
by Robert J. Walker and Roger Latham

As well as being populated by the various humanoid races, the Warhammer world also contains many species of animals – some of which have been tamed and trained to perform a useful function. These can be divided broadly into two groups – animals that can be ridden (eg, horses, giant wolves, Cold Ones, etc) and those that can't (eg, warhounds, giant rats, etc). These rules are intended to flesh-out the rules for mounted warriors from page 163 of the Mordheim rulebook.

Model Representation

If you wish to include riding beasts or tamed animals, you will need to have models to represent them. For mounted warriors you will need both a mounted minotaure and a model on foot. It is advised not to glue the rider on but to use bluetack or something similar so that he may be removed when on foot and his mount is unridden.

Animal Handling Skills

Many warbands employ unridden, fighting animals. Often one or more members of the warband is nominated to care for the animals, feeding and training them.

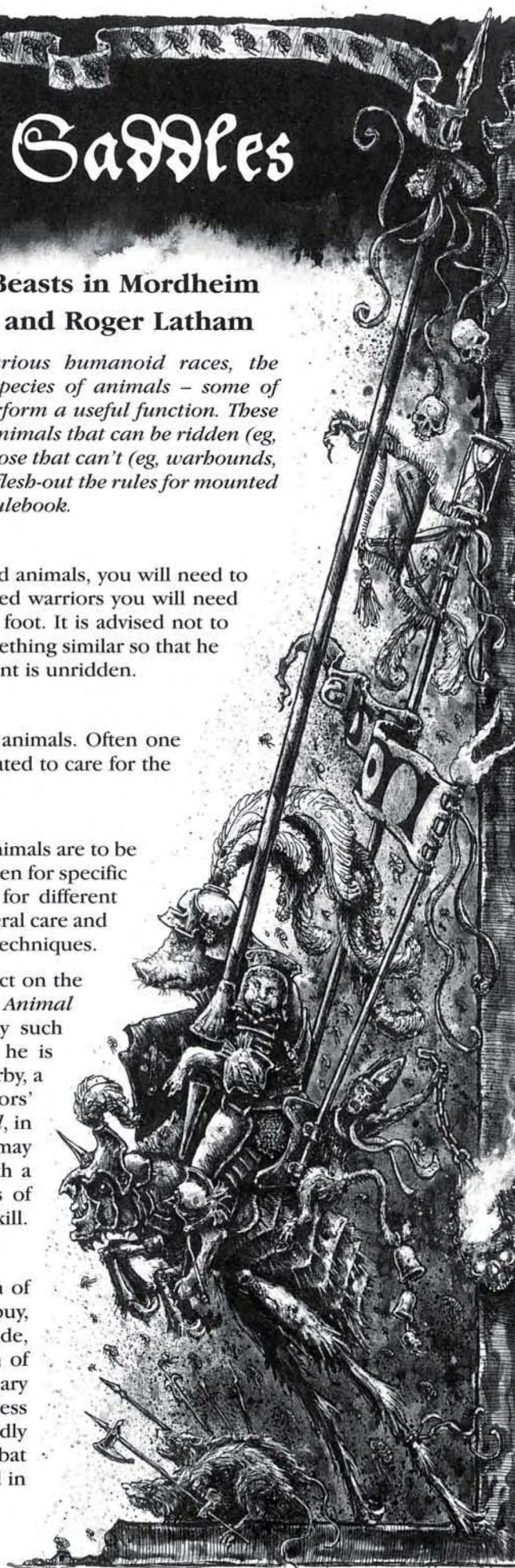
Beast Handler (eg, Dog Handler)

This skill is highly beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of the general care and well being of the animal as well as training techniques.

A warrior with this skill has a beneficial effect on the animals under his care. If a warrior has the *Animal Handling* skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the warband's leader is also nearby, a player may choose which of the warriors' Leadership to use unless the animal is *stupid*, in which case only the handler's Leadership may be used. In addition, stubborn animals with a handler in base contact, ignore the effects of stubbornness. This counts as an academic skill.

Riding Animals

Most warriors in Mordheim can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of lowly henchmen. To those with the necessary wealth and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right.



New Rules





Mounting Animals. It requires half a warrior's move to mount or dismount a riding creature. A mount or its rider may not run or charge in the same turn that the warrior mounts or dismounts unless the rider has a Special Riding skill that allows this.

Not Indoors. Mounts cannot normally be ridden indoors or underground, unless playing a specially devised scenario that allows this.

Dense Terrain. Riding mounts are rare both amongst the ruins of Mordheim and in the claustrophobic jungles of Lustria. The dense terrain makes riding difficult and large numbers of riders are highly ineffective. Thus in those settings, a warband may only have a maximum of two mounts (not including those belonging to Hired Swords). In more open settings, such as the open fields of the countryside around Mordheim or the deserts of Khemri, a warband may have as many mounts as they can afford.

Controlling a Mount. The Special Riding Skills may be used by warriors who have a riding animal, but only after the skill *Ride* has been gained; warriors which come provided with a riding animal are assumed to possess the *Ride* skill already.



Warriors without this skill may still ride animals, but must test against their Leadership if hit by any missile, and at the beginning of any Combat phase when a standing enemy is in base contact. If the test is failed they lose control of their mount and must roll on the Whoa, Boy! Table. Note that if an enemy is not standing, the mounted warrior is not considered to be in combat and thus does not need to test for loss of control.



Armour Bonus. All riding animals give their riders a +1 armour save bonus.

Bolting Mounts. In certain circumstances, a mount may bolt. A bolting mount must make a Leadership test at the beginning of the owning player's turn; if successful it stops running, otherwise it continues fleeing. The easiest way to determine the direction a mount bolts is to use an Artillery Scatter dice. If you do not have one, then roll 2D6 and use the clock-face method. Taking the direction the horse is facing as 12 and directly behind as 6, the horse will bolt in the appropriate direction on the clock-face.

Leading Animals. On occasion, a warrior may want to lead a riding animal rather than riding it. A warrior may only lead one riding animal unless he has the Animal Handling skill, for that particular animal, in which case he can lead as many as he wishes. Groups of led animals are tethered together and must maintain base contact with each other; at least one must be in base contact with the warrior leading them. Riding animals that are being led do not roll for loss of control. If required to make a Leadership test (eg, when charged by a *Fear*-causing enemy) they use the Ld of the warrior leading them. A warrior leading riding animals may move and fight as normal, but must maintain base contact at all times.

Unled Animals. Riding animals which are not being either led or ridden will remain stationary but must make a Leadership test at the beginning of their turn. If this is failed, they will bolt, using the rules above.

Cavalry Skills

Skills may only be used one at a time. If two are applicable to a given situation, the controlling player must decide which to use. All bonuses are cumulative with those gained from a mount, unless otherwise stated.

Ride (eg, Ride Horse)

This skill is vital if a rider wishes to ride an animal into combat. The skill is specific to a particular type of animal and must be gained again if the warrior wishes to be able to ride a different kind of animal. For instance, a warrior with *Ride Horse* would need to gain the skill *Ride Warhorse* if he wanted to be able to ride such a spirited mount.

SPECIAL RIDING SKILLS

Cavalry Commander. Mounted heroes are an impressive sight. With a good vantage point, they can see (and be seen) far more readily than if they were on foot. If the warband's leader has this skill and is mounted, he may add an extra 6" to the distance within which other warriors in the warband may use his Leadership. This is in addition to any other bonuses that increase the range of the leader's influence.

Trick Riding. By athletically hanging off the side of his mount, a rider makes himself harder to hit. While a rider is trick riding all missile attacks against him suffer -1 to hit in addition to other modifiers. The rider must declare that he is trick riding before moving. He must then make an Initiative test and, if successful, may move full distance. If he fails he loses control of his mount and must roll immediately on the Whoa Boy! table. This skill may not be used with heavy armour because of the agility required. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill. Warriors without *Ride* may not use this skill.

Combat Riding. The rider has trained his mount to use its bulk to trample any unmounted enemy before him. A warrior with this skill may make a single additional S4 attack when charging an unmounted opponent. In subsequent rounds of combat, or if charged by enemy warriors, the mounted warrior fights as normal.

Evade. The rider has trained his mount to swerve from side to side in combat, wrong-footing his opponent. A rider with this skill always strikes first in close combat against dismounted opponents. When charged by an opponent, or otherwise fighting an enemy also

entitled to strike first, attacks are carried out in order of Initiative. If Initiative is equal, the model with greater experience strikes first. Warriors without *Ride* may not use this skill.

Running Dismount. The rider is able to dismount from his mount at speed. The rider may ride up to the mount's normal move distance and then dismount immediately. No further movement or shooting is possible. This skill may be used to move into contact with the enemy, counting as a Diving Charge from a height of 2" – all the usual rules for diving charges apply. Note that the rider then counts as dismounted, gaining no further assistance from his mount. Warriors without *Ride* may not use this skill.

Athletic Mount. Without breaking stride, the warrior is able to leap onto the back of his mount and immediately spur it into a full gallop. Once the warrior is on board, the mount may make a run or charge move as normal. The warrior must be within half his full move distance of his steed to use this skill.

Horse Archer. The rider has learned the skills of the steppe nomads and can shoot from a running mount. The rider may shoot in a 360 degree arc whilst mounted, and may shoot while his mount is running; however the shot suffers a -1 to hit penalty in addition to all other normal modifiers. Warriors without *Ride* may not use this skill.

Mounted Combat Master. The rider is especially skilled at combat against a mounted opponent. If the model is fighting mounted against a mounted opponent and successfully wounds the enemy, the wounded model must add +1 to his roll on the Whoa Boy! table. Warriors without *Ride* may not use this skill.



Blazing Saddles





Losing Control

If a mounted warrior has lost his last wound, then the player must roll on the Whoa Boy! table. This replaces the normal Injuries chart. If critical hits are suffered, then roll as many times as is required, taking the most serious result.

Whoa Boy! Table

- | D6 | Result |
|-----|--|
| 1-2 | The rider is temporarily disorientated and his mount rears up. The rider keeps his seat but must spend his next turn stationary regaining control, unable to move or shoot. If attacked, treat the rider as fallen down. |
| 3-4 | The rider falls off his mount and is stunned, taking an additional S2 hit in the process with no armour save. In addition, roll a D6: on a roll of 1-3, the mount immediately bolts 3D6" in a random direction and continues until it has left the table – the mount may be recovered after the battle; on a roll of 4-6, the mount remains stationary and the warrior may remount once recovered. Note: the mount does not count as unridden or unled in this instance. |
| 5-6 | The rider and his mount crash to the ground together. The rider and mount are automatically <i>out of action</i> . In addition, roll a D6: on a roll of 1-2 the mount lands on top of its rider, crushing him. If this happens, the warrior must roll twice on the Serious Injuries chart after the battle. In addition, after the battle roll a D6: on a roll of 1-2 the mount was crippled or killed by the fall and is removed from the warband roster. |



Animal Bestiary

What follows is a summary of animals commonly found in various parts of the world, along with a few less common species. Note that animals are not particularly bright and do not gain experience. Note also that ridden animals can be ridden, but that doesn't mean that all of them want to be!

Attack Animals

The most common attack animal in the Old World is the faithful wardog, especially favoured by Witch Hunters. Other warbands have their favoured attack animals – Giant Rats for Skaven, Dire Wolves for Vampires, Cold One Beasthounds for the Druchii, Scorpions for Khemrian Tomb Guardians. Whatever the differences between the species, a warrior with several sets of claws and jaws behind him is a more dangerous opponent than a warrior on his own.

For details of the various attack animals available to different races, see the Mordheim rulebook or the relevant warband lists.

Ridden Animals

Humans like their horses, Orcs their boars, Goblins their wolves. All agree that two legs are good, but four legs are better.

War Boar



Cost: 90gc

Availability: Rare 11 (Orcs only)

Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the boars for themselves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3	4	1	3	1	3

SPECIAL RULES

Ferocious Charge: Orc war boars attack with +2S when charging, due to their bulk. Note that this applies only to the boar, not the rider.

Thick Skinned: The thick skin and matted fur of the boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's armour save (making +2 total).

Giant Wolf

Cost: 85gc

Availability: Rare 10 (Goblins only)

The giant wolf is common in most of the mountain ranges of the Known World. However, catching one of these nasty, fast-moving beasts is another thing – especially if you are a Goblin.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	4

Note: Giant Wolves cannot be used in a warband that already contains Giant Spiders.

Giant Spider

Cost: 100gc

Availability: Rare 11 (Goblins only)

The Giant Spider is the stuff of nightmares. Typically five to six feet long they are highly prized by Forest Goblins as mounts.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3(4)	3	1	4	1	4

SPECIAL RULES

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as Strength 4, but this will not modify any armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! table. Note that even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

Note: Giant Spiders cannot be used in a warband that already contains Giant Wolves.

Mule

Cost: 30gc

Availability: Rare 7 (any warband)

Their stubbornness is legendary, but even so, these beasts of burden are occasionally ridden by Halflings, Dwarfs and even overweight clerics!

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	2	0	4

SPECIAL RULES

Slow: Mules are not the fastest of mounts and only bolt 2D6".

Stubborn: If a warrior is riding a mule, or is in base contact with a mule, he must make a Leadership test each round or the mule will refuse to move.

Ornery: With no leader or rider, a mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.

Non-combatant: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden mule, immediately roll on the Whoa Boy! table. If an unridden mule is charged, it will bolt directly away from the charger.

Riding Horse

Cost: 40gc

Availability: Rare 8 (Humans only)

Riding horses are not trained for battle and will not normally attack an enemy. However, they are useful for moving rapidly around the field of battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	1	0	3	3	1	3	0	5

Warhorse

Cost: 80gc

Availability: Rare 11 (Humans only)

Warhorses are large, well-trained horses, quite at home in battle. They are primarily used by human warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	3	3	1	3	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.

Elven Steed

Cost: 90gc

Availability: Rare 10 (Elves only)

Elven steeds are graceful animals, but have a vicious temperament when called upon to fight. It is rumoured that even Dark Elves breed these fine beasts. Typically, High Elf steeds are grey and white, Wood Elf steeds are tan and white, and Dark Elf steeds are midnight black.

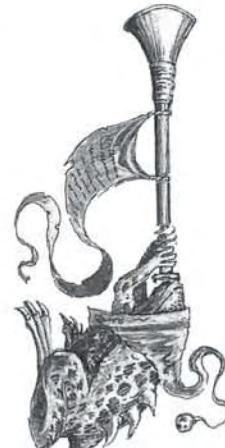
Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



New Rules





Nightmare

Cost: 95gc

Availability: Rare 11 (Vampires and Necromancers only)

Vampire Counts occasionally need fell steeds to carry them about their business. Who cares if they're dead? They still have legs, don't they?

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	3	3	1	2	1	5

SPECIAL RULES

May Not Run: As an Undead creature, a Nightmare may not run, but may charge as normal.

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: As an Undead creature, Nightmares are immune to psychology, never have to take Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the Whoa Boy! table as normal.



Chaos Steed

Cost: 90gc

Availability: Rare 11 (Possessed warbands only)

Chaos steeds are malformed, debased parodies of the magnificent warhorses of the Empire. They are used by Possessed and other Chaos warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	3	1	3	1	5

SPECIAL RULES

May not be ridden by The Possessed. Even Chaos Steeds are skittish around the abhorrent Possessed and will not allow themselves to be ridden by such a being.

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



Cold One

Cost: 100gc

Availability: Rare 11 (Dark Elves and Skinks only)

Scaly, mean and stupid, these native creatures of the New World make excellent mounts upon which to fight.

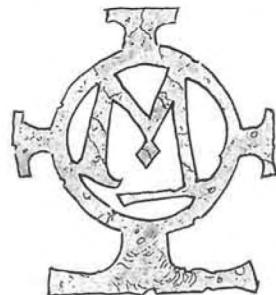
Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	4	4	1	3	1	3

SPECIAL RULES

Fear: Cold Ones cause fear.

Stupid: Roll against the rider's Leadership each turn; if the rider fails the test then usual stupidity applies, otherwise move as normal.

Scaly: Cold Ones give an additional +1 armour save bonus (making +2 in total).



Random Happenings

Mordheim is a dark and sinister city – dangers lurk around every corner. Even the basic laws of nature cannot be relied upon. Mark Havener and Tim Huckelberry explain how these dangers can be introduced to your battles.

These rules represent the weird and wonderful things that can happen in Mordheim which are beyond the control of players. These rules are intended to be optional and should only be used if agreed on by all players taking part. To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart opposite to see what exactly is encountered and follow the directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act). This player is known as the 'Encountering Player', even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

It was a hot afternoon and sweat was dripping down the back of Reinhold's collar, drenching the shirt he wore under his leather jerkin. "Why can't this damnable place have normal weather? It's the middle of winter, for Sigmar's sake."

His companions ignored him, too caught up in their own misery to spend any time on his. The best way to beat the heat was to concentrate on the task at hand, collecting the precious wyrdstone, and think about what they could buy with the gold if they happened upon a motherlode.

A shadow quickly covered the street and the warband members looked up to determine the nature of their apparent salvation. Dark clouds now covered the sky. Instead of elation at the sight, however, the warband members found themselves filled with dread. These clouds had a sickly, unnatural look to them. They were a putrid green colour and appeared bloated with some foul fluid.

"What now?" Reinhold asked, voicing the question that was in every man's mind.

With a sound like the screams of the damned, the clouds opened up and a yellow rain started to fall. As it touched flesh, the liquid hissed and burned. As one the warband members ran yelling into the cover of a nearby building. Mere steps from the safety of an open doorway the newest member, Mannfred, fell to his knees and began screaming, tearing at his flesh. From the building the other members watched as Mannfred pitched face forward into the dirt of the road and his screams died.

Klaus, the largest member of the warband, turned to face Reinhold, a pained look on his battle-scarred face. "You had to ask, didn't you?"

After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns. Several of the entries below refer to game turns, this includes both players' turns.

Random Encounters Chart

D66 Result

11 Ogre Mercenary

An Ogre Mercenary (see the Hired Swords section of the Mordheim rules for details on the Ogre Mercenary) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game, the Ogre demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

12 Swarm of Rats

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their way. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal four-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will run right over him. Any model moved over by the rats will suffer D3 Strength 2 hits, normal armour saves apply.

13 Earthquake

Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many game turns the earthquake lasts. While the shaking persists, all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

14 High Winds

A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game.

15 Blood for the Blood God!

Unfortunately for the warbands involved, the scent of blood has brought the attention of one of Khorne's minions. Reality is breached as a vicious Bloodletter emerges from the Realm of Chaos to shed even more blood for its master. The Bloodletter has the following characteristics and special rules:

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	6	0	4	3	1	6	2+	10

Fear: As monstrous and horrifying creatures, Bloodletters cause *fear*.

Save: 4+ Daemonic armour save.

Psychology: Immune to all psychology tests.

Hellblade: The Bloodletter is armed with a Hellblade which will automatically cause a critical hit if a 4+ is rolled to hit.

The Bloodletter will seek out the nearest close combat and join in, drawn by the clash of steel. The Daemon has a number of Attacks equal to the number of opponents it is fighting (down to a minimum of 2 Attacks). It will split its attacks amongst the opponents, and no matter how many warriors are involved it may roll to hit each one at least once. It will also prevent an opponent from taking any other warrior *out of action* in the massed combat, as they will be too concerned with the Daemon to finish off their other enemy!

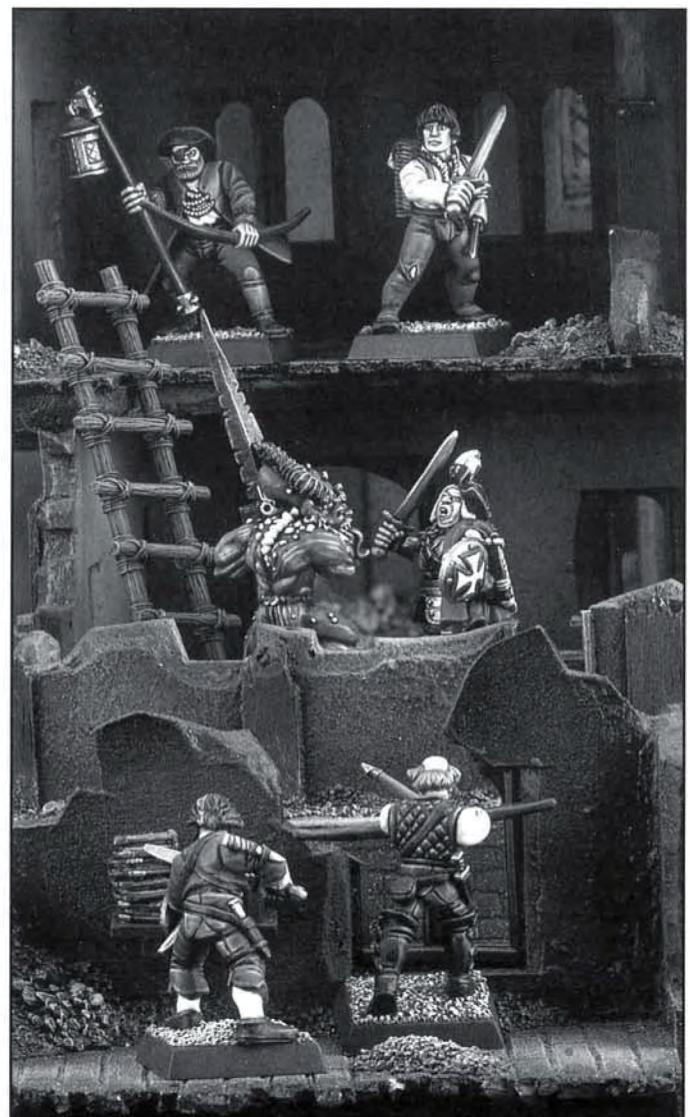
If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, the Daemon will run towards the nearest warrior, eager to do battle. The Daemon will stay for D6 turns after which it will disappear.

16 Lucky Find

One random model, on his feet and not in hand-to-hand combat or fleeing, has stumbled upon a shard of wyrdstone! Assuming he doesn't go *out of action*, this is added to any other shards the warband finds after the game. If he is taken *out of action* in close combat, the enemy model steals the shard away! Note that only non-animal models can find or steal a shard, not Dire Wolves, Hunting Dogs, etc.

21 Restless Spirit

Countless unfortunates have suffered agonising deaths in countless forms since the comet crashed into the city. Not all of these individuals can easily accept their new condition and they refuse to rest. Perhaps they left some important task unfinished or seek revenge on those who did them harm. The warbands have stumbled upon one such ghost. Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. This creature is unable to affect (or be affected by) the physical world, but it is very frightening nonetheless. The spirit moves 4" in a random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior-Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is immediately banished (disappears and does not return) and the priest gains one Experience point.



Drawn by the bloodshed, a Bloodletter of Khorne appears in the middle of an unfortunate Reiklander warband.

22 Burning Building

Suddenly, one of the buildings (chosen at random) bursts into flames, ignited by smouldering embers from a fire thought extinguished long ago. Any models inside take a S3 hit unless they move outside in that turn and any models within 2" of the walls take a S2 hit from the smoke and heat unless they move further away as well. For the rest of the game, the building itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear-causing* enemy.

23 Man-Eater

One of the trees growing in the area has been changed into a carnivorous predator by exposure to the Chaos magic inundating the area. Randomly determine which member of the Encountering Player's warband finds the plant. That model is attacked as a large mouth opens up in the trunk of the tree and its branches whip down to grab its unfortunate victim. Place a tree next to the victim. He is now considered to be in close combat with the tree, which has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Tree	0	3	0	4	6	3	3	2	10

The tree automatically passes any Leadership tests it is required to make. Any result on the Injury table will cause the Man-Eater to stop attacking, though it is not possible to actually take it *out of action* or *knock it down*. Opponents are +1 to hit the tree, due to the fact that it is rooted to the spot!

24 Skeletons

While the intense magic of the area rapidly dissolves skeletons to dust, shambling hordes of them spring up at random from the bones of the fallen. Uncontrolled, they roam the city wasteland, blindly attacking everything they find before falling apart. 2D6 Skeletons appear with the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	1	1	10

Fear: The Skeletons cause *fear*.

Psychology: Skeletons are immune to all Leadership based tests and *Stunned* results.

They are armed with simple weapons or bony fists (treat as daggers in close combat). The skeletons will move towards and attack the closest models as quickly as possible. Roll a D3 when they appear, after that many turns they crumble back to inanimate bones (count the current turn as the first one).

25 The Twisting of the Air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a D6 at the start of each player's turn. For the next D3 game turns, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6". All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging model's perception of the distance.

26 Spawn

The warbands have stumbled upon one of the many former inhabitants of the city that got too close to the crater at the centre of the city and was turned into a mindless spawn. Spawns have the following characteristics:

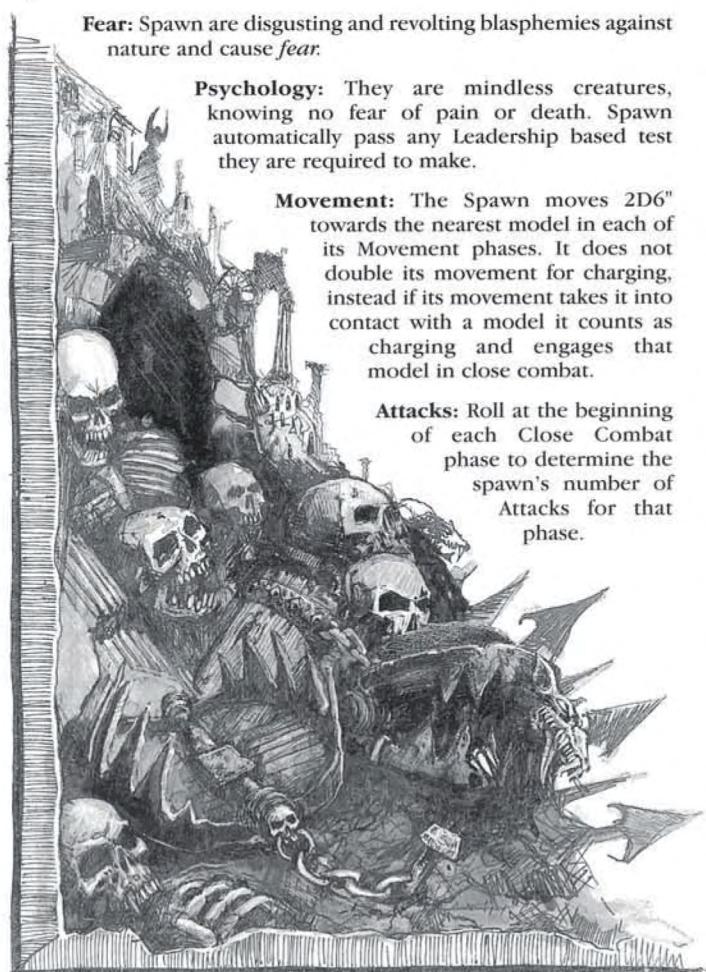
Profile	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	4	2	3	2D6	10

Fear: Spawns are disgusting and revolting blasphemies against nature and cause *fear*.

Psychology: They are mindless creatures, knowing no fear of pain or death. Spawns automatically pass any Leadership based test they are required to make.

Movement: The Spawn moves 2D6" towards the nearest model in each of its Movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Attacks: Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.



31 Collapsing Building

Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armour saves applying as normal, as the building collapses. Remove the building from the table (replacing with ruins if possible), and place the models back on the table where it stood. Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

32 Scrawlings on a Wall

A randomly determined warband member who is within 4" of a building (if there are no models this close to a building, ignore this encounter), sees writing suddenly appear in blood on the wall closest to him. Roll on the following table to find out what the writing says:

D6 Result

- 1 The writings are a map of the area. The model's warband receives a +1 on the roll to pick the scenario for the next game they take part in.
- 2 Reading the writing accidentally sets off a spell on the reader. The model suffers a minor curse and now has a -1 penalty to all dice rolls for the rest of the game.
- 3 The warband member learns of the remains of some booty inside the building. If he moves inside he finds a D6 gold crowns.
- 4 The writings reveal all the hiding places in the area. The model can hide, even in the open, for rest of the game.
- 5 The warband member learns of a secret passage inside the building – if he moves inside, he can pop out next turn in any other building.
- 6 A fun read, but nothing else happens (Veskit was here!).

33 Thick Fog

A fog rolls in, thick as pea soup. Models can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn. The fog lasts for the rest of the game.

34 Hands of Stone

Hands of earth and stone suddenly jut out of the ground in a small area of the battlefield. The Encountering Player must pick a spot anywhere on the battlefield and anything within 3" of that spot is affected. The area is now very difficult ground as the hands grasp and attempt to hold anyone passing near them. This encounter lasts one game turn, at the end of which the hands sink back into the ground.

35 Dog Pack

Recent events in Mordheim have caused many of the city's dogs to suddenly find themselves without homes. Groups of these animals have turned feral and formed into hunting packs. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs (use the Hunting Dog stats from the Witch Hunter warband list). The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

36 Possessed!

One randomly selected member of the Encountering Player's warband is suddenly possessed by a minor spirit. This spirit is far too weak to control the model's entire body, but is instead limited to controlling one of his or her limbs (usually an arm). The model takes an automatic hit at his or her own Strength during each of his or her Close Combat phases until the possession is over and may do nothing else. The possession lasts D3 game turns. Note that Sigmarite Matriarchs and Warrior-Priests are immune to this possession, as are non-living warband members. If such a warband member is the object of the spirit's attention, randomly determine another warband member to suffer the effect instead.

41 Fountain of Blood

The city itself seems to weep as even more blood is shed on its streets. For the rest of the game, whenever a model is taken *out of action* in close combat, the model that did the deed must take a Strength test or be *knocked down* as he is hit by a torrent of blood pouring from the ground. If there were others involved in the combat they are not affected, as the steaming liquid seems to be directed only at those who have called it into being by their bloodthirsty actions.

42-44 Storm of Chaos

Clouds rapidly gather above the city in an unnatural, sickly yellow-green mass and warp lightning begins to dance from one cloud to another. Thunder rocks the air, screaming out in almost intelligible noises. The clouds themselves seem to take on the shapes of monstrous creatures and both warbands in the conflict look at each other with fear on their faces. Roll a D6 to see what the storm manifestation will bring:

D6 Result

- 1 Warp lightning begins to strike the ground in search of a victim. It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible. If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.
- 2 Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.
- 3 Wyrdstone dust has mixed with the water vapour in the area and produced the strange looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover. The rain lasts D3 turns.
- 4 A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells – each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.
- 5 A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air brings warriors to their knees as if they had been hit by cannonballs of solid air. D6 randomly selected models are *knocked down* by the air bursts. If any of these models are in close combat, all other members of that melee are *knocked down* as well.
- 6 Tendrils of smoke drift down from the clouds, winding around the heads of members of each warband. Randomly select one Hero from each warband – these warriors have been chosen by rival storm gods as their champions. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains (the combat will end when one of the models puts his rival *out of action*). If a warband does not have any Heroes left in play when the storm gods choose their champions, a random Henchman will be chosen from that warband instead.



45 Pit Fighter

This encounter is identical to the Ogre Mercenary encounter before, except the Hired Sword encountered is a Pit Fighter, not an Ogre Mercenary.

46 Plague of Flies

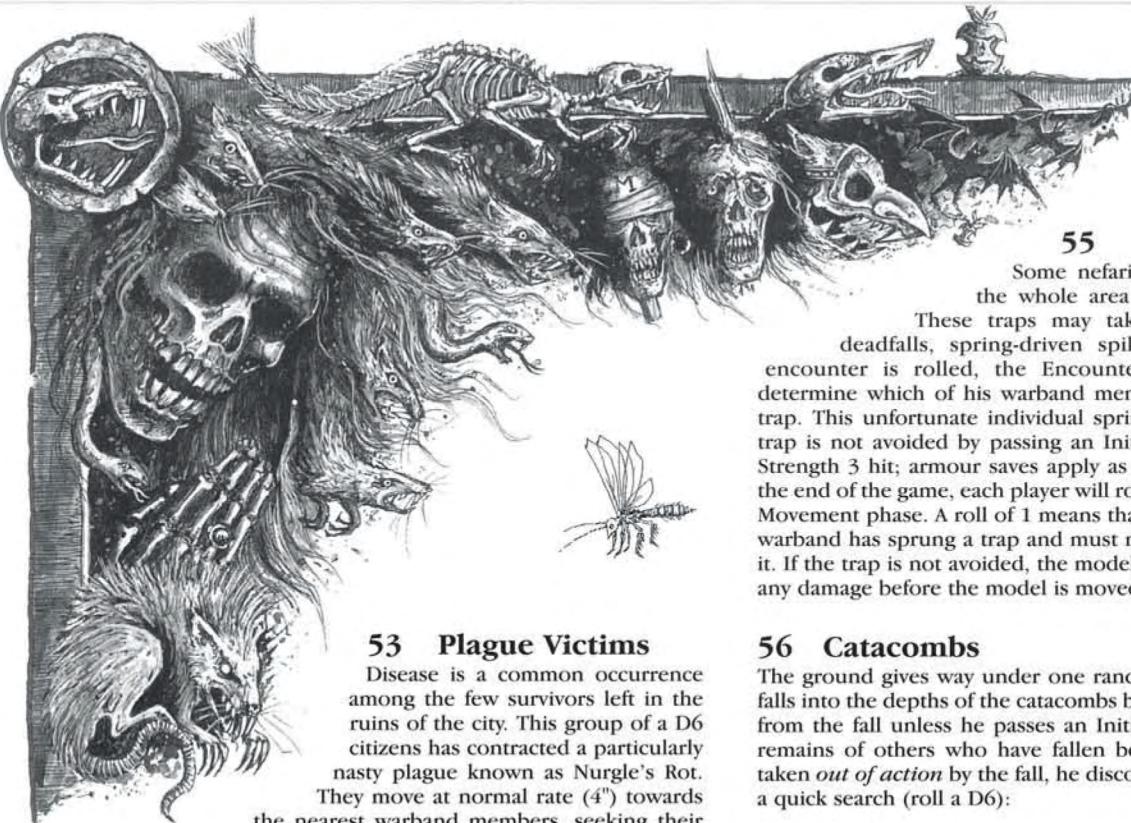
An enormous cloud of flies appears in the sky and swoops down on the warbands below. All models have an extra -1 to hit penalty when shooting or fighting in close combat as flies buzz around them and into open orifices. The flies remain for D3 game turns and then fly away.

51 Sinkhole

An enormous mouth suddenly opens up under the feet of one randomly determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is sucked underground and taken *out of action*. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being *knocked down* for the rest of the game, though he may not move at all.

52 The Horror in the House

Randomly select one warrior lurking alone inside a building (if there are no warband members inside a building, ignore this result and re-roll on the Random Encounters table). Unfortunately for him, he's not as alone as he thought. He hears a slight ripping sound as if the air itself is being torn apart and something manifests itself behind him. The warrior must make a Fear test and if he fails, in his next Movement phase he will run screaming 2D6" from the building towards the nearest table edge and can do nothing else in that turn. If he passes the test, the unnatural presence still forces him D6" outside, but he suffers no other effects. At the start of his subsequent turn, a fleeing model can try to recover from his ordeal by passing a Leadership test, but at a -1 penalty. If he does, he stops, but cannot do anything else that turn other than catch his breath. If he fails, he again moves 2D6", trying in vain to erase the terrifying images from his memory. For the rest of the game, the building itself will cause *fear*, and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear-causing* enemy.



55 Booby Traps

Some nefarious individuals have trapped the whole area the warbands are searching.

These traps may take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 3 hit; armour saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her Movement phase. A roll of 1 means that one member of that player's warband has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S3 hit as above; apply any damage before the model is moved.

53 Plague Victims

Disease is a common occurrence among the few survivors left in the ruins of the city. This group of a D6 citizens has contracted a particularly nasty plague known as Nurgle's Rot.

They move at normal rate (4") towards

the nearest warband members, seeking their help. If they come into contact with a warband member, they will not attack, but will instead cling

to him as they beseech his aid, hindering him greatly. A model with Plague Victims in contact with him acts as if he had just recovered from being *knocked down* (moves at half rate, may not charge or run, etc. See the Mordheim rules for details). If one or more of the Plague Victims is charged, shot at, or otherwise attacked, these pitiful victims will rout immediately. At the end of the game, roll a dice for each warband member in play when the Plague Victims appeared and on a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

D6 Result

- 1 Major Symptoms: The plague races through the victim's system, producing horrible disfiguring lesions before killing him. If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring *Robbed*, *Bitter Enmity*, *Captured* and *Sold to the Pits* results) to determine the long term effects of the disease.
- 2-5 Minor Symptoms: The plague takes its toll on the victim as it takes its course. Without proper bed rest the victim will die. The warband member must miss the next game as he recovers.
- 6 Full Recovery! The victim has an especially hardy constitution or gets an extremely mild case of the disease. The victim suffers no ill effects.

54 Last One Standing

The horrors of Mordheim can drive even the strongest mind past the point of madness. This Sigmarite Matriarch (for stats see the Sisters of Sigmar section of the Mordheim rules) has seen her entire warband cut down around her and the experience has proven too much for. She now seeks revenge and is not particular about who gets to pay! She is armed with a Sigmarite Hammer and steel whip and wears heavy armour and a helm. She carries Blessed Water and a Holy Relic on her person as well. She knows the prayers *The Hammer of Sigmar* and *Armour of Righteousness* (see the Prayers of Sigmar chart in the Mordheim rules for details). Roll randomly to determine which she casts on herself each turn. She has the skills Absolute Faith, Jump Up and Step Aside. The Matriarch will move as quickly as possible towards the nearest model and engage them in close combat if able. She will not rout and must be taken *out of action* to make her stop. If the Matriarch is taken *out of action*, leave her body where it fell, any non-animal warband member may loot her body by moving into contact with it during their Movement phase. If this warrior is later taken *out of action* as well, place a counter where the warrior fell to represent the Matriarch's equipment. This can then be picked up by a different model, as above.

56 Catacombs

The ground gives way under one randomly selected warrior and he falls into the depths of the catacombs below the city. He takes a S3 hit from the fall unless he passes an Initiative test, and lands near the remains of others who have fallen before him. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6 Result

- 1 A helmet
- 2 A small pouch containing 2D6 gold crowns
- 3 A lantern
- 4 A net
- 5 A vial of Black Lotus
- 6 A sword

Unless he has a rope & hook, the warrior is stuck in the catacombs and cannot rejoin the game. He will count as being *out of action* for Rout purposes, but will rejoin his warband after the game with no other untoward effects. If he does have a rope & hook, he can climb out D3 turns later, appearing inside a randomly determined building.

61 Forbidden Fruit

Ghostly white flowers suddenly open on a tree in the area and emit a powerful fragrance. Randomly determine a member of the Encountering Player's warband who happens to be standing next to the tree when it comes to life. Place the tree within 2" of this model. Any warband members within 8" of the tree must make a Leadership test at the start of each of their turns or move as quickly as possible towards the tree. If within 1" of the tree, a spellbound model will pick and eat one of the swollen, blood-red fruit hanging from its branches. Any model eating one of the fruit is automatically taken *out of action*, as powerful poisons incapacitate him or her. A non-spellbound warband model may keep another model from moving toward the tree by moving into base to base contact with him or her and holding him back. Neither model may do anything else while the spellbound model attempts to move to the tree and the restraining model attempts to prevent him from doing so. Both spellbound and restraining models can react normally if attacked in close combat and a restraining model can give up his attempts at any time. This encounter lasts the remainder of the game. Close inspection of the tree reveals the bones of several animals overgrown with grass and leaves lying at its base.

62 The Lost

Many view the destruction of Mordheim as a sign that the world is coming to an end. Groups of these lunatics are often drawn to the city where they attack anyone they come across, certain that they are in some way helping to avert this cataclysm. This group of D3 Flagellants (see the Witch Hunter section of the Mordheim rules for stats and special rules) will move as quickly as possible towards the nearest warband members and engage them in close combat as soon as they are able. They are armed with flails.

63 Reflecting Pool

One warrior on the ground (selected at random from the Encountering Player's warband) notices a small pool of what looks to be still water. Reflecting the gloomy sky above, it appears to be liquid metal or unnaturally deep silvery water, rippling only slightly with the dank breeze blowing through the city. He can ignore it, or bend quickly to peer into its depths. If he's brave enough to gaze into the murky liquid, roll a D6:

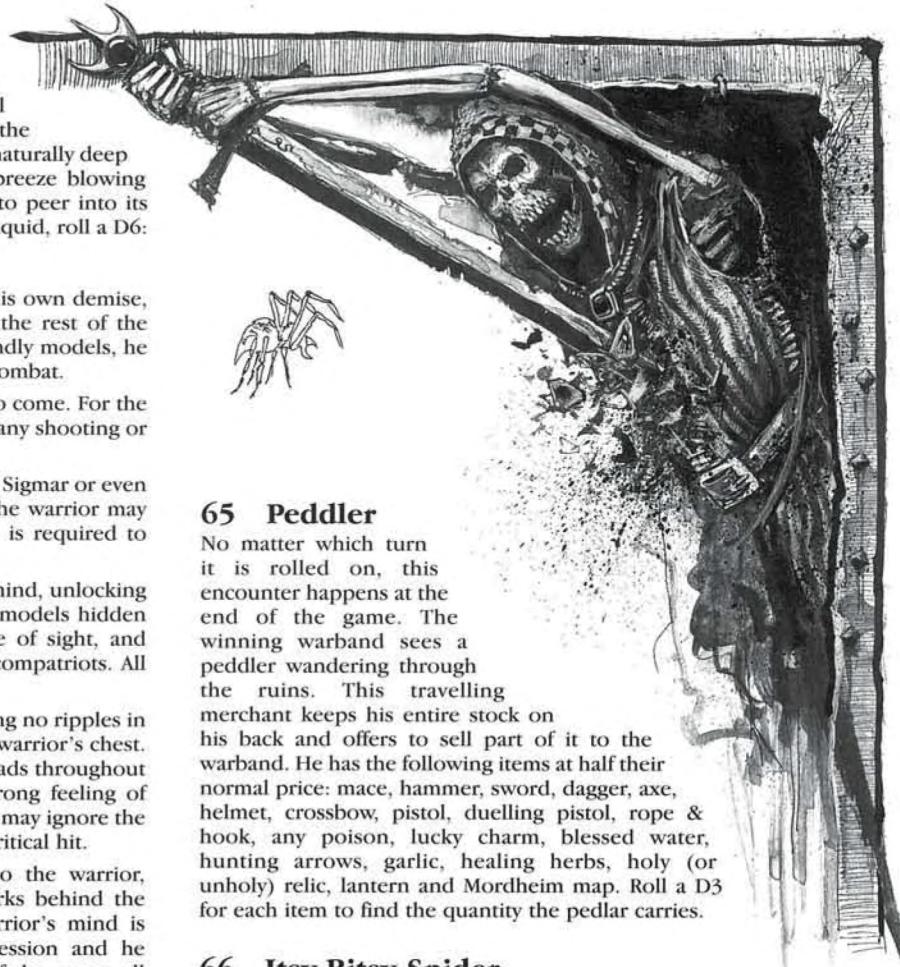
D6 Result

- 1 The water reflects back nightmare images of his own demise, filling him with fear for his own safety. For the rest of the game, no matter how far away he is from friendly models, he will always count as being *all alone* in close combat.
- 2 The warrior glimpses an image of what is yet to come. For the rest of the current turn he may re-roll (once!) any shooting or close combat rolls to hit.
- 3 A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Leadership-based tests he is required to make for the rest of the game.
- 4 The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden that turn, even those not in his normal line of sight, and passes the information on to the rest of his compatriots. All enemy models lose their hidden status.
- 5 A slender arm reaches out from the pool, leaving no ripples in the smooth liquid, and pale fingers touch the warrior's chest. The soft caress causes a faint glow, which spreads throughout his body. Though it quickly dims away, a strong feeling of strength and vitality is left behind. The warrior may ignore the next wounding hit he receives, even if it is a critical hit.
- 6 The city chooses to reveal its true visage to the warrior, unveiling the monstrous intelligence that lurks behind the facade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For the rest of the game, all enemy models count as causing *fear* to the warrior and he will refuse to enter any buildings or get within 2" of any walls or ruins. After the game the effects will wear off, though he will always hesitate slightly before entering an unlit room from now on...

Note: Only warriors who can gain in experience can choose to look into the pool, all others simply lack the curiosity to bother!

64 Screaming Walls

Faces appear in the walls of one randomly determined building and start to emit a piercing shriek. Any warband members within 8" of the building take a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Spellcasters are even more sensitive to the noise than others and so no spells may be cast from within this radius. Roll a D3 to determine how many game turns the screaming lasts.



65 Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband sees a peddler wandering through the ruins. This travelling merchant keeps his entire stock on his back and offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, duelling pistol, rope & hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern and Mordheim map. Roll a D3 for each item to find the quantity the pedlar carries.

66 Itsy-Bitsy Spider

The presence of the wyrdstone has mutated this common household pest into a monster of titanic proportions! This Gigantic Spider has the following characteristics:

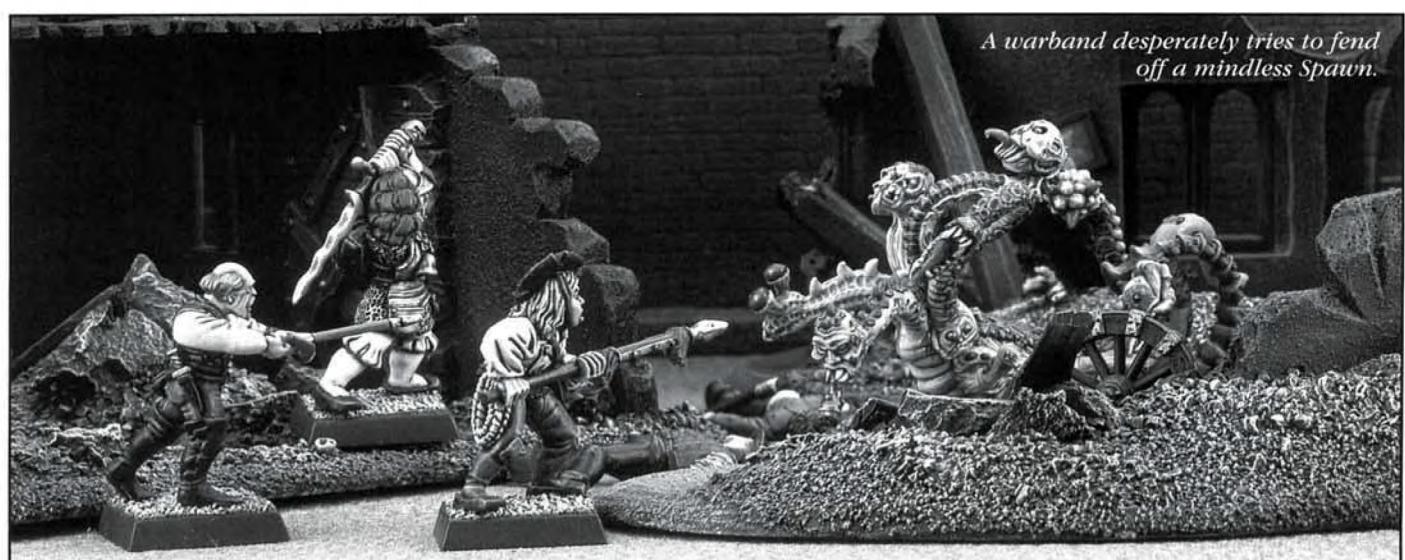
Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	3	0	5	4	4	1	2	10

Fearsome Beast: The Gigantic Spider causes *fear*.

Chitinous Hide: It has an armour save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

The Gigantic Spider moves from the table edge it starts from to the opposite table edge, attacking any warband members that get in its path.



Amazons

Most of the cutthroats and scum that risk their lives daily scouring the ruins of Mordheim are drawn there by the lure of Wyrdstone and the riches that it brings. For a few, such as the Sisters of Sigmar, there are other more powerful motivating factors like redemption. However, for a certain other group of exclusively female warriors, Mordheim has no such attractions. For the mysterious Amazons that have been brought to the damned city in chains, escape is all that they seek.

Very little is known about these strange warrior women from far across the Great Western Ocean. According to Norse saga they originate from the colony of Skeggi founded by Losteriksson long ago on the eastern coast of Lustria. When large numbers of warriors deserted Losteriksson's settlement because they were impatient to go and find gold, they left their wives behind. When they did not return, these and many other Norse maidens who had come to Skeggi hoping to find a brave and wealthy warrior as a husband were bitterly disappointed. Furthermore, the number of warriors defending Skeggi was badly depleted.

These resolute Norse women became Valkyries, by which name the dreaded Norse

women warriors are known. Unfortunately, women warriors are not accepted by Norse warrior society which holds that 'axe wielding in battle is man's work and not for women!' After helping to beat off the foe, the Norse women warriors were in no mood to put away their weapons and go back to weaving breeches for the menfolk. The Valkyries were forced to leave Skeggi. They were given a longship and sailed far along the coast and up the estuary of a great river.

The Valkyries finally settled in a swampy island in the middle of the river, surrounded on all sides by impenetrable jungle. The island contained the deserted ruins of Lizardmen temples, and this place became the Valkyries' stronghold. Many years later these same warriors were encountered by Elf and Dwarf adventurers who had sailed up the river and attacked the settlement thinking it to be a Lizardman city. They were beaten off and fled, bringing back tales of strange warrior women worshipping Lizardmen gods. They called them the 'Amazons' after the name of the river. The island they called 'Heart of Darkness' because of the denseness of the surrounding jungle.

Needless to say, the Amazons now bear scant resemblance to proper Norse Valkyries, having adopted the trappings of the Lizardman culture which they found in the ruins. Furthermore, the fact that they are still there and their numbers have never been replenished and are never likely to be, lends credibility to the rumour that they have discovered a strange tropical drug which gives them everlasting youth and longevity. This rumour alone has attracted many would-be raiders to their stronghold, for such a potion would be more valuable than gold. The Amazons have never taken sides with the Lizardmen, nor have the Lizardmen ever sought their help. They remain invaders as far as the Lizardmen are concerned. The Amazons therefore are alone and never fight for anyone except themselves.

In recent years, more and more invaders have assailed the once hidden, exotic homeland of the Amazons, notably the Tilean expedition of Juan Cornetto of 1997. Raiders have pillaged the arcane



New Amazon warband adapted from Lustria – Cities of Gold by Stephanus Harburgh

riches of the Amazon temples and enslaved much of the population, carrying them off across the sea to the courts and bazaars of the Old World. Before the comet struck doomed Mordheim, Count Steinhardt purchased several hundred Amazons from Tilean slavers. These he used either as exotic gifts to snivelling, sycophantic courtiers or as his own personal concubines. It is said that during lavish parties held just before the city of sin was cleansed with fire, the depraved Count instructed his Amazon harem to perform an exotic dance for his noble guests. Most of the guests were so overcome by the mesmerising dance that many of the Amazons were able to escape the the palace and city into the surrounding countryside. These fugitives have adapted well to the wilds of the Empire and their numbers have been swollen by more escapees from travelling shows and the fairs of Cutthroat's Den and the Black Pit.



Of particular interest are the weapons and equipment carried by the Amazons. To those Old Worlders who liberated them these items just appear as fanciful 'mock' swords, amulets and staffs to be put on display as status symbols. Once activated by the rituals of the Amazons however, they are fearsome arcane devices from an age of great magical power.

So, the Amazons find themselves trapped in a very alien environment far from home but this doesn't stop them trying to return. These fiercely independent ladies form warbands to recover the green stones that the brutish men covet so greedily. They then sell these in an attempt to make sufficient gold to perhaps pay for safe passage back to their homeland.

Special Rules

Sacrifice: The Amazons are quick to sacrifice any captive to their gods. The Amazons follow the rules for Possessed in the Rulebook when it comes to captives.

Not one of us: Due to the Amazons' isolationism and suspicions about other races they never side with anyone else. For this reason, the Amazons may not have any Hired Swords or Dramatis Personae unless they are actually Amazons themselves.

Choice of Warriors

An Amazon warband must include a minimum of three models. You have 500 gcs to recruit your initial warband. The maximum number of models in the warband is 15.

Henchwives

Although outsiders consider the Amazons to be immortal, the maximum characteristics for each type will be the same as any other human warband.

Priestess: Each Amazon warband must have one Priestess to lead it – no more, no less.

Champions: Your warband may include up to two Champions.

Totem Warriors: Your warband may include up to two Totem Warriors.

Henchwomen

Amazon Warriors: Purchased in-groups of 1-5 (You must have at least 1 Warrior in your Warband).

Scouts: Your Warband may include up to three Scouts.

Starting Experience

Priestess starts with 20 experience.

Champions start with 8 experience.

Totem Warriors start with 8 experience.

Henchwives start with 0 experience.



Amazons

Amazon equipment lists

The following lists are used by Amazon warbands to pick their weapons:

HEROINES EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	.3 gc
Sword	10 gc
Spear	10 gc
Claw of the Old Ones	30 gc

Missile Weapons

Sunstaff	50 gc
Sun Gauntlet	40 gc

Armour

Helmet	10 gc
Buckler	.5 gc

Special Equipment

Amulet of the Moon	50 gc
Healing Herbs	35 gc



HENCHWOMEN EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	.3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	.5 gc
Bow	10 gc

Armour

Helmet	10 gc
Buckler	.5 gc

SCOUT EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	.3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	.5 gc
Javelins	.5 gc
Bow	10 gc

Armour

Helmet	10 gc
Buckler	.5 gc



Amazon skill tables

	Combat	Shooting	Academic	Strength	Speed
Priestess	x	x	x	x	x
Champion	x	x			x
Totem Warrior	x			x	x

Amazon Special equipment

The Amazons carry many strange arcane items and weapons, which originate from their homeland in Lustria. The origins of these mystical and powerful weapons is unknown but they are believed by High Elf scholars to originate from during the time of the Old Ones.

CLAW OF THE OLD ONES

(30 gcs Rare 12)

This is a very ancient weapon made from a strange metal that is impervious to age and corrosion. The powers of this artefact can only be unleashed through a ritual known only to a handful of Amazons. The blade of this weapon glows white hot and can cut through armour as if it were paper.

Range: Close Combat

Strength: +1

Special: No save, parry

SPECIAL RULES

No save: The blade of the Claw can literally cut through anything. A warrior wounded by a Claw receives no armour save whatsoever.

SUNSTAFF (50 gcs Rare 12)

The Sunstaff is a long tubular stick that is made from a strange multicoloured metal with one end hollow like a tube. Strange runes are carved along its length and a large gemstone is set into the pommel. Despite being extremely ancient (Elf Loremasters of the White Tower of Hoeth claim to have found a similar device that they surmise is more than 20,000 years old – older than the Elven race itself!), the wielder of the Sunstaff can discharge a beam of energy akin to the rays of the sun.

Maximum Range: 24"

Strength: 4

Special: Accurate, no save

SPECIAL RULES

Accurate: The Sunstaff does not suffer the usual -1 modifier to hit for long range.

No save: The beam from a Sunstaff can literally cut through anything. A warrior wounded by a Sunstaff receives no armour save whatsoever.

SUN GAUNTLET(40 gcs Rare 12)

This, as with all strange arcane Amazon items, is made from an unknown multicoloured metal that is impervious to damage or corrosion. It is covered in strange runes and a bright gemstone is set into the hilt. In many ways this weapon resembles a blackpowder pistol. It can be held in one hand and when

pointed at an enemy unleashes a blinding beam of energy like the Sunstaff.

Maximum Range: 12"

Strength: 4

Special: Accurate, no save, hand-to-hand

SPECIAL RULES

Accurate: The Sun Gauntlet does not suffer the usual -1 modifier to hit for long range.

No save: The beam from a Sun Gauntlet can literally cut through anything. A warrior wounded by a Sun Gauntlet receives no armour save whatsoever.

Hand-to-hand: The Sun Gauntlet can be used with another close combat weapon in hand-to-hand combat with Strength 4 and no armour save. Because it does not require prepared shot, this bonus attack may be used in each turn of combat.

JAVELINS (5 gcs Common)

Javelins are short throwing spears specially weighted to travel quite a distance. Although they have a much reduced range when compared to an arrow they can cause quite considerable damage when thrown by a person of great strength.

Maximum Range: 8"

Strength: As user

Special: Thrown weapon

SPECIAL RULES

Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.

AMULET OF THE MOON (50 gcs Rare 12)

Once activated, this ancient device creates a shimmering aura around the wearer that makes it harder for enemies to see them. Any missile fire directed at a model equipped with the amulet suffers a penalty of -1 to hit. The amulet also confers a special save of 5+ against missile fire.

HEALING HERBS (35 gcs common)

The Amazons are master herbalists and may buy Healing Herbs as common items, instead of rare items.

Amazons



1 Priestess

70 Gold Crowns to hire

Priestesses are part of the religious sisterhood that rules Amazon society. They are powerful sorceresses and their word is law. The younger, more junior members of the Priestesshood often gather war parties to search for Slann artifacts and also conduct the ritual sacrifices of captured enemies.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Priestess may be equipped with weapons chosen from the Heroine's equipment lists.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Priestess may use her Leadership instead of their own.

Wizard: The Priestess is a Wizard and may use Amazon Rituals. She starts with one ritual chosen at random from the list.



2 Champions

35 Gold Crowns to hire

Champions are veterans that have participated in dozens of war parties over the years. They are the right-hand girls to the Priestesses and also act as their bodyguards. They are skilled in fighting with a variety of different weapons including the legendary claws of the Old Ones.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: Champions may be equipped with weapons chosen from the Heroines and special equipment lists.

2 Totem Warriors

30 Gold Crowns to hire

There is a peculiar sect within Amazon society that attracts the most bloodthirsty, unhinged members of the population. These sisters are feared and revered in equal amounts. They are the Totem Warriors – Amazons that follow animal totems like the Eagle, Pirahna, Jaguar, etc, and adorn themselves in the skins and feathers of their patron gods. Totem warriors are addicted to dangerous narcotic substances that are made from the various rare herbs that grow wild in the jungles of Lustria. Before they go into battle they imbibe quantities of psychedelic herbs and enter a kill-frenzy – making them very ferocious opponents indeed.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	2	3	3	1	3	1	7

Weapons/Armour: Totem Warriors may be equipped with weapons chosen from the Heroines and special equipment lists.

SPECIAL RULES

Frenzy: Totem Warriors are utterly fanatical, blood crazed individuals. They are also totally out of their heads on dangerous, psychedelic, herbal concoctions prepared by their sisters. Totem Warriors are mad berserkers who care little about danger or the prospect of death. They are subject to the rules for *Frenzy*.





Amazon Warriors

25 Gold Crowns to hire

Every Amazon woman is trained in the ways of warfare from birth and is hardened by a life in the unforgiving nature of their jungle environment. On the shattered streets of Mordheim, things are hardly that different as they have just traded the dense jungle undergrowth for broken buildings and rubble.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour:

Amazon Warriors may be equipped with weapons chosen from the henchwomens equipment list.



03 Scouts

30 Gold Crowns to hire

Scouts are known for their exceptional speed and agility. They are just at home stealthily picking their way through the rubble strewn streets of the City of the Damned and hiding in the ruins setting up ambushes.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Scouts can be armed with weapons and armour chosen from the Scout Equipment list.

SPECIAL RULES

Stealthy: A Scout may deploy twice the distance onto the battlefield than other warriors and may start the battle *Hiding*.



Amazon Rituals

Little is known about Amazon magic beyond their island home. It is said that the immortal Amazons learn their magic from the very gods themselves.

D6 Result

1 Singing Wind

Difficulty 8

The priestess calls upon the power of Shaekal the Wind Goddess to enter the battlefield.

The goddess appears in the form of singing motes and dancing lights that will entrance and 'hold' any model within 10" until the start of the Amazon player's next turn. The model cannot move, shoot, or cast spells, but may defend itself in hand-to-hand combat. Models affected by this ritual automatically go last in combat.

2 Serpent's Strength

Difficulty 9

The priestess begins the ritual by dancing wildly and screaming in an ancient tongue.

All friendly models close to the Priestess will be charged with a frantic energy until the end of their next turn. During this time any model within 8" of the Priestess (including herself) will add +1 to their Strength. The ritual cannot be cast if the Priestess is in close combat during her Shooting phase. The effects will continue after the ritual is cast if the Priestess enters combat.

3 Wendala's Maelstrom

Difficulty 7

The priestess summons harsh tropical winds to protect the Amazons from enemy ranged attacks.

The storm extends out from the Priestess 18". All attempts to shoot missile weapons by the enemy will be at -1 to hit. The ritual lasts up until the start of the Amazon player's next turn.

4 Shield of Thorns

Difficulty 7

Moving her arms about in a weaving motion, the priestess calls upon the plants to protect her.

The ritual produces a cocoon of thorns all about the Priestess, making her immune to ranged or magical attacks. Any models wishing to charge the Priestess can do so but the thorns negate any strikes by the Priestess and her enemies in the first round of combat. The Priestess cannot cast this ritual while in hand-to-hand combat.

5 The Living Jungle

Difficulty 6

Drawing upon her will, the Priestess reaches out to the denizens of the jungle, seeking their aid.

Pick one model within 12". The model is suddenly swarmed by a savage mix of snakes, spiders and insects, most of them poisonous. The afflicted model takes 1D6 Strength 2 hits with no armour saves allowed apart from Ward saves. You cannot use a dodge save against a swarm.

6 Siren's Dreams

Difficulty 7

The priestess starts to sing with a wondrous voice and all the Amazons join in with her.

The song is so beautiful and mesmerising that it momentarily distracts the Amazon's enemies within 12" such that all Ld tests for the opposing warband are made at -1 until the end of the opposing player's next turn. Lizardmen and Undead are immune to the effects of this ritual.

Abdul Meershariff stroked his oily black moustache and wiped copious amounts of drool from the side of his mouth, drying his hand with his sleeve.

"This one's new in today, all her own teeth..." with that the rotund, flamboyantly dressed Arabian grabbed the cowering, manacled girl by the arm and dragged her to her feet. With a filth-encrusted, stubby finger he forced her lips apart showing his potential customers a set of polished, ivory white teeth. The merchant smiled, showing his own teeth - they failed to compare...

"Fifty of your imperial crowns." There was a long pause, "She can cook, clean, dress wounds and by his magnificence above can she fight!" bellowed the excited Arab, his foetid breath forcing his customers to gag. Despite the manacles and being paraded like a prize bull the girl stared back defiantly, her ice-blue eyes displaying obvious contempt for both her would-be new owners and the obese slave merchant.

Delicately placing a dainty, white silk handkerchief over his mouth the powdered fop observed his prospective purchase, slowly walking around her marvelling at the lithe, toned form before him.

"She's certainly a feisty little thing isn't she?" he said, a tinge of Marienburger creeping into his accent. The Marienburger captain's comrades laughed haughtily as he reached for the bulging pouch at his belt and began to count out the money. The Arab's eyes widened at the sight of the gold and he began to perspire heavily with anticipation. Then four cloaked and hooded figures entered the merchant's tent.

"Whaddya want?" snarled the Arab, quickly pocketing the gold. The tall figure at the front pointed towards the manacled girl with a slender arm. The Marienburgers' hands were already at the hilts of their swords.

"You're too late, she's been sold." sneered the Arab as he positioned himself behind the Marienburgers. In a blur of movement the interlopers cast aside their cloaks revealing themselves to be lithe, tanned women dressed in animal skins with bright feathers adorning their hair and strange weapons gripped in their fists. With a ringing of metal the Marienburgers unsheathed their swords and charged the warrior women. One of the women raised what looked like a cross between an ornate duelling pistol and a golden gauntlet. With a blinding flash it discharged. The lead Marienburger looked down at the smoking, fist-sized hole burned straight through his shield and likewise in his steel breastplate and then slumped to the floor. With the clash of weapons going on all around them the Marienburger captain and the tall leader of the women squared up against each other each gripping their weapons tightly.

"Another wench in need of learning her place." Spat the Marienburger as he expertly lunged with his sword. The tall warrior woman's sword glowed white hot as she parried the captain's attack, shearing his sword in half. The captain looked in horror at the remains of his expensive weapon as the tall woman's glowing sword swept downwards in a diagonal arc from his right shoulder to his groin. The fop stood motionless for a second staring blankly ahead and then fell to the ground in two perfectly cauterised halves. With the rest of the Marienburgers now dead or dying, the women freed their sister from her manacles as the tall leader dragged the shrieking Arab from the puddle he was now inhabiting at the back of the tent by his beard.

The women slapped the manacles upon the merchant and now the slaver had become the slave. They then slipped out into the night with their captive. The squealing Arabian knew that it had been the Marienburgers who were the lucky ones for he had heard tales of what the dreaded Amazons did with their captives...



Arabian Tomb Raiders

The nomads of Araby live on the fringes of the great desert Araby, to the west of the Land of the Dead. There are a few scattered towns and settlements but the nomad tribesmen shun these places in favour of a wandering lifestyle. The nomad tribes of Araby have been living in the deep deserts for centuries, their realms dictated by the life-giving oases. There are hundreds of different tribes of nomads – the Tuareg, the Dervishes, the northern Fuzzy-wuzzies, the Al’Rahem and the near legendary Muktarhin to mention but a few. Although they have a very fastidious code of honour between them, which to many Old Worlders would appear almost ritualistic, many bitter rivalries and blood feuds often flare up between tribes over the slightest of things. These blood feuds are so brutal they can last for generations and make a Tilean vendetta seem like a child’s argument over a broken toy! A strange people by all accounts and with many bizarre customs and superstitions they are difficult people to deal with, especially for Old Worlders whom they view with suspicion and dislike. They are, however, masters of desert survival and any Old Worlder explorer hoping to survive in the unforgiving deserts of their land will need a nomad guide just to stay alive. These hardy people can live in the deep desert for months travelling from oasis to oasis, navigating using the stars and knowing how to avoid the worst dangers of the desert. Nomads are also justly feared as raiders and bandits because in their culture stealing is a just and righteous thing to do so long as it is from a rival tribe. Theft within the tribe is most harshly dealt with.

Some nomadic tribes occasionally wander into the Lands of the Dead but this is rare and mainly because they have become lost in a freak sandstorm. Generally speaking, even Nomads will not travel for long within these dread lands, for theirs is an ancient people whose ancestors once traded with the Nehekharans before the catastrophe. Tales and songs are passed down through generations warning the tribe of the fall of the kingdoms of the west and of the curse of the one they call Nagash the Black. For this reason they seldom venture too close to the legendary cities of the Tomb Kings. Sometimes though, a young sheikh eager to prove his worth in the

tales of his people, will seek out knowledge of the Land of the Dead so that he may claim a name for himself and discover untold riches. Needless to say, many of these reckless individuals and their bands of loyal followers are never seen or heard of again...



Choice of Warriors

An Araby Nomad warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Heroes

Sheikh: Each Araby Nomad warband must have one Sheikh: no more, no less!

Champion: Your warband may include a single Champion.

Nomadic Mystic: Your warband may include a single Mystic.

Henchmen

Bedouins: Your warband may include up to two Bedouins.

Warriors: Your warband may include any number of warriors.

Slaves: Your warband may include up to five slaves.

Starting Experience

A **Sheikh** starts with 20 Experience.

A **Champion** starts with 8 Experience.

A **Mystic** starts with 8 Experience.

Henchmen start with 0 Experience.

Special Rules

Hate Undead: The men of Araby have suffered heavily at the hands (or should that be claws!) of the Tomb King’s armies of the Land of the Dead. Therefore Arab Heroes hate all Undead.

Arabian Tomb Raiders Equipment List

The following lists are used by Arabian Tomb Raiders warbands to pick their weapons:

WARRIOR EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger (Jambiya)	1st free/2 gc
Mace	3 gc
Sword (Scimitar)	10 gc
Spear	10 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Short Bow	5 gc
Bow	10 gc
Tufenk	15 gc
Hand Gun	35 gc

Armour

Shield	5 gc
Buckler	5 gc
Helmet	10 gc
Light Armour	20 gc

SLAVE EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger (Jambiya)	1st free/2 gc
Club	3 gc
Katar	5 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

None

Armour

Shield	5 gc
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Arabian Tomb Raiders skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Sheikh	✓	✓	✓	✓	✓	✓
Champion	✓	-	-	✓	✓	✓
Mystic	-	-	✓	-	✓	✓

Special Skills:

Arab Heroes may use the following skill table instead of any of the standard skill tables available to them.

Sand Worm

The warrior can bury himself in sand and become almost undetectable. The model can hide in open ground. Cannot be used inside buildings.

Hit and Run

The warrior can run and shoot but suffer -2 to

hit instead of the -1 to hit for moving.

Weather Tolerant

The warrior has grown so used to the weather it doesn't even affect him anymore. Weather conditions such as heat and such no longer effect this model.

Heroes

1 Sheikh

60 gold crowns to hire

The Sheikh is the undisputed leader of the warband. The Sheikh is a hardened warrior living in the burning hell of the desert and having to constantly fight off bandits, members of other rival tribes, and of course, the evil Undead. He is often also the head of the tribe, respected and trusted by his fellow tribesmen. To all the Nomads the Sheikh's word is law and they obey without question, such is their custom. Only very rarely will another member of the tribe, who is of noble birth, challenge the Sheikh's leadership and then single combat is fought to determine who has the divine right to lead the tribe.



Profile	M	WS	BS	S	T	W	I	A	Ld
Sheikh	4	4	4	3	3	1	4	1	8

Weapons and armour: A Sheikh may be equipped with weapons and armour chosen from the Warrior Equipment list.

SPECIAL RULES

Skills: Leader.



0-2 Champions

40 gold crowns to hire

Noble relatives of the Sheikh's family are fanatically loyal to him and give him the necessary support and muscle when needed. The Champion keeps the rest of the Warband in line, disciplines those who have offended the Sheikh, divides up the booty (after the Sheikh has taken his chosen share of course) and tells tall tales by the fireside to ensure the warband's morale and respect for him. Needless to say, the Champion needs to be a tough fighter if he is to lead by example.

Profile	M	WS	BS	S	T	W	I	A	Ld
Champion	4	4	3	3	3	1	3	1	7

Weapons and armour: A Champion may be equipped with weapons and armour chosen from the Warrior Equipment list.



0-1 Mystic

40 gold crowns to hire

In the distant past the Arabians were renowned for their studies in the magical arts, whether they were originally taught by the Elves, as were the men of the Old World is not known. The wisemen of Araby have mastered a strange aspect of colour magic, known as Elementalism, which is based on the four primary elements: earth, wind, fire and water. Unlike the flamboyant and fabulously wealthy sorcerers of the cities, the mystics of the nomadic tribes are more shamanic and are revered by their fellow tribesmen. These scholars are an integral part of the tribe and take a great part in guiding and motivating the tribe as a whole.

Profile	M	WS	BS	S	T	W	I	A	Ld
Mystic	4	2	2	3	3	1	3	1	7

Weapons and armour: A Mystic may be equipped with weapons and armour chosen from the Warrior Equipment List.

SPECIAL RULES

Wizard: A Mystic is a Wizard. He uses spells from the Elemental Magic list. He starts with a single spell chosen at random from the list.

Henchmen (bought in groups of 1-5)



0-2 Bedouins

35 gold crowns to hire

Bedouins are nomadic tribesmen who live on the outskirts of tribal life as the tribesmen themselves do with the rest of civilisation. Loners by nature they are experts in desert craft and make excellent scouts and guides for their tribe or outsiders who are willing to pay enough for their services.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bedouin	4	3	3	3	3	1	3	1	7

Weapons and armour: A Bedouin may be equipped with weapons and armour chosen from the Warrior Equipment list.

SPECIAL RULES

Desert Trader: Add +1 to your search for Equipping/Trading result. Note that you only get +1 even if you have two Bedouins.

Nomad Warriors

25 gold crowns to hire

All the males of the tribe are warriors first and foremost; some may be talented in the crafts of weaving or weapon smithing but all are brought up from an early age in the use of weapons, primarily the bow and the scimitar. These people are hardy, being used to living in the harsh conditions of the desert. They are also a very superstitious people and their trust is very hard to gain especially for outsiders. Many are members of the Sheikh's extended family and their loyalty is unquestioned.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	3	3	3	3	1	3	1	7

Weapons and armour: Warriors may be equipped with weapons and armour chosen from the Warrior Equipment list.

0-5 Slaves

15 gold crowns to hire

Slavery is rife in Araby and indeed the slave markets of Al-Haikk or Lashiek are testament to this. Many Old Worlders look upon the Arabians with a great deal of contempt and see them as nothing more than barbarians. Nomads look upon slaves as nothing more than a commodity. Most slaves are those taken captive from other tribes and theirs is a short and often brutal existence. When it comes to battle they are unmotivated and make poor fighters.

Profile	M	WS	BS	S	T	W	I	A	Ld
Slaves	4	2	2	3	3	1	3	1	6

Weapons and armour: Slaves may be equipped with weapons and armour chosen from the Slave Equipment List.

SPECIAL RULES

Life of Slavery: A Slave may gain experience but if he rolls *Lad's got Talent* the leader executes the Slave and he is removed from the roster. The rest of the group may then re-roll their advance.



Arabian Elemental Magic

The magic of the Djinn is a rare, almost lost, art among men. It is the preserve of the Djinn of the deep desert and of those Djinn unfortunate enough to be captured.

D6 Result

1 Riding the Wind

Difficulty: 6

Invoking the Element of the Air, the caster rises up on a warm breeze, only to set down again on another part of the battlefield.

This spell is cast at the beginning of the caster's Movement phase. The caster may move up to $12+D6"$ anywhere on the battlefield, ignoring any intervening terrain; this counts as the caster's movement for that turn. This spell may not be used to move the caster into base contact with an enemy warrior, but the caster may shoot as normal (with a -1 penalty for having moved).

2 Skin of Stone

Difficulty: 7

Calling upon the Element of the Earth, the caster is able to make a warrior's skin become as hard as stone.

This spell may be cast on any friendly warrior within 6". The target gains +2 to his armour save but suffers a -1 penalty to Initiative. The spell may be maintained each turn, providing the affected warrior remains within 6" of the caster and the caster can pass a Difficulty test. If the caster is more than 6" away from the affected warrior in the Recovery phase, the spell cannot be maintained and wears off. Only one warrior may be affected by a Stone Skin spell at any one time, although the caster is free to cast other spells while maintaining the Stone Skin.

3 Burning Hand

Difficulty: 8

By invoking the Element of Fire, one of the caster's hands becomes burning hot which he can use to smite his enemies.

This spell is cast at the beginning of the Combat phase. The caster may sacrifice all of his normal attacks to make one hand-to-hand attack at Strength 5 causing 2 wounds. If the enemy warrior is successfully hit, he is set on fire on a roll of 4+. This spell lasts for one round only.

4 Quicksand

Difficulty: 6

By invoking the Element of Water, water rises from the very rocks and sand and turns the ground to quicksand.

This spell is cast at any warrior within 6". The water floods the area for 3" around the targeted warrior. The effect lasts until the beginning of the caster's next Recovery phase. All warriors within the quicksand must pass a Strength test or be unable to move. Warriors in combat cannot attack but may defend themselves.

5 Storm of Magic

Difficulty: 9

By breaching the very fabric of reality, the caster is able to summon a bolt of pure magical energy.

The caster may target any warrior within 12". If the spell is successfully cast, the target is struck by a bolt of energy and takes one S5 hit. Armour saves may be taken as normal.

6 Blessing of the Elements

Difficulty: 6

The caster calls on the elements of the desert and draws upon the fortune they can bestow.

In the post battle sequence the player may re-roll any one dice or modify one dice by +1/-1. If the caster was taken out of action this spell may not be cast.

New Rules



Averlander Mercenary Warbands

Averland lies in the south of the Empire, between the rivers Aver and Upper Reik and borders upon the Black Mountains and the huge range that is the Worlds Edge Mountains. It's a prosperous province, though it's neither one of the largest or most influential in the Empire. The Black Mountains and the World Edge Mountains harbour plenty of mines and many are in Dwarf possession. The metal ore is sold at a good profit in Averheim, the provincial capital, to merchants from Nuln, who transport it on barges down the river Aver. The mountains contain several ancient Dwarf strongholds but Night Goblins or Skaven have overrun several of them, while others have been lost in violent volcanic eruptions.



The Black Fire Pass guards an important trade route between the Borderlands and the Empire, dividing the Worlds Edge Mountains from the Black Mountains. The route is an old Dwarf road and extends past Averheim and further north into the Empire. Goods from the Black Fire Pass are usually shipped along the Aver River to Nuln. The pass is the only place to cross the mountains, as the mountainsides are extremely steep and almost impossible to pass. Not to mention that the weather is notoriously unpredictable and few dare risk being caught in a blizzard or avalanche. As if things weren't bad enough, the mountains are home to fierce tribes of Night Goblins, Trolls, Skaven and legendary monsters. Some daring adventurers have made a living off stealing eggs from the tallest peaks and selling them to the Imperial Zoo. These beasts will be brought up to become mounts for famous generals.

Averland is a rich province and as a result exorbitant sums of money are spent on the uniforms of the state soldiers. Seasoned veterans prefer flamboyant uniforms to make them stand out compared to the peasantry but

also to reflect their seniority. This tradition has seeped down through the ranks to a point where even the militia and mercenary bands strive to have as flamboyant clothing as they can afford. The Averlander army is said to employ enough tailors to supply a small city! Outsiders joke that the Averlanders are such great archers because they do not want to get up close and personal in case they risk tearing or bloodying their clothes. Such remarks are hushed down in the presence of a veteran of the Black Fire Pass though, or else the jester will soon find himself in the gutter with a few missing teeth. The practice of wearing outrageous clothing has certainly appealed to the diminutive race of Halflings and tailors are constantly being asked to shorten sleeves and add a little extra width to the waist. Many Young recruits are disheartened to learn that they are disallowed from wearing the stunning uniform until they have served at least a year in the army. These 'Youngbloods' are by no means regarded as professional soldiers yet and have to make do with more simple clothing.



By Scribe of fair renown Tommy "Punk" Müller
<http://hem.passagen.se/pestilen/>

The Bergjaeger are a special detachment of the Black Fire Pass guard that is made up of trappers and rangers from the surrounding mountains. They are experts at moving silently through rocky terrain and are often used as scouts. The background of a ranger is as varied as there are rangers, and most of them have a story to tell. Some were gamekeepers who have lost their job or found it too uninspiring. Some were poachers press-ganged into the army to avoid serving prison time. Some might have been rustlers who decided to flee to the militia when the angry farmers came too close to catching them. Whatever their background, they are expert marksmen and well suited to a life in the bleak mountain wilderness.

Choice of Warriors

An Averlander warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

Captain: Your warband must have one Captain; no more, no less!

Sergeant: Your warband may include a single Sergeant.

Bergjaegers: Your warband may include up to two Bergjaegers.

Youngblood: Your warband may include a single Youngblood.

Mountainguards: Your warband may include any number of Mountainguards.

Marksman: Your warband may include any number of Marksman.

Halfling Scouts: Your warband may include no more than three Halfling Scouts.

Starting Experience

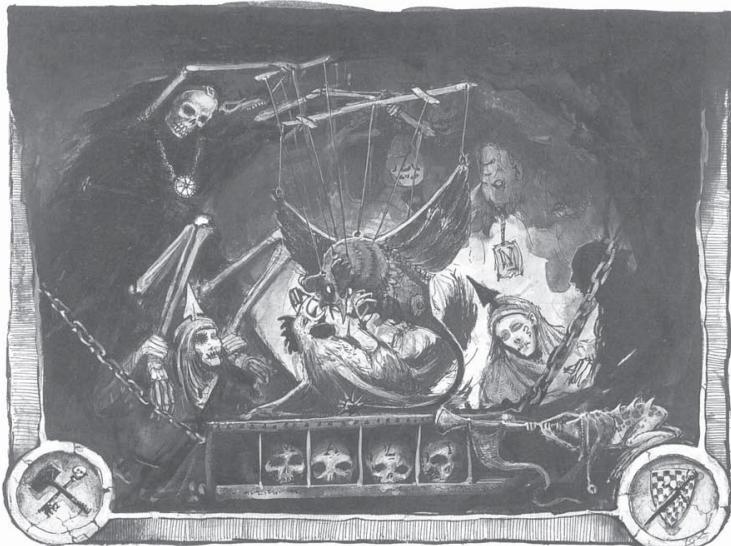
The Captain starts with 20 experience.

The Sergeant starts with 8 experience.

Bergjaegers start with 4 experience.

The Youngblood starts with 0 experience.

New Rules





New Rules



Averlander equipment lists

The following lists are used by Averlander warbands to pick their weapons:

Scout Equipment List

Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Mace/hammer	.3 gc
Axe	.5 gc
Sword	.10 gc

Missile Weapons

Bow	.10 gc
Longbow	.15 gc (Bergjaeger only)

Armour

Light armour	.20 gc
Buckler	.5 gc
Helmet	.10 gc

Miscellaneous

Hunting arrows	.35 gc (Bergjaeger only)
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Marksman Equipment List

Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Mace/hammer	.3 gc
Axe	.5 gc
Sword	.10 gc

Missile Weapons

Crossbow	.25 gc
Pistol	.15 gc (30 for a brace)
Bow	.10 gc
Longbow	.15 gc
Handgun	.35 gc

Mountainguard Equipment List

Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Mace/hammer	.3 gc
Axe	.5 gc
Sword	.10 gc

Missile Weapons

Pistol	.15 gc (30 for a brace)
Duelling pistol	.25 gc (50 for a brace)
Crossbow	.25 gc
Bow	.10 gc

Armour

Light armour	.20 gc
Heavy armour	.50 gc
Shield	.5 gc
Buckler	.5 gc

Missile Weapons

Pistol	.15 gc (30 for a brace)
Bow	.10 gc
Longbow	.15 gc
Handgun	.35 gc
Helmet	.10 gc

Averlander skill tables

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Sergeant	✓			✓	✓
Bergjaeger		✓			✓
Youngblood	✓	✓			✓



Heroes



1 Captain

60 gold crowns to hire

The Captain of a mercenary warband is typically a middle aged veteran soldier of the Imperial army, most likely he was a sergeant or other petty officer. The survival of a mercenary warband relies more on the wit and experience of its captain, than on how good a fighter he is. It's all too common that an inexperienced captain will lead his men into an ambush, or lead them on a long journey with no food or supplies. Being a successful captain means that your men will follow you to hell and back, along with plenty of gold crowns and feasting. A captain that fails in his duty to keep his men alive and well fed will at best find himself deserted and at worst end up with a knife in his back.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: A Captain may be equipped with weapons and armour chosen from the Mountainguard Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Captain may use his Leadership characteristic when taking a Leadership test.

0.1 Sergeant

35 gold crowns to hire

Some captains are merchants or nobles that are looking for a chance at making some extra money. The brighter captains hire the service of a veteran as his sergeant, and leave all the practical decisions to him. A veteran can be recognised by his many battle-scars and the cynicism that marks a soldier of the army.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: A Sergeant may be equipped with weapons and armour chosen from the Mountainguard Equipment list.

0.2 Bergjaeger

35 gold crowns to hire

The Bergjaeger are trappers and rangers from the mountains that surround the Black Fire Pass. They are experts at moving silently through terrain and are used as scouts. In addition they make good use of animal traps to delay or divide a group of enemies. Bergjaeger are not professional soldiers and rely more on

stealth and cunning than a strong sword-arm to survive.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	4	3	3	1	3	1	7

Weapons/Armour: Bergjaeger may be equipped with weapons and armour chosen from the Scout Equipment list.

SPECIAL RULES

Set Traps: Bergjaeger are expert trappers and hunters and these skills can be put to great use in the ruins of Mordheim. A Bergjaeger may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being Knocked Down). Place a marker in base contact with the Bergjaeger. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Bergjaeger won't trigger his own traps). If the trap did not wound the model or it didn't trigger, the 'victim' may finish his move otherwise he is placed Knocked Down or Stunned 2" from the marker. Regardless whether the trap was triggered or not, the marker is removed.

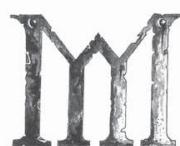
0.1 Youngblood

15 gold crowns to hire

Although Empire armies are comprised of mature men, there are plenty of jobs for youths, for there is always a demand for extra help in the kitchens or as fetchers. Some of these youths actually join a band of mercenaries or regiment in pursuit of a romantic dream of fame and adventure. Some are herdsmen who hoped to find an easier way of filling their belly than the hard and uncertain business of looking after animals, not to mention that it's quite dull!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: A Youngblood may be equipped with weapons and armour chosen from the Mountainguard Equipment list.



New Rules



New Rules



Mountainguard

30 gold crowns to hire

The Mountainguard is the famous garrison of the Black Fire Pass that has repelled countless greenskin invasion attempts. Their traditional uniform is yellow and black and it's a merit in the Averland army to have served a few years at the mountain-pass. The Mountainguard train both with the traditional Imperial weapons, the halberd and the sword, and with the crossbow and bow. Veterans are often employed by mercenary warbands who know that their presence will certainly boost their chances in the battles to come. Some of these veterans advance to become sergeants or even captains themselves. There are a few warbands that consists solely of Mountainguard veterans, often from the same regiment or who are the survivors of a great battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: Mountainguard may be equipped with weapons and armour chosen from the Mountainguard Equipment list.



Marksman

25 gold crowns to hire

Being a Marksman is not as simple as picking up a bow and try to hit your enemies. A Marksman has to train for years to master his chosen weapon, Imperial enisters often visit archery competitions to try to enlist a couple of expert archers. Some Marksmen are trained with black powder weapons instead of the traditional bow or crossbow. Marksmen often own their own weapons, as the cost of a

(Brought in groups of 15)



handgun is as high as hiring the Marksman himself! Thus Marksmen are not forced to do as much hard labour as the militia.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Marksmen may be equipped with weapons and armour chosen from the Marksman Equipment list.

03 Halflings Scouts

20 gold crowns to hire

Averland is a neighbour to the Moot, the Halfling province. In 1707, the Orc Warlord Gorbad Ironclaw invaded through the Black Fire Pass and the Moot was devastated. Ever since then the Moot urge their gamekeepers to serve at least a few years in the garrison that guard the pass. If another warlord tries to invade the Moot, they will meet the fierce resistance of the Halflings in the mountain Pass.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	4	2	2	1	4	1	8

Weapons/Armour: Halfling Scouts may be equipped with weapons and armour chosen from the Scout Equipment list.

SPECIAL RULES

Promotion: A Halfling that is promoted to hero through the 'The lad's got talent' advance may not choose Strength skills as one of his two skill lists. Halflings are not known for their great strength!



Beastmen Raiders

Wilhelm hung his head and pushed his long fringe of wet hair from his eyes once again. His feet were sore, his toes were wet and cold from the sodden mud of the road, and he was ready to drop. In his left hand he held the reins of the stubborn pack mule he had been leading for the past week. One foot in front of the other, he plodded along the road behind the rest of the group, too tired, wet and bored to even bother avoiding the larger puddles. This was a million leagues from what he imagined he would be doing right now. He had left home full of excitement, imagining the adventures he would have on the road, the riches he would find in Mordheim and the famous deeds that he would achieve. Never in his dreams did he imagine himself walking for a week through the rain, leading a stupid mule that seemed intent on making his life a misery, towards a place that never seemed to arrive.

Wondering if he had made a horrible mistake in joining the small band of Reikland warriors, Wilhelm let his gaze wander over the rest of the party. Pieter, the leader of this little band, rode at the front of the group on the back of a powerful warhorse. That steed had looked so mighty and noble when they had rode into his village, but now it too was merely another tired and wet, miserable creature. Still, Pieter held his noble head high, ignoring the foul weather as if it were below him. At his side walked the massive warrior Brock, his huge greatsword strapped over his bull-like shoulders. How the big veteran had laughed when Wilhelm struggled to lift that titanic weapon the previous night.

Behind the pair of seasoned warriors was the wagon, where five other trained warriors rode, somewhat protected from the weather by a faded leather canopy. The wagon was pulled by a pair of horses, their heads hanging wearily as they trudged through the clinging mud.

The wheels of the wagon carved deep furrows in the road, and Wilhelm stumbled suddenly into one of them. A strong hand grabbed him by the shoulder, steadying him.

'Steady lad. We will be stopping soon,' said a deep voice from behind him.

Wilhelm nodded his thanks to the stern warrior Mikkel, embarrassed to have shown his weakness in front of the tall Reiklander.

The mule Wilhelm was leading whinnied suddenly, pulling its head sharply to one side, nearly ripping Wilhelm's shoulder from its socket.

'Whoa, boy!' he called. He had almost had

enough of the animal's behaviour.

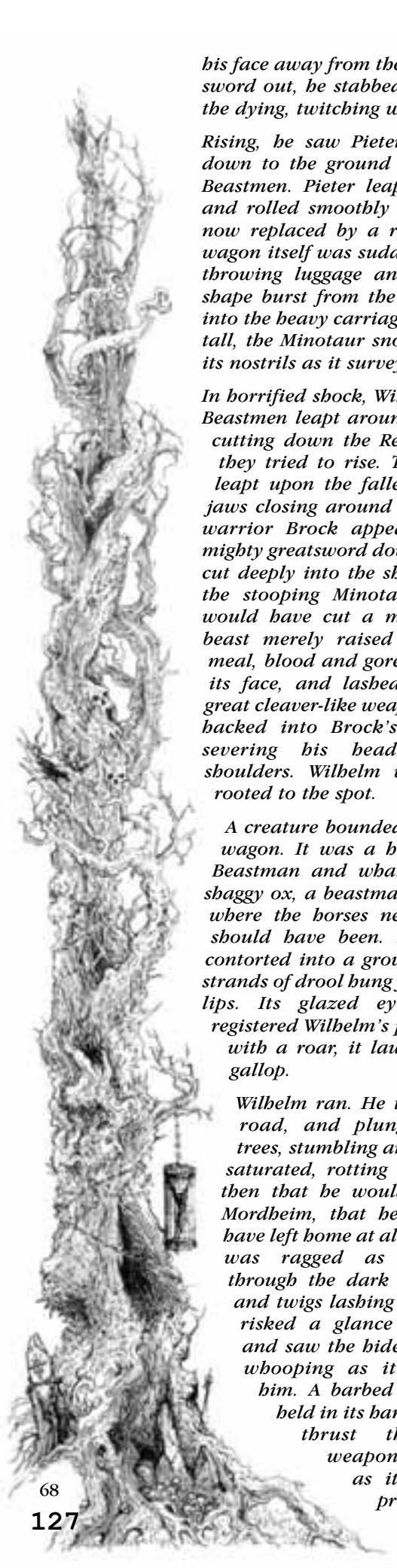
'To arms!'

The scream cut through Wilhelm's thoughts. He looked up to see the draught horses that pulled the wagon rearing up in fear, while a warrior tried desperately to hold them in check. The sudden crack of a pistol firing ripped through the air, and Wilhelm saw Pieter circling his warhorse, smoke rising from his discharged weapon. The noble warband leader swiftly drew and fired a second pistol into an enemy that Wilhelm couldn't yet see.

The mule suddenly pulled again at the reins wrapped around Wilhelm's hand, and he was jerked from his feet. As he pushed himself up from the ground, he caught his first glimpse of the enemy. A dark, shaggy shape leapt from the undergrowth at the side of the road, launching itself towards him with an unnatural, inhuman gait. The creature had a bestial, goat-like head, complete with an impressive set of curving horns, and in its hands it held a massive, rusting axe. Its eyes were wide, like those of an enraged bull, and its wide spread mouth exposed yellowing, tusk-like teeth. His first thought was that this was a merely a mask, a hideous and terrifying mask, but in an instant he knew this was not so. This was one of the feared Beastmen of the deep forest, a creature he had only heard of in tales told by ageing soldiers around the campfire.

Pushing himself to his feet, Wilhelm drew his shortsword and raised it just in time to block the attack of the Beastman, a wild overhead blow. The force of the strike dropped Wilhelm to his knees, and he knew the next attack would be the end of him. It never came, for a heavy sword-blade suddenly chopped into the side of the creature's neck, spraying a fountain of dark red blood. Wilhelm was dragged to his feet by the tall warrior Mikkel, who then leapt forwards to aid the other Reiklanders as more of the Beastmen leapt from their ambush. The air was filled with shouts, bestial roars and growling, and horses screaming in terror.

Breaking into a run to follow, Wilhelm only made it three steps before a heavy weight hit him from behind, and he dropped into the mud once again, shouting in pain. Half rolling, he looked up into the slavering jaws of a gigantic, bulking bound that was all fur and brute muscle and intent on him as its prey. Crying out in fear, Wilhelm stabbed his short sword into the beast's massive chest as it closed on him, pulling



bis face away from the fearful beast. Pulling the sword out, he stabbed again, and then pushed the dying, twitching weight away from him.

Rising, he saw Pieter's warhorse fall, pulled down to the ground by a pair of malevolent Beastmen. Pieter leapt from his falling steed and rolled smoothly as he landed, his pistols now replaced by a rapier and a dagger. The wagon itself was suddenly buried onto its side, throwing luggage and men clear as a huge shape burst from the trees and smashed fully into the heavy carriage. Standing fully nine feet tall, the Minotaur snorted, steam puffing from its nostrils as it surveyed the carnage.

In horrified shock, Wilhelm watched as smaller Beastmen leapt around the mayhem, savagely cutting down the Reiklanders with axes as they tried to rise. The immense Minotaur leapt upon the fallen horse of Pieter, its jaws closing around its neck. The mighty warrior Brock appeared, swinging his mighty greatsword down in a fluid arc. It cut deeply into the shaggy shoulders of the stooping Minotaur, a blow that would have cut a man in two. The beast merely raised itself from its meal, blood and gore dripping from its face, and lashed out with its great cleaver-like weapon. The blow backed into Brock's neck, near severing his head from his shoulders. Wilhelm was petrified, rooted to the spot.

A creature bounded over the felled wagon. It was a hideous blend of Beastman and what looked like a shaggy ox, a beastman's upper body where the horse's neck and head should have been. Its face was contorted into a growl, and thick strands of drool hung from its thick lips. Its glazed eyes suddenly registered Wilhelm's presence, and with a roar, it launched into a gallop.

Wilhelm ran. He turned off the road, and plunged into the trees, stumbling and falling over saturated, rotting logs. He knew then that he would never reach Mordheim, that he never should have left home at all. His breathing was ragged as he staggered through the dark trees, branches and twigs lashing at his face. He risked a glance behind him, and saw the hideous creature whooping as it closed on him. A barbed spear was held in its hands, and it thrust the cruel weapon forwards as it reached its prey.

The spear smashed deeply into the human boy's lower back, and he dropped instantly, his spine severed. The Centigor paused for a moment, and pulled a flagon from its harness-belt. It swayed slightly as it drank deeply, uncaring of the ale that spilled over its face and fur. Then, it turned and launched itself back towards the road. It did not wishing to miss the end of the slaughter.

And once that was finished, the feast would begin...



Beastmen Warbands

The Beastmen are brutish, wild and unnatural creatures that live in the deep forests. Anyone travelling through this untamed wilderness risks being attacked by these unpredictable raiders. Many of those who dwell within the forests around the outskirts of Mordheim claim that these vile creatures of Chaos outnumber mankind, though such statements are impossible to prove, for the Beastmen build no cities and do not create any structured form of society as such. Order and organisation are alien and hated by them, and they roam where they will, pillaging and killing for whatever they have need or want for. They willingly turn on each other, picking on the weakest amongst them for food and fun.

The Beastmen naturally form into roaming warbands, though whether they do so consciously or merely instinctively is unknown. A small warband is able to move swiftly through the wilderness unnoticed, and can cover hundreds of miles each season as they travel where they will. They are led by the strongest and most ferocious of their kind, and if ever one within the warband senses a weakness in their leader, they will turn on him in a brutish leadership challenge that can only result in one of the two being killed and consumed by the victor. Literally thousands of these small warbands infest the dark forests of the Old World, preying upon travellers and farmsteads.

A Beastmen warband attacks without warning, and villagers, merchants and travellers live in constant fear of ambush from these forest denizens.

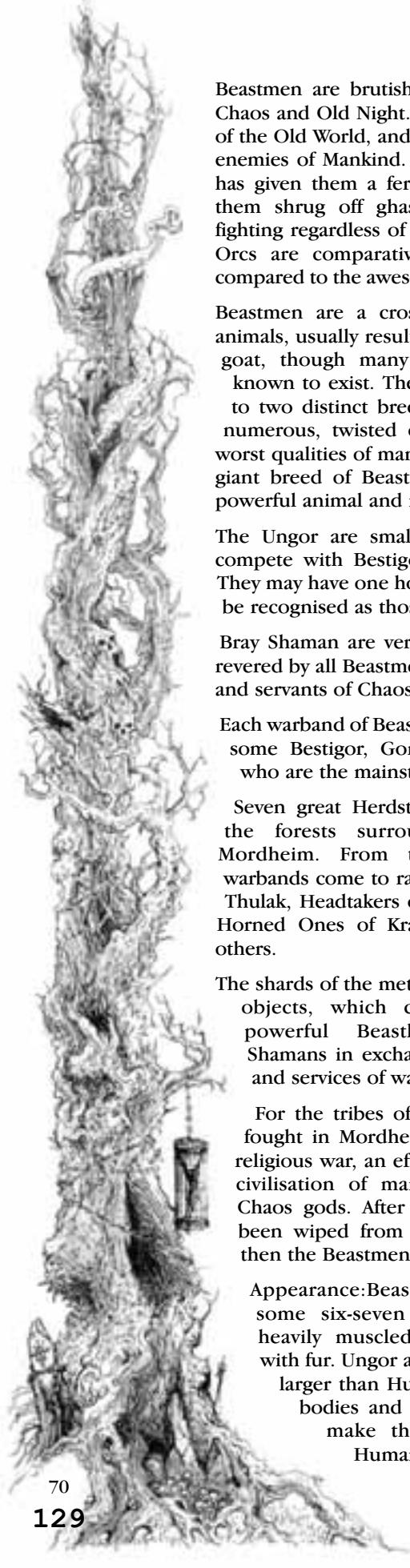
They try to prepare themselves for such an event, and often desperately appeal to the nobles to scour the forests with their State troops – however, at such a time

of political upheaval, the nobles have far more pressing concerns than the pleas of low-born villagers. Forced to fend for themselves, terrified villagers hack down great swathes of the forest around their settlements, and sometimes hire the services of mercenaries to protect them, barricading themselves indoors when they hear rumours of a marauding band within the area. Nevertheless, purges of the forest are nearly always hopeless, for the Beastmen warbands generally move far away from an area they have struck well before organised retaliation can be mounted.

The more isolated farms and villages are most at risk from attack, being far from any aid. Frequently, travellers will discover buildings and farms burnt to the ground, cattle butchered and lying where they were cut down. Full of malevolence, Beastmen take particular delight in tearing down the carefully constructed and ordered structures of men. They smash down fences and rip buildings down to rubble, allowing them to be reclaimed by the forests. They maliciously soil and blight painstakingly planted crops, and will tear the throats from newborn lambs merely for sport.

Beastmen warbands often form temporary encampments, from which to raid the surrounding areas. These are crude things, usually little more than a place to store any plundered loot and food. They may include roughly staked out pens for their massive war hounds or for holding captives – both are taunted and starved for no other reason than it is in the Beastmen's nature to behave so. Typically, a warband will remain at this encampment until it makes one sizeable raid, whereupon the Beastman chief will move his camp to another area. These encampments are often positioned nearby roads and settlements, for such areas are ripe for plunder. The Beastmen are a constant threat, and even if travellers are lucky enough not to encounter them, their presence can always be felt, watching and waiting in the twisted shadows amongst the dark trees. None can predict their movements, and many live in constant fear of their attacks.





Beastmen are brutish creatures, the Children of Chaos and Old Night. They roam the great forests of the Old World, and are amongst the most bitter enemies of Mankind. The raging power of Chaos has given them a ferocious vitality which makes them shrug off ghastly wounds and carry on fighting regardless of the consequences. Even the Orcs are comparatively vulnerable to damage compared to the awesome vitality of the Beastmen.

Beastmen are a crossbreed between men and animals, usually resulting in the horned head of a goat, though many other variations are also known to exist. The Beastmen are divided into two distinct breeds: Ungors, who are more numerous, twisted creatures that combine the worst qualities of man and beast, and Bestigors, a giant breed of Beastmen, a mix between some powerful animal and man.

The Ungor are smaller Beastmen, who cannot compete with Bestigors in strength and power. They may have one horn or many, but these won't be recognised as those of goat.

Bray Shaman are very special Beastmen and are revered by all Beastmen, for they are the prophets and servants of Chaos Powers.

Each warband of Beastmen includes a mix of some Bestigor, Gor warriors and Ungor who are the mainstay of the tribes.

Seven great Herdstones stand hidden in the forests surrounding the city of Mordheim. From there the Beastmen warbands come to raid the city: Warherd of Thulak, Headtakers of Gorlord Zharak, the Horned Ones of Krazak Gore, and many others.

The shards of the meteorite are seen as holy objects, which can be sold to the powerful Beastlords and revered Shamans in exchange for new weapons and services of warriors.

For the tribes of Beastmen the battles fought in Mordheim are part of a great religious war, an effort to bring down the civilisation of man which offends the Chaos gods. After the taint of Man has been wiped from the face of the earth then the Beastmen shall inherit.

Appearance: Beastmen Bestigor stand some six-seven feet tall, and their heavily muscled bodies are covered with fur. Ungor are lesser Beastmen, no larger than Humans, but their tough bodies and vicious tempers easily make them a match to any Human warrior.

Beastmen wear little clothing, but often dress in the fur of their defeated rivals. They usually carry the skulls of their vanquished enemies as these are thought to bring good luck. While most Beastmen have dark brown skin and fur, black-furred or even albino Beastmen are not unknown.

Beastmen wear heavy armlets and necklaces which serve as armour as well as decoration.

Apart from the most primitive clubs and wooden shields, the Beastmen make few weapons. It is not the nature of Chaos to create, but to destroy.

Choice of Warriors

A Beastmen warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband is 15, though some buildings in the warband's encampment may increase this.

Beastmen Chief: Each Beastmen warband must have one Chief: no more, no less!

Shaman: Your warband may include a single Beastmen Shaman.

Bestigors: Your warband may include up to two Bestigors.



Beastman skill tables

Combat	Shooting	Academic	Strength	Speed	Special
Chief	3		3	3	3
Shaman	3			3	3
Bestigor	3		3		3
Centigors	3		3		3

Beastman equipment lists

The following lists are used by Beastman warbands to pick their weapons:

BEASTMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Mace	3 GC
Hammer	3 GC
Battle Axe	5 GC
Sword	10 GC
Double-handed Weapon	15 GC
Halberd	10 GC

Missile Weapons

None

Armour

Light Armour	20 GC
Heavy Armour	50 GC
Shield	5 GC
Helmet	10 GC

UNGOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Mace	3 GC
Hammer	3 GC
Battle Axe	5 GC
Spear	10 GC

Missile Weapons



None

Armour

Shield	5 GC
--------	------

Centigors: Your warband may include a single Centigor.

Gor: Your warband may include up to five Gor.

Ungor: Your warband may include any number of Ungor.

Minotaur: Your warband may include a single Minotaur.



Warhounds of Chaos: Your warband may include up to five Warhounds of Chaos.

Starting Experience

Beastman Chief starts with 20 Experience.

Beastman Shaman starts with 11 Experience.

Bestigors start with 8 Experience.

Centigors start with 8 Experience.

All **Henchmen** start with 0 experience.

Maximum Characteristics

Bestogors: As Gor, but M5

Centigors: As Gor, but M9

Animals

Beastmen are fearsome creatures of Chaos that do not interact with other races other than in war. A Beastmen warband may never hire any Hired Swords unless specifically stated with the Hired Sword.

Heroes

1 Beastmen Chieftain

65 Gold Crowns to hire

Beastmen chieftains have gained their position through sheer brutality. He leads the Beastmen to Mordheim to gather the Chaos Stones to his Herdstone.

Profile M WSBS S T W I A Ld

5	4	3	4	4	1	4	1	7
---	---	---	---	---	---	---	---	---

Weapons/Armour: The Beastmen Chieftain may be equipped with weapons and armour chosen from the Beastmen Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Beastman Chieftain may use his Leadership when taking Ld tests.

0-1 Beastmen Shaman

45 Gold Crowns to hire

Beastmen Shamans are prophets of the Dark Gods, and the most respected of all the Beastmen.

Profile M WSBS S T W I A Ld

5	4	3	3	4	1	3	1	6
---	---	---	---	---	---	---	---	---

Weapons/Armour: Beastmen Shamans may be equipped with weapons chosen from the Beastmen Equipment list except that they never wear armour.

SPECIAL RULES

Wizard: A Beastmen Shaman is a Wizard and may use Chaos Rituals, as detailed in the Magic section.

0-2 Bestigors

45 Gold Crowns to hire

Bestigors are the largest type of Beastmen, the great horned warriors of the Beastmen warbands. They are massive creatures with an inhuman resistance of pain.

Profile M WSBS S T W I A Ld

5	4	3	4	4	1	3	1	7
---	---	---	---	---	---	---	---	---

Weapons/Armour: Bestigors may be equipped with weapons chosen from the Beastmen Equipment list.

0-1 Centigors

80 Gold Crowns to hire

A Centigor is a disturbing cross between a horse or oxen and Beastman. Being quadruped grants them great strength and speed whilst their humanoid upper torsos

allow them to wield weapons. These beast-centaurs are powerful creatures but they are not particularly agile or dexterous.

Profile M WSBS S T W I A Ld

8	4	3	4	4	1	2	1(2)	7
---	---	---	---	---	---	---	------	---

Weapons/Armour: Centigors may be armed with weapons and armour chosen from Gor Equipment list.

SPECIAL RULES

Drunken: Centigors are inclined to drink vast quantities of noxious beer and looted wine and spirits before battle, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. Whilst subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Woodland Dwelling: Centigors are creatures of the deep, dark forests. They suffer no movement penalties for moving through wooded areas.



Benchmen

(Brought in groups of 15)

Trample: As well as their weapons, Centigors use their hooves and sheer size to crush their enemies. This counts as an additional attack, which does not benefit from weapon bonuses or penalties...

Ungor

25 Gold Crowns to hire

Ungor are the most numerous of the Beastmen. They are small, spiteful creatures, but dangerous in large masses.

Profile M WSBS S T W I A Ld

5	3	3	3	3	1	3	1	6
---	---	---	---	---	---	---	---	---

Weapons/Armour: Ungor may be armed with weapons and armour chosen from Ungor Equipment list.



SPECIAL RULES

Lowest of the Low: Ungor are on the lowest rung of Beastmen society and regardless of how much Experience they accrue they will never acquire a position of authority. If an Ungor rolls 'That lad's got talent' it must be re-rolled.

0-5 Gor

35 Gold Crowns to hire

Gor are nearly as numerous as Ungor but are larger and more brutish...

Profile M WSBS S T W I A Ld

5	4	3	3	4	1	3	1	6
---	---	---	---	---	---	---	---	---

Weapons/Armour: Gor may be armed with weapons and armour chosen from Beastmen Equipment list.

Warhounds of Chaos

15 Gold Crowns to hire

Chaos Hounds are titanic, mastiff-like creatures which are insanely dangerous in combat.

Profile M WSBS S T W I A Ld

7	4	0	4	3	1	3	1	5
---	---	---	---	---	---	---	---	---

Weapons/Armour: None! Apart from their fangs and nasty tempers the Chaos Hounds don't have weapons and can fight without any penalties.



SPECIAL RULES

Animals: Chaos Hounds are animals and never gain Experience.

0-1 Minotaur

200 Gold Crowns to hire

Minotaurs are gigantic, bull-headed Beastmen. Fearsome and powerful, any Beastmen Chief will try to recruit a Minotaur into his warband if possible.

Profile M WSBS S T W I A Ld

6	4	3	4	4	3	4	3	8
---	---	---	---	---	---	---	---	---

Weapons/Armour: Minotaurs may be armed with weapons and armour chosen from the Beastmen Equipment list.

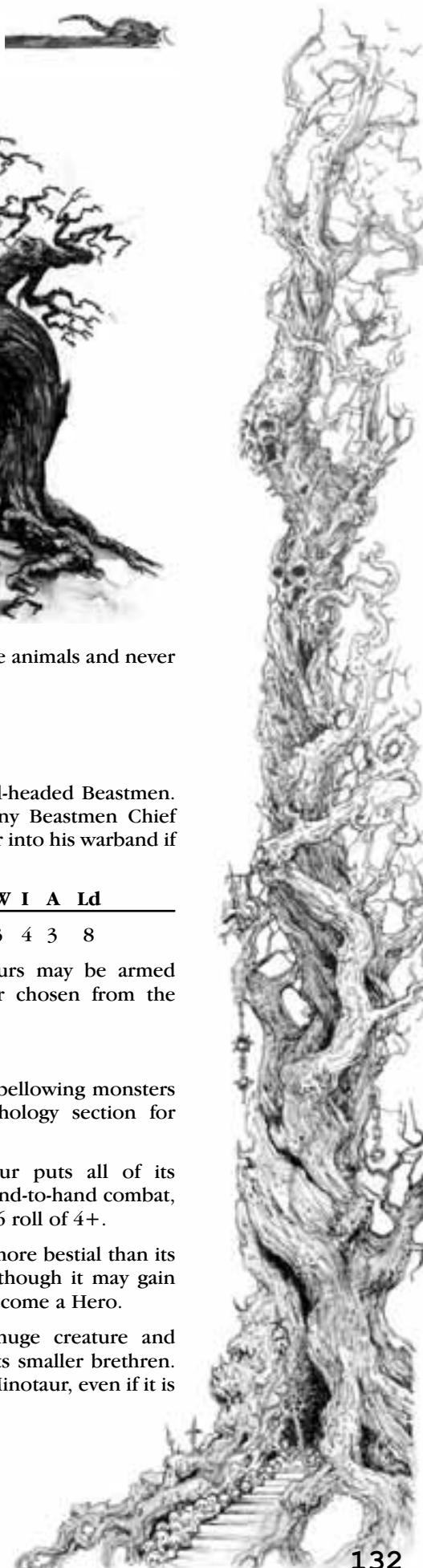
SPECIAL RULES

Fear: Minotaurs are huge, bellowing monsters and cause *fear*. See Psychology section for details.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes *frenzied* on a D6 roll of 4+.

Animal: A Minotaur is far more bestial than its Beastmen brethren and, although it may gain Experience, it may never become a Hero.

Large: A Minotaur is a huge creature and stands out from amongst its smaller brethren. Any model may shoot at a Minotaur, even if it is not the closest target.



Beastmen Special Skills

Shaggy Hide

The bestial hero is titanic in size and may use a double-handed weapon in one hand.

Mutant

The Beastman may buy one mutation. See Mutants section on special rules.

Fearless

Immune to *fear* and *terror* and *All Alone* test.

Horned One

The Beastman has mighty horns, and can make an additional Attack with its basic Strength on a turn it charges.

Bellowing Roar

Only the Beastmen Chief may have this skill. He may re-roll any failed Rout tests.

Manhater

Will be affected by the rules of *hatred* when fighting any Human warbands.



Chaos rituals

Chaos rituals employ the raw power of the darkest magic, and are therefore supremely useful in bringing pain and suffering, as well as change and mutation. Chaos rituals are used by Magisters of the Cult of the Possessed, and Daemons.

D6 Result

1 Vision of Torment

The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.

Difficulty 10

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately *stunned*. If the model cannot be *stunned* it is *knocked down* instead.

2 Eye of God

The Chaos Mage implores the Dark gods to grant a boon to their servant.

Difficulty 7

You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model.

D6 Result

- | | |
|-----|--|
| 1 | The wrath of the gods descends upon the target. The model is taken <i>out of action</i> immediately. He does not have to roll on the Serious Injury chart after the battle though. |
| 2-5 | The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell). |
| 6 | The model gains +1 to all of its characteristics for the duration of the battle. |

3 Dark Blood

The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.

Difficulty 8

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the *out of action* result as *stunned* instead.

4 Lure of Chaos

The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.

Difficulty 9

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

5 Wings of Darkness

The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.

Difficulty 7

The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

6 Word of Pain

Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who bear it.

Difficulty 7

All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.

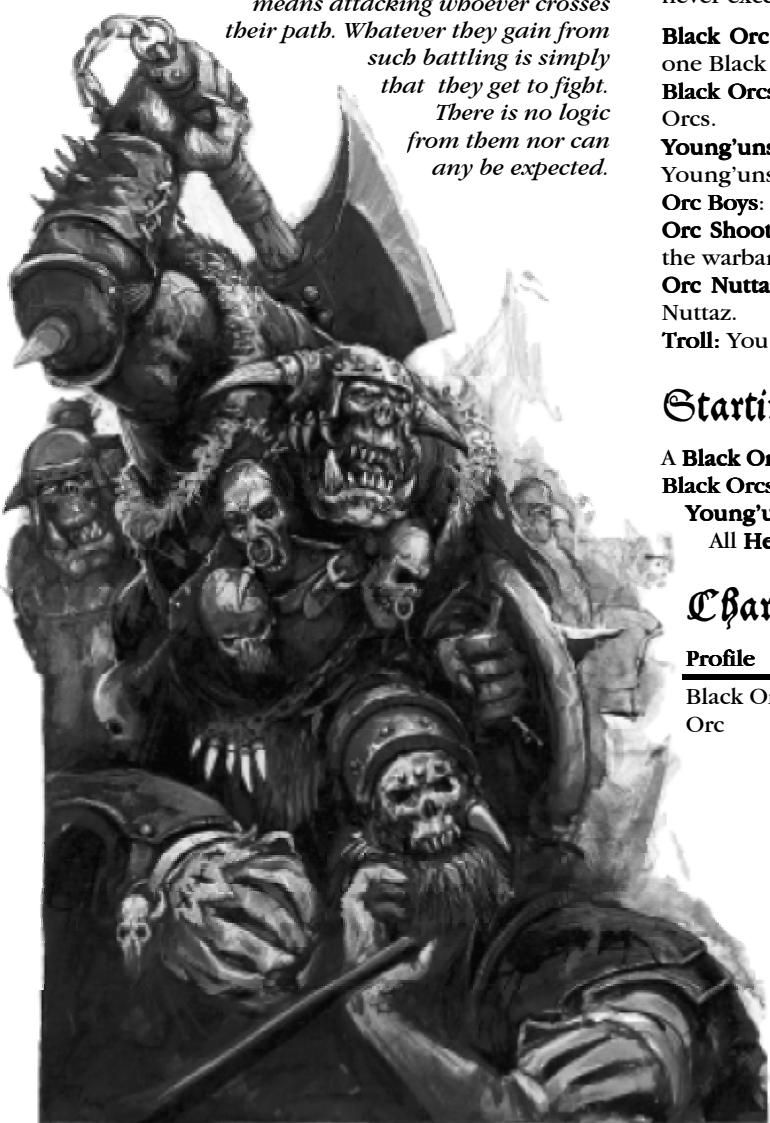
Black Orcs



Smarter, stronger, more vicious and better equipped than the normal Orc (and that's saying something about Orcs). Black Orcs are amongst some of the worst foes anyone can face in single combat and a band of them is certainly something to put the fear into the hearts of men. They do appear more built than born and it is little wonder that there are many rumours regarding their origins.

Since the Storm of Chaos there are many, many more of these monsters now wandering the Empire, having followed Grimgor Ironbide in his Waaagh! Where once the forces of the Empire could have tracked down warbands in a matter of weeks, now there is no means or enough men to perform such a task and thus the Black Orcs roam freely.

What aims do the Black Orcs have? What is the point of a tornado? It is meaningless to ponder such matters because all the Orcs want is to fight and that means attacking whoever crosses their path. Whatever they gain from such battling is simply that they get to fight. There is no logic from them nor can any be expected.



Special rules



Animosity: Standard rules for Animosity (as per the Orc Mob Rules in the Mordheim Annual 2002).

Let the goons do the work: Black Orcs rely on themselves to do the killing and do not ride mounts of any kind. Only normal Orcs may ride a boar or other such mount.

Da Boss is Dead!: If the Boss should be killed a Black Orc will always assume leadership of the warband before any other type, irrespective of relative experience. The replacement will automatically acquire the "Oi Behave!" skill.

Choice of warriors

A Black Orc warband must include a minimum of three models. You have 500 Gold Crowns with which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Black Orc Boss: Each Black Orc warband must have one Black Orc Boss.

Black Orcs: Your warband may include up to 2 Black Orcs.

Young'uns: Your warband can include up to 2 Young'uns.

Orc Boys: Any number of models may be Orc Boys.

Orc Shootaz: You may only have as many Shootaz as the warband has Boyz.

Orc Nuttaz: Your warband may include up to 4 Orc Nuttaz.

Troll: You may include a single Troll in the warband.

Starting Experience

A **Black Orc Boss** starts with 20 experience.

Black Orcs start with 8 experience.

Young'uns start with 0 experience.

All **Henchmen** start with 0 experience.

Characteristic Increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Orc	4	7	6	5	6	3	5	4	9
Orc	4	6	6	4	5	3	5	4	9



Black Orc Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Black Orc Boss	✓	✓		✓	✓	✓
Black Orc	✓	✓		✓	✓	✓
Young'un	✓	✓				✓

Black Orc equipment list

The following lists are used by Black Orc warbands to pick their equipment:

BLACK ORC LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc
Choppa (counts as a Morning Star)	10 gc
Spear	10 gc
Two-handed weapon	15 gc

Missile weapons

Bow	10 gc
Crossbow	25 gc

Armour

Light Armour	20 gc
Heavy Armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

HENCHMAN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc
Choppa (counts as a Morning Star)	10 gc
Spear	10 gc
Two-handed weapon	15 gc
(Boyz and Nuttaz only)	

Missile weapons

Bow	10 gc
Crossbow	25 gc
(Shootaz only)	

Armour

Light Armour	20 gc
Shield	5 gc
Helmet	10 gc

Black Orc Special Skills

Black Orc Heroes may use the following Skill list instead of the standard skill lists available to them.

proven warrior

This young warrior has proven himself worthy of his Black Orc heritage. This skill may only be taken by a Young'un with the Black Orc blood ability and 25 experience. Once he gains this skill, the model is now considered a full Black Orc Warrior (yet still retains the title of Young'un). He follows all the rules for Black Orcs and uses their equipment list and has access to the same skill lists as a Black Orc.

'ard ead

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).



waaagh!

Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

'ere we go!

Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

da cunnin' plan

Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not *out of action*.

'eadbasher

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any *knocked down* results which the Orc causes in hand-to-hand count as *stunned* results instead.

Heroes

1 Black Orc Boss

90 Gold Crowns to hire

Amongst some of the toughest of the tough, a Black Orc Boss has fought in numerous battles and proven to the gods just how truly powerful they can become. Taking a warband is the start of their ambitions as they will seek victories to meld the Boyz into larger and larger warbands until they have a Horde at their beck and call.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	4	1	3	1	8

Weapons/Armour: A Black Orc Boss may be equipped with weapons and armour chosen from the Black Orc list.

SPECIAL RULES

Leader: Any warrior within 6" of the Boss may use his Leadership characteristic when taking Leadership tests.

Black Orc: Model starts with a natural 6+ Armour Save. This save may be combined with other equipment to improve it.

Oi Behave!: If any Henchman fails his Animosity test within 6" of the Boss, the player may opt to have the boss stamp his authority (and clenched fist) on the situation.

The misbehaving Henchman will receive an automatic hit at the strength of the Orc player's choosing. If the Henchman is still on his feet after his slap, he may add a number equal to the strength of the slap to his subsequent roll to determine the effects of Animosity.

E.g. The player decides that the Boss will hit a misbehaving Henchman with a S2 slap. If the slap fails to Knock Down, Stun or Out of Action the Henchman, then he adds +2 to the Animosity Effect roll.

0 - 2 Black Orcs

60 Gold Crowns to hire

In it for the mayhem, maybe even some loyalty to the Boss of the warband, these Black Orcs lead the charge at every turn, knowing that killing is only at arm's reach all the time and they don't care what the target is, some Imperial peasant, herd of Beastmen or even the Boyz in the warband. The Black Orcs just don't care.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	4	1	3	1	7

Weapons/Armour: Black Orcs may choose any equipment from the Black Orc equipment list.

SPECIAL RULES

Black Orc: Model starts with a 6+ Armour Save. This may be improved upon by other equipment.

0 - 2 Young'uns

25 Gold Crowns to hire

Keen eager and, above all, green recruits to any warband, these lads haven't seen anywhere near as much action as the others in the warband and they're plenty keen to get in there and do some damage. Of course one day, they know it'll be their warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	4	1	2	1	6

Weapons/Armour: Young'uns may be equipped with weapons and armour taken from the Henchmen Equipment List.

SPECIAL RULES

Black Orc Blood: One Young'un may be upgraded to a Black Orc Young'un for 10gc. This upgrade allows him to take the 'Proven Warrior' skill upgrade, thus making him a fully-fledged Black Orc Warrior.



Henchmen

Orc Boyz

25 Gold Crowns to hire

No warband would be complete without the warm bodies to makeup the number and thus the Boyz are essential, purely because the Black Orcs need someone to kick around when they can't find anything else to do it too.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	6

Weapons/Armour: Boyz may choose equipment from the Henchman equipment list.

SPECIAL RULES

Animosity: At the start of every turn, every Boy must take a Ld Test for Animosity, as per the rules in the Mordheim 2002 Annual.

Orc Shootaz

25 Gold Crowns to hire

Not all Orcs enjoy getting into a fight straight away. Some are hunters, tracking prey and shooting it down from a distance, others recognise that sometimes you need to soften up a really tough foe from a distance before moving in to finish them off. This is the closest Orcs come to outright cowardice.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	6

Weapons/Armour: Shootaz may choose equipment from the Henchman equipment list.

SPECIAL RULES

Animosity: At the start of every turn, every Shootaz must take a Ld Test for Animosity, as per the rules in the Mordheim 2002 Annual.

Uncommon: A warband may not hire more Shootaz than they have Boyz. If a boy dies and the Shootaz outnumber the Boyz, the next hire must be a boy so that the balance is restored.

0 - 4 Orc Nuttaz

40 Gold Crowns to hire

These are Orcs who have been left a little bit... unstable by the Storm of Chaos. They ain't right in the head, I tell you, especially by Orc standards. Eventually they'll kill themselves, but only after they've killed everyone else.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	4	1	2	1	5*

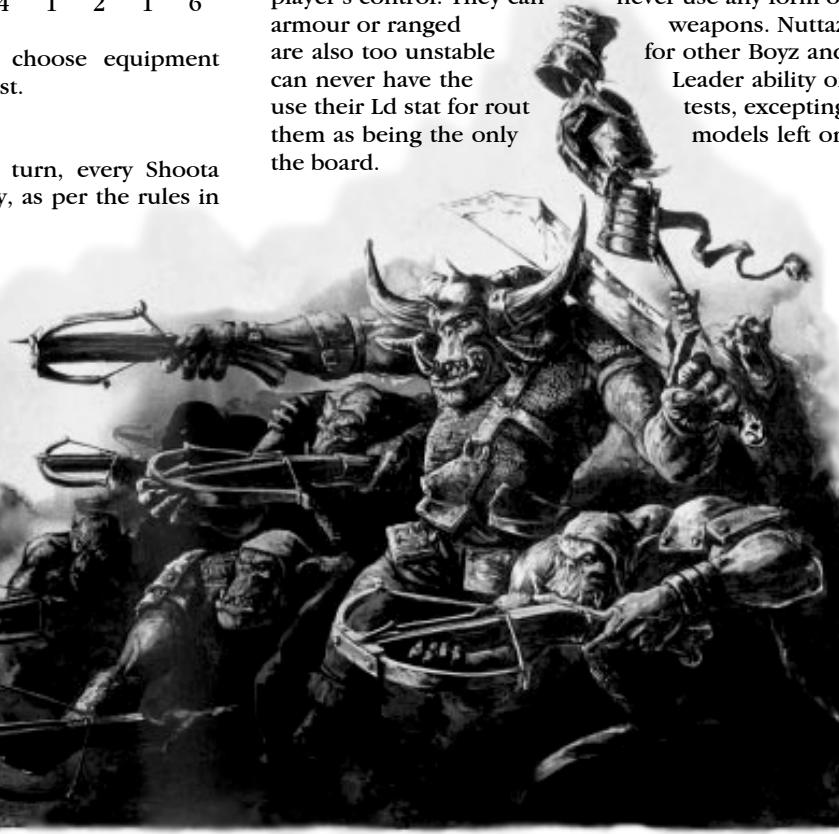
Weapons/Armour: Nuttaz may choose weapons and armour from the Henchman equipment list.

SPECIAL RULES

Unstable: These Orcs are not quite all there. They do not suffer from Animosity, but instead have a host of their own issues to deal with.

Crazy: Nuttaz always pass any Leadership-based Tests they have to take. A side effect of this is that their minds are too far-gone and they may never learn Academic Skills should they become a Hero on an Advance Roll.

Savage: Nuttaz must always run or charge their maximum distance towards the nearest opponent they can see. Friendly models do not block line of sight. Additionally they fight with an extra attack whilst in combat. This does not appear on their profile nor does it count towards the racial maximum. If no enemy is visible they are moved under the player's control. They can never use any form of armour or ranged weapons. Nuttaz for other Boyz and Leader ability or tests, excepting models left on the board.



0 - 1 Troll

200 Gold Crowns to hire.

Trolls are not intelligent enough to recognise the value of gold, but large amounts of food can often instil a certain loyalty in them. Black Orc Boss like having Trolls in their bands because it's good to have someone who'll follow any order, no matter how stupid or suicidal.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters, which cause Fear.

Stupidity: A Troll is subject to the rules for stupidity.

Large Target: Trolls are large targets with regards to being targets for shooting.

Regeneration: Trolls have a unique physiology that allows them to regenerate wounds. Whenever an

enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken Out of Action by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 20 gold crowns after every game in order to keep the Troll. If a warband lacks the gold to pay the upkeep, the Boss has the option to let him count as 2 members, letting the Troll cost only 5 crowns. However this does effectively drop your maximum warband size down to 11 models).

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.



Bogrutz looked at the various Orcs stood in front of him and then rolled his eyes. Not a veteran amongst them. Oh they had weapons that looked rusty, blood-stained and used, but you could nab such weapons from any battlefield. He looked down on one of the 'volunteers'. "Boy, wos yer doin' 'ere? Ever sliced a 'umie from belly to skull?"

The Orc nodded with a large smile and shook his cleaver. "Wid dis fing. Gots seven o' 'em."

"Course yer did, boy an' ab'm Grimgor hisself." Bogrutz took a step away and a deep breath. He'd seen worse in his years, but you could never fault dedication. He just wished that there were more experienced warriors there.

"Right, 'ere's wot we be doin'. Goin' down dis 'ill, bit anyone boo stands in front o' us, batter everyt'ing we like an' den we be doin' somet'in' impertinent. Gots it?"

The Boyz nodded and even cheered a little. It was always good to do subtle and easy stuff with new warriors. Get some action under their belt before throwing them at the enemy or something really big. Bogrutz had a good feeling about them and if they did fail him, there were plenty more from where they came from.



Bretonnian Warbands

By Sir Tomaso De Merrigan

This is a time when the Empire is being torn apart from within. A time when there is no Emperor and the lands are increasingly divided, as individual cities look to their own lords and mercantile Burgomeisters gain in power through gold. Where corruption flows like effluent down the River Reik and conspiracy is rife throughout the land. By contrast, happy is the land of Bretonnia where chivalry reigns, honour is upheld and the Lady of the Lake still bestows her favour on those deemed worthy. To the knights of Bretonnia Mordheim is a vile place where virtue and order have been discarded. Where a proud city once stood nightmarish creatures now wander the streets and mix with men in dens of corruption and squalor. It is therefore considered extremely virtuous for a knight to embark on a spiritual quest to Mordheim, seeking to achieve honour in battle and perhaps earn the favour of the Lady of the Lake herself. In Mordheim a knight's courage and valour will be thoroughly tested, but so much the better, because with hardship come honour.



A Questing Knight will relinquish his castle and domain to set out on such a journey. He becomes free from any obligation to defend a domain and will now seek a road leading to new adventures. A Questing Knight has put all worldly ambitions aside and is accorded a rank far greater than even the most powerful dukes of the land. Such a gesture is considered particularly noble, and it is not uncommon for other knights and common folk to flock to the Questing Knights aid. Knights Errant in particular are eager for adventure and a chance to win honour by afeat of arms, so will often join a Questing Knight on his journey. By the time the Questing Knight leaves the fair lands of Bretonnia he will have a sizable retinue

following him, ready to fight for the honour of Bretonnia and the Lady of the Lake.

Once on a quest a Knight will be spurred on by dreams and visions often visited upon him by the Lady of the Lake. This leads him ever onwards and inspires and encourages him on his quest. In time he hopes that through his deeds and valour he will earn the favour of the Lady of the Lake and she will let him drink from the Grail of Life. This is the final reward for a knight, and on finding the Grail he will return to Bretonnia to protect its people. Until that time though, he is bound to fight the enemies of virtue and order and to endure incalculable hardships.

Special Rules

Before heading into battle Bretonnian Knights kneel and pray to the Lady of the Lake, avowing to fight to the death for honour and justice. Before playing a game of Mordheim make a Leadership test against the Leadership characteristic of the warbands leader. If the test is successful the Lady of the Lake has bestowed her blessing on the warband. The blessing takes the form of a powerful curse upon the enemies of chivalry, and in particular upon those that make use of the foul and dishonourable weapons of mass destruction. Any model in the opposing warband who wishes to fire a black powder weapon must roll a D6 and score 4+ to overcome the curse, otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon. Models armed with other shooting weapons, such as bows and crossbows, do not have to test unless they dare raise their weapons against the gallant Knights of Bretonnia. If any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only), then they must first roll a 4+ on a D6 to overcome the curse.

Choice of Warriors

A Questing Knight's warband must include a minimum of three models. You have 500 gold

crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Questing Knight: Each Questing Knight's warband must have one Questing Knight: no more, no less!

Knight Errant: Your warband may include up to two Knight Errant.

Squires: Your warband may include up to three squires. You may not have more squires in the warband than you have Knights.

Men-at-arms: Your warband may include any number of Men-at-Arms.

Bowmen: Your warband may include any number of Bowmen.

Starting Experience

The **Questing Knight** starts with 20 experience.

Knights Errant start with 8 experience.

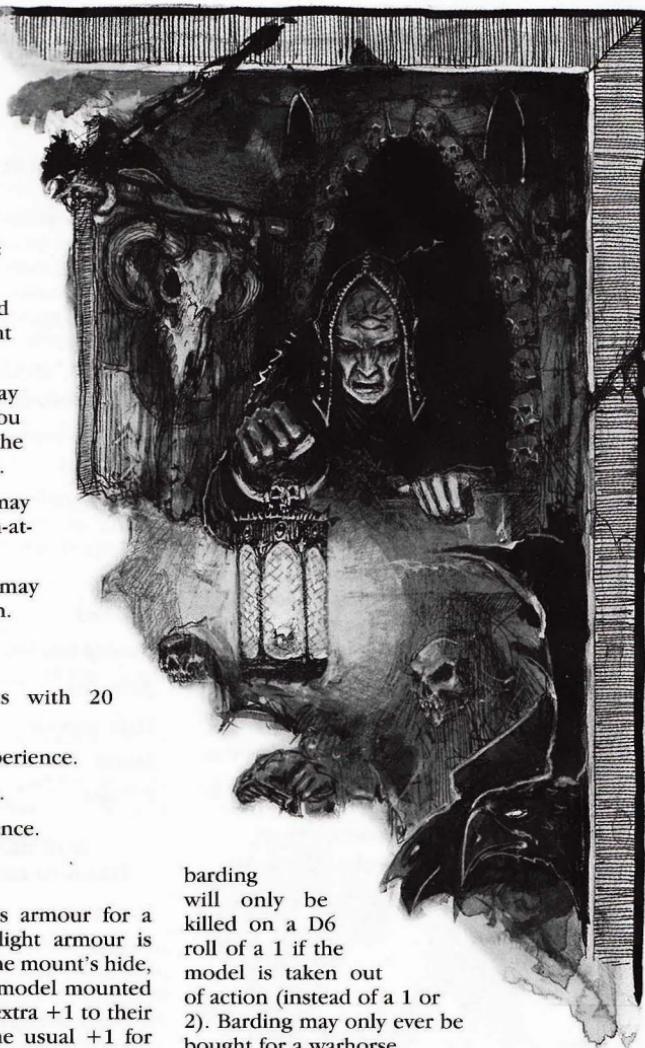
Squires start with 0 experience.

Henchmen start with 0 experience.

Special Equipment

Barding (rare 11): Barding is armour for a horse in the same way that light armour is armour for a human. It covers the mount's hide, and in some cases, its head. A model mounted on a barded horse receives an extra +1 to their armour save (+2 instead of the usual +1 for being mounted). In addition, a mount wearing

barding will only be killed on a D6 roll of a 1 if the model is taken out of action (instead of a 1 or 2). Barding may only ever be bought for a warhorse.



Bretonnian skill tables

Combat	Shooting	Academic	Strength	Speed	Special
Questing Knight	✓		✓	✓	✓
Knight Errant	✓		✓	✓	
Squire	✓		✓		✓

Bretonnian equipment lists

The following lists are used by Bretonnian warbands to pick their weapons:

KNIGHTS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Sword	5 gc
Double-handed weapon	15 gc
Morning Star	15 gc
Lance	20 gc

Missile Weapons

None

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc
Warhorse	80 gc
Barding	30 gc

SQUIRES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Sword	5 gc
Axe	5 gc
Spear	10 gc

Missile Weapons

Bow	10 gc
Longbow	15 gc

Armour

Light armour	20 gc
--------------	-------	-------

Shield	5 gc
Helmet	10 gc
Buckler	5 gc
Horse	40 gc

MEN-AT-ARMS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Sword	5 gc
Axe	5 gc
Spear	10 gc
Halberd	10 gc
Double-handed weapon	15 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

BOWMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

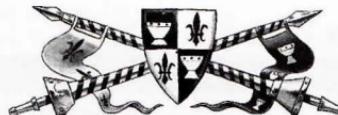
Dagger	1st free/2 gc
Sword	5 gc
Axe	5 gc

Missile Weapons

Bow	10 gc
Longbow	15 gc

Armour

Light armour	20 gc
Helmet	10 gc





Heroes

1 Questing Knight

80 gold crowns to hire

A Questing Knight is an extremely tough and virtuous individual, who fights to uphold the traditions of honour and to serve the Lady of the Lake. Injustice and the persecution of the weak are his enemies, whilst courage and valour are his companions. It is no wonder then that many a Questing Knight will journey to Mordheim.

Profile M WS BS S T W I A Ld

4	4	3	4	3	1	4	1	8
---	---	---	---	---	---	---	---	---

Weapons/Armour: A Questing Knight may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Questing Knight may use his Leadership characteristic when taking Leadership tests.

Knights Virtue: A Questing Knight is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

0-2 Knights Errant

50 gold crowns to hire

Knight Errant are the sons of nobles, eager to prove their mettle by feats of arms, and earn their place amongst the Knights of the Realm of Bretonnia. To do this they must perform valourous deed, so they will often accompany a Questing Knight on his spiritual journey in the hope of adventure and honour.

Profile M WS BS S T W I A Ld

4	3	3	3	3	1	3	1	7
---	---	---	---	---	---	---	---	---

Weapons/Armour: A Knight Errant may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. A Knight Errant may not ride a warhorse unless the Questing Knight also rides one.

SPECIAL RULES

Knights Virtue: A Knight Errant is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and

so does not have to pass a Leadership test for being all alone.

0-3 Squires

15 gold crowns to hire

Knights are served by their Squires, commoners who ride to the hunt with their master, and who accompany him to war. They are chosen from the fittest and youngest of a Knight's retinue, and they are trained and schooled by the knight himself. If a squire performs some great deed or service to his master he may even be raised to the ranks of knighthood!

Profile M WS BS S T W I A Ld

4	2	2	3	3	1	3	1	6
---	---	---	---	---	---	---	---	---

Weapons/Armour: Squires may be equipped with weapons and armour chosen from the Squires section of the Bretonnian Equipment list. A Squire may not ride a horse unless the Questing Knight and any Knight Errant in the warband are riding warhorses.



Henchmen

(Bought in groups of 1-5)

0·8 Men-at-Arms**25 gold crowns to hire**

Men-at-arms are the soldiery of Bretonnia. Every Knight maintains a retinue when he is a lord of a domain, and upon embarking on a quest, this retinue may join him on his journey. Men-at-arms are determined warriors, ready to fight for honour and justice as much as the Questing Knight they follow.

Profile M WS BS S T W I A Ld

4	3	3	3	3	1	3	1	7
---	---	---	---	---	---	---	---	---

Weapons/Armour: Men-at-arms may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list.

'To Mordheim! Let us sally forth and right the wrongs of a thousand horrors and on us shall be ordained virtue of the highest accord'

*Last words of Sir Julian De-Tyrosse
Questing Knight of Montfort*

Bowmen**20 gold crowns to hire**

Bowmen are common folk who regularly practice archery at the village butts so as to be ready to repel raiders from their humble cottages, fields and vineyards. When a Knight sets off on a quest it is not uncommon for a handful of bowmen to be inspired to bravery and join the Knight on his journey.

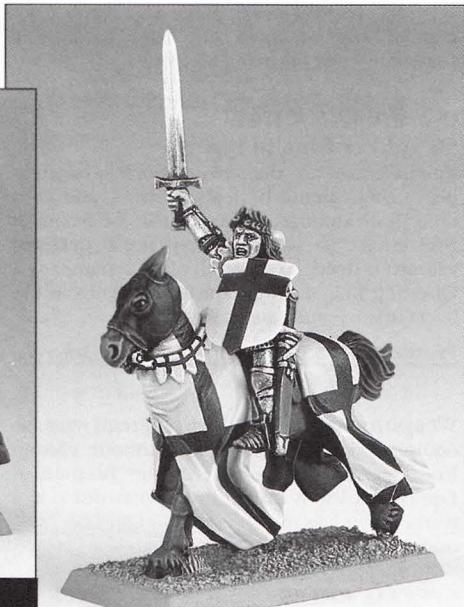
Profile M WS BS S T W I A Ld

4	3	3	3	3	1	3	1	6
---	---	---	---	---	---	---	---	---

Weapons/Armour: Bowmen may be equipped with weapons chosen from the Bowmen section of the Bretonnian Equipment list.



Chivalrous Questing Knight



Impetuous Knight Errant

Bretonnian Special Skills

Bretonnian Heroes may use the following Skill table instead of any of the standard Skill tables available to them.



Bretonnian Special Skills

Bretonnian Questing Knights may use the following skill list instead of the standard skill lists.

Virtue of Purity

The Knight's sole purpose is to serve the Lady of the Lake. His purity of heart and discipline endow him with the strength of spirit to resist enemy magic. Any spell cast against the knight will be dispelled on the D6 roll of a 4+. This is a natural dispel on account of the knight's extreme piety.

Virtue of Valour

The Knight has vowed to confront the biggest and strongest foes. The more awesome his enemy, the more valorous are his efforts. If fighting a model with a higher Strength characteristic than himself, the Knight may re-roll any failed to hit rolls in hand-to-hand combat.

Virtue of Discipline

The Knight has total faith in his chivalric code: he maintains self-control in the face of adversity, and displays complete confidence whatever the odds. Once per game, if



Humble Bowman



Man-at-arms

the knight is not out of action, stunned or knocked down, you may re-roll a failed rout test.



Virtue of Noble Disdain

The Knight has nothing but contempt for enemies who hide behind weapons of dishonour. The Knight is subject to *Hatred* of all enemies armed with shooting weapons. See the Leadership and Psychology section (p38).

Virtue of Impetuous

The Knight is eager to get to grips with the enemy. He charges into combat with reckless enthusiasm. The Knight may add +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model.

I come from a land down under...

Tom Merrigan, who hails from Sydney in Oz, is fast becoming a name of legend in the dark halls of the Black Library. Tom has had no less than six articles printed by Fanatic Press, in the Journal and Gang War! Now that Tom's cut his teeth on the delights of Mordheim I'm sure that we'll be featuring more of his work.

tlm@start.com.au

Historical Accuracy

In reality Bretonnian Knights never lowered themselves to travel the monumental distance to the Chaos-infested City of the Damned which they considered a den of heathens hardly worth saving.

BUT! Because they seem so popular with you guys we thought we'd include them if you want to include them in your games.

The Carnival of Chaos

Another roar of laughter came from the crowd like muted thunder as the mock Knight Panther, bedecked in armour of tin and wielding a wooden sword, slipped upon some entrails. It was a battlefield scene; pig's blood, uncoiled rope and animal intestine were strewn about the stage as mock carnage.

"A horse, a horse, the Emperor is a horse!" the Knight wailed as his mind succumbed to Chaos.

The travelling players had arrived in the village without word or prior arrangement, replete with ramshackle cart that doubled as dressing room and makeshift theatre. A host of colourful characters, loped and cavorted alongside, with mesmerising wit and charm, announcing to all and sundry they would be performing a rendition of the play, 'The Emperor's True Face.'

Crowds had gathered quickly, initially children, then women and finally the men, and soon the entire village was under the players' spell. Demitri was one of the last to join the eager and enraptured throng, sceptical at first but in moments he too was utterly engrossed.

The play reached the 'Northern Wastes' scene, a rotted wooden placard carried across the stage describing as much by a robed daemon with a seemingly permanent grin. Demitri marvelled as other daemonic characters, whose costumes were uncannily realistic, danced and skipped amongst the appreciative crowd. Chicken feathers thrown by the daemons drifted down like snow. A wonderfully macabre jester

performed acrobatics, tapping the village children's foreheads who sat transfixed in the front row as he sprang past with his tickle stick.

A foul and repugnant odour filled Demitri's nostrils as an uncomfortable burning sensation grew upon his chest but he couldn't take his eyes off the play, utterly lost in the unfolding drama. His wife and child, sitting at the front of the stage, were a distant memory. Now only he and the bizarrely macabre players existed. The Knight Panther slipped again and Demitri laughed out loud. A plague daemon bore down upon the play's unlikely hero and the enraptured farmer marvelled at its realism. Eyes widening, Demitri stared with incredulity as the plague creature swelled, stomach bloating as if filling with stagnant air. A shape with what looked like arms and legs pawed within, stretching the flesh thin like clinging mucous.

Something was wrong. The plague creature's mouth distended to agonising proportions but Demitri couldn't look away. It belched forth a tiny daemon creature that sat wallowing amidst a foul miasma of vomit and pooling slime from the creature's stomach.



The charade was revealed for what it was; a conjuration of Chaos. Slime trails left by the actors spat and bubbled. Human eyeballs, heads; real corpses diseased and rotting were strewn about the stage. These things wore no masks but were daemons themselves!

A weight like a heavy millstone fell about his neck and shoulders as Demitri made to rise. He turned; panic welling in his heart. The ruinous powers were roaming free and unchecked in the Empire! He looked to his brothers for aid, trying to raise the alarm. But they were all dead, horribly swollen with some unseen pestilence, pustules and boils on their flesh spilling over with all the fervour of a grotesque epidemic. Horrified, Demitri looked down to the burning at his chest, he ripped away his shirt in pain and saw an icon resting there, inscribed with the sigil of Sigmar.

Abruptly, a foul, filth-encrusted dagger came into view, lifting the amulet from Demitri's chest and leaving behind a red weal.

"Is this an icon of Sigmar I see before me?" a voice reminiscent of bubbling flesh, asked. It was the head player, his moon-shaped face was covered in warts and boils and he was dressed in thick gaudy robes.

Demitri was terrified. "What have you done?" he stammered, recoiling.

The head player moved forward a step, keeping pace as Demitri lurched back.

"Foul worshippers of Chaos!" he cried defiantly, suddenly aware that he was surrounded.

"Yes, alas, that is true my noble lord," a voice

from Demitri's left confirmed; a thin and short character, hunched over, face like some grim theatrical mask, split down the forehead. An infestation of flies buzzed around him as he fanned a set of tarot cards. "But your words wound me sir," he continued with mock offence, slicing open a cut in his wrist with one of the tarot cards. "We are but flesh like you," he said, drawing closer, "if you prick us, do we not bleed?" With sniggering contempt, the tarot daemon squeezed the blood from his wound, which dripped down upon the Sigmarite talisman, dissolving it like acid.

Instantly, Demitri could feel the effects of whatever malady had overtaken his kinsmen. He was defenceless. Head swimming, he whirled around drunkenly a myriad of grinning faces surrounding him; a brutish-looking clown, with daubed on face paint hideously joined with physical mutation, a dark grinning jester with a daemonic hand-puppet that chattered in sync with its bearer, a host of grinning, sneering faces awash with colour that was bright and dirty at the same time.

Demitri felt the sickness overtake him and sank to his knees in the dirt. The dark jester lifted his chin up to face him as his hand-puppet spoke for him.

"Why then," it said, the talisman's resistance ebbing. "Your stomach is mine oyster," he continued as a sudden silver flash from a dagger caught Demitri's eye, "which I, with sword, shall open," the jester himself concluded darkly.

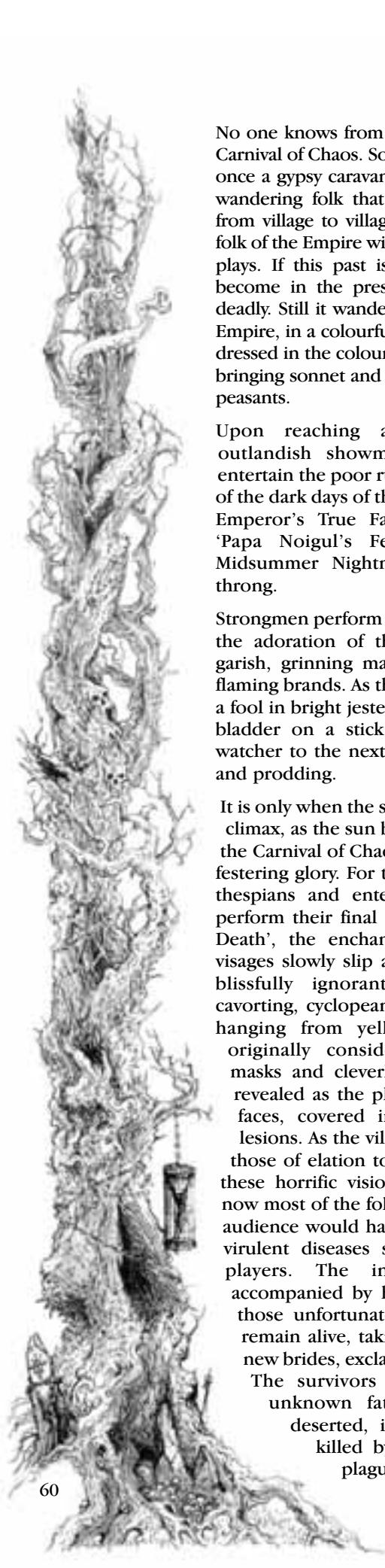
As the blade slipped in and the Carnival players began their grisly work one last thought occurred to Demitri.

"Helena!" he cried, with the last of his dying breath, "My wife..."

The head player loomed into view, his moon-like visage blotting out Demitri's sun for the last time.

"She's my wife now Demitri..."





No one knows from whence it came, the dreaded Carnival of Chaos. Some have rumoured that it was once a gypsy caravan from the east of the Empire, wandering folk that brought their colourful fare from village to village entertaining the poor rural folk of the Empire with their lavish shows and stage plays. If this past is the truth then what it has become in the present is far more sinister and deadly. Still it wanders the rural backwaters of the Empire, in a colourful cavalcade of wagons, its folk dressed in the colourful finery of travelling players, bringing sonnet and song to excitable villagers and peasants.

Upon reaching a new settlement, these outlandish showmen erect their stage and entertain the poor rural folk with songs and plays of the dark days of the Empire. Tales such as: 'The Emperor's True Face', 'Orfeo and Pustulate', 'Papa Noigul's Festering Children' and 'A Midsummer Nightmare' wow the enraptured throng.

Strongmen perform feats of incredible prowess to the adoration of the crowd, whilst players in garish, grinning masks juggle balls, knives and flaming brands. As the crowd's numbers increase, a fool in bright jester's garb with an inflated pig's bladder on a stick leaps from one enthralled watcher to the next joking and cackling, poking and prodding.

It is only when the show reaches its blasphemous climax, as the sun begins to set, that the truth of the Carnival of Chaos is revealed in all its putrid, festering glory. For these are no mere wandering thespians and entertainers. When the players perform their final act, known as the 'Dance of Death', the enchantments covering their true visages slowly slip away revealing them to their blissfully ignorant audience for they are cavorting, cyclopean daemons with rotting flesh hanging from yellowing bones. What were originally considered intricately decorated masks and cleverly applied make-up is soon revealed as the players' true horribly mutated faces, covered in pustules and pox-ridden lesions. As the villagers' expressions turn from those of elation to abject terror at the sight of these horrific visions the slaughter begins. By now most of the folk who made up the cheering audience would have already succumbed to the virulent diseases spread by these malevolent players. The insidious Carnival Master, accompanied by his cackling fool, rounds up those unfortunate women and children that remain alive, taking a finger from each of his new brides, exclaiming "You're my wife now!".

The survivors are then led away to an unknown fate and the village is left deserted, its inhabitants and livestock killed by innumerable diseases and plague.

The Carnival of Chaos is the sick joke of the Great Lord of Decay, the Chaos god known as Nurgle. Thrice cursed Nurgle is also known as the unspeakable Master of Plague and Pestilence and the players in the Carnival are his corrupt followers and worshippers. They are those who have sold their souls for a twisted form of immortality through embracing death, destruction and decay – learning to love Nurgle's many and varied gifts. It is not known how many Carnivals of Chaos there are or if the handful of reports from the lips of petrified witnesses all refer to the same warband.

The leader of the Carnival of Chaos is known as the Carnival Master and is reputed to be a sorcerer of great power, wielding the unclean magic of his lord to cause suffering and death through disease and decay. Through dark ritual and sacrifice, the Carnival Master summons forth the cackling, decaying Daemons of his patron god to take part in the twisted masquerade. His mortal followers carefully nurture their newly acquired diseases, blessings of their gregarious deity and vie for power and advancement under his watchful gaze. The most blessed of these twisted, insane creatures are those known as the Tainted Ones. These are often the right-hand 'men' of the Carnival Master and their bodies are wracked with a multitude of foul diseases and mutation. The Carnival of Chaos is justly hunted by the many bands of zealous Witch Hunters that traverse the lands but always seems to be just one step ahead of the Sigmarites and continues to follow its merry path, bringing the blessings of Nurgle to all.

Special Rules

Dangerous to Know: Because of its rather diseased nature a Carnival of Chaos warband would find it very hard to keep any Hired Swords alive! Therefore, a Carnival of Chaos may never hire any type of Hired Sword.



Carnival of Chaos skill tables

	Combat	Shooting	Academic	Strength	Speed
Master	✓	✓	✓	✓	✓
Brutes	✓			✓	✓
Tainted Ones	✓				✓

Carnival equipment lists

The following lists are used by the Carnival of Chaos to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Mace	3 GC
Hammer	3 GC
Axe	5 GC
Sword	10 GC
Double-handed Weapon	15 GC
Spear	10 GC
Halberd	10 GC
Morning Star	15 GC

Missile Weapons

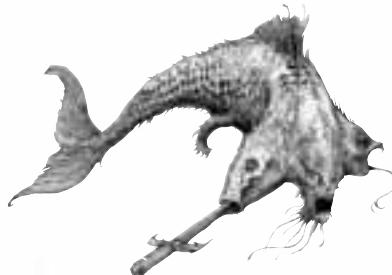
Bow	15 GC
Short Bow	10 GC
Pistol	15 GC (30 for a brace)

Armour

Light Armour	20 GC
Heavy Armour	50 GC
Shield	5 GC
Helmet	10 GC

Brute Equipment list

Double-handed Weapon	15 GC
Flail	10 GC



Choice of Warriors

A Carnival of Chaos warband must include a minimum of three models. You have 500 Gold Crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Heroes

Carnival Master: The Carnival of Chaos must have one Master to lead it – no more, no less.

Brutes: Your warband may include up to two Brutes.

Tainted Ones: Your warband may include up to two Tainted Ones.

Henchmen

Plague Bearers: Your warband may include up to two Plague Bearers.

Brethren: Your warband may include any number of Brethren.

Nurglings: Your warband may include any number of Nurglings.

Starting Experience

Carnival Master starts with 20 Experience.

Brutes starts with 8 Experience.

Tainted Ones starts with 0 experience.

Henchmen starts with 0 experience.

Maximum Characteristics

With the exception of the Plague Bearers and Nurglings which do not accrue experience all other members of the Carnival of Chaos use the maximum characteristics for Humans.



1 Carnival Master

70 Gold Crowns to hire

These lead the diabolical Carnivals of Chaos. They are the chosen of Nurgle and wield sorcerous powers gifted to them by their pestilential god. The Master is a power-crazed individual that leads his coven of Daemonic entertainers throughout the backwaters of the Empire, tainting villages and settlements with disease. To the backward peasantry of the Empire's rural settlements, the Master comes across as an exotic and charismatic showman bringing outlandish entertainment into their otherwise dreary lives. It is the Carnival Master's cunning and clever enchantments that help to keep his minions one step ahead of the patrols of the many Witch Hunter bands that rove the land.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	3	1	8

Weapons/Armour: The Master may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Master may use his Leadership instead of their own.

Wizard: The Master is a wizard and uses Nurgle Rituals. See the Magic section for details.

0·2 Brutes

60 Gold Crowns to hire

These are a very specific type of mutant that have had their constitution bolstered by the unnatural vitality of the Lord of Decay. Nurgle's foul attention has transformed what were once men into massive, statuesque creatures rippling with diseased muscles and a supernatural vigour. Brutes are immensely strong individuals and their part in the masquerade that is the Carnival of Chaos is as strongmen performing feats of strength to entertain the crowds.

They are nearly always hooded in the nature of executioners for although their bodies appear outwardly strong and healthy, their faces are often riddled with disease and are half-decayed. In battle, they wield huge hammers and flails with reckless abandon, whirling them around their heads like children's toys.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	1	2	2	7

Weapons/Armour: Brutes may be equipped with weapons and armour chosen from the Brute Equipment list.

SPECIAL RULES

Unnatural Strength: Brutes start the game with the Strongman skill from the Strength skill list in the Mordheim rulebook.

0·2 Tainted Ones

25 Gold Crowns to hire

(+Cost of Blessings of Nurgle)

The Tainted Ones are those that are most blessed and favoured of Father Nurgle. They hold a position of great importance within the hierarchy of the Carnival. They are often heavily robed and protected by powerful enchantments, for beneath their robes are unspeakable horrors. The bodies of the Tainted Ones are so wracked with disease and mutation that it is unsafe for even the other mortal members of the warband to touch their bare skin. Ironically, they take the most prestigious role in the Carnival – the fool. The Tainted Ones leap and prance about the audience, dressed as jesters, when the Carnival is performing, laughing and joking with the gathered throng infecting them with their multitude of horrendous maladies. These twisted creatures are exceptionally dangerous opponents in combat too, for it is said that they carry the dreaded and incurable Nurgle's Rot.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Tainted Ones may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

SPECIAL RULES

Nurgle's Blessings: Tainted Ones must start the game with one or more Blessings of Nurgle. See the Blessings of Nurgle that follow.

Ghenchmen (Bought in groups of 1-5)

0-2 Plague Bearers

50 Gold Crowns to hire

Plague Bearers are daemons of the Chaos god Nurgle, also known as the Lord of Decay. They can be identified by their cyclopean faces and horrifically decayed bodies. Their entrails hang from tattered holes in their grey-green, pox-ridden flesh and the aura of death and decay surrounds them. They are sometimes known as the Tallymen of Plagues or Maggotkin and are highly revered by the mortal members of the warband. As with all Daemons they can never be killed or destroyed for good so long as the power of their god prevails. However, their presence in the mortal world is tenuous and can only be maintained for long periods by Dark Magic and sacrifice. In the Carnival, the Plague Bearers revel in their showy roles as stage actors and players, dressing in filth encrusted but ostentatious doublet and hose.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	4	1	4	2	10

Weapons/Armour: None. Plague Bearers have huge filth encrusted claws, which they use to tear and slash at their foes. They therefore neither need nor use weapons and cannot wear armour.

SPECIAL RULES

Cloud of Flies: Plague Bearers are surrounded by a cloud of flies, which buzz around them and their combat opponent. They do not affect the

Plague Bearer but distract foes by buzzing into eyes, nostrils and mouths. A Plague Bearer's close combat opponent suffers a -1 to hit modifier on all attacks.

Stream of Corruption: Plague Bearers can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at Strength 3 with no saves for armour.

Demonic: Plague Bearers are Daemons of the lord of disease, Nurgle, and are not made of living flesh but the eternal and unchanging forces of Chaos. Therefore they never gain Experience.

Immune to Poison: Plague Bearers are the Daemonic embodiment of disease and pestilence. They are totally immune to all poisons and diseases.

Immune to Psychology: Plague Bearers are Daemons and do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Cause Fear: Plague Bearers are horrifying supernatural creatures and therefore cause *fear*.

Daemonic Aura: Due to the magical, intangible nature of Daemons they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Plague Bearers' attacks are considered as magical also.

Daemonic Instability: Plague Bearers are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Plague Bearer is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition, if the warband routs then every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer counts as destroyed.

Nurglings

15 Gold Crowns to hire

Nurglings are tiny Daemons of Nurgle and are viewed by other followers of the pus god as akin to his beloved children. They are like rotten boils with legs and razor sharp teeth, that pick and tear and infect their foes with filth-encrusted claws. Nurglings are generally more of a nuisance in a fight than any real threat but in sufficient numbers can overwhelm even the toughest of warriors. Nurglings are mischievous little bundles of filth and pus and take great delight in their part in the Carnival of Chaos, not only as musicians but also as fools and slapstick comedians. Nurglings often befriend the children of each village they



visit, only revealing their foul identity to their terrified victims at the final stage of 'Nurgl's Great Play'.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	3	2	1	3	1	10

Weapons/Armour: None. Nurglings do not use weapons or wear armour.

SPECIAL RULES

Cloud of Flies: Nurglings are surrounded by a cloud of flies, which buzz around them and their combat opponent. They do not affect the Nurglings but distract foes by buzzing into eyes, nostrils and mouths. A Nurgling's close combat opponent suffers a -1 to hit modifier on all attacks.

Swarm: You may summon as many Nurglings as you wish (ie. you may have more than five Nurglings in a Henchman group).

Daemonic: Nurglings are Daemons of the diseased Lord Nurgle and are not made of living flesh but the eternal and unchanging forces of Chaos. Therefore they never gain Experience.

Immune to Poison: Nurglings are the Daemonic embodiment of disease and pestilence. They are totally immune to all poisons and diseases.

Immune to Psychology: Nurglings are Daemons and do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Daemonic Aura: Due to the magical, intangible nature of Daemons they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Nurglings' attacks are also considered as magical.

Daemonic Instability: Nurglings are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Nurgling is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition, if the warband routs then every Nurgling in the warband must take an immediate Leadership test. If this test is failed, then Nurgling counts as destroyed.

Brethren

25 Gold Crowns to hire

Brethren are the crazed and devoted followers of Nurgle the Lord of Decay. They have totally embraced the philosophy of the great Lord of Decay and the path of damnation is the road that they have chosen. Most brethren are infected with foul diseases and some have even started to decay. Their faces are covered in warts and boils and other lesser gifts of their lord. In the

Carnival, the Brethren take on all of the minor roles: stagehands, puppeteers, etc.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Brethren may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

0-1 Plague Cart

120 Gold Crowns to hire

The Plague Cart is the embodiment of Nurgle and the core of the Carnival of Chaos. Bedecked in the colourful, garish finery of the coaches of travelling players and thespians, the Cart easily draws the eyes of the dull and bland peasantry of the villages. However, the canvas is tattered and rotten, the frame splintered and bent, the metalwork pitted and rusted and the steeds rotted and dank. Few mortals have ever seen the interior of one of these most sinister of vehicles for it is only the Carnival Master and his Daemonic minions that are permitted entry. It is rumoured that these ramshackle wagons contain a pentagram daubed with dark runes of incredible potency that actually creates a portal to the realms of Chaos and the dwelling place of great Nurgle himself.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Guardian	-	3	-	3	3	-	3	1	-

Weapons/Armour: None. The Plague Cart's Guardian does not use or need weapons but suffers no penalties for fighting unarmed. Therefore it cannot use weapons and cannot wear armour.

SPECIAL RULES

Plague Cart: The Daemonic nature of the Plague Cart fills both the Daemons and mortals of the Carnival of Chaos with vigour. The maximum number of warriors allowed in the warband is increased by +2.

In addition, the Daemonic Instability of the Daemons within the warband is slightly offset. Plague Bearers and Nurglings may re-roll Leadership tests for Instability and may +1 to their Injury tests if taken out of action.

Guardian: The Guardian comes as part of the Plague Cart. In fact, more often than not he is physically bonded to the cart in some twisted nightmare of flesh and wood. He may therefore never dismount from the cart or leave under any circumstances. In addition, as he is part of the Cart he cannot be injured unless the Cart is destroyed in which case so is he. The Guardian is

considered a Daemonic creature and so never gains any Experience. Attacks from the Guardian cause Nurgle's Rot (see below).

Immune to Psychology: The Plague Cart and Guardian are considered Daemonic and don't know the concept of fear. The Plague Cart automatically passes any Leadership-based test it is required to take.



Nurgle Rituals

The Carnival Master uses the rituals of Nurgle to pervert and corrupt nature, inflicting hideous diseases for which there are no known cures. Roll a D6.

D6 Result

1 Daemonic Vigour

Difficulty 8

The Master imbues his Daemonic minions with supernatural power.

Any Plague Bearers or Nurglings within 8" of the Master increase their Daemonic Aura save from 5+ to 4+ until the beginning of their next turn.

2 Buboes

Difficulty 7

The Master bestows the gift of pus-filled buboes upon his enemies.

This spell has a range of 8" and affects a single enemy warrior. The warrior must pass a Toughness test or lose a Wound. No Armour saves are allowed.

3 Stench of Nurgle

Difficulty 8

The Master spews forth a foul, stinking mist that chokes his foes.

This spell has a range of 6" and affects all living creatures – friend or foe. Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.

4 Pestilence

Difficulty 10

The Master inflicts horrible diseases upon the unbelievers.

All enemy models within 12" of the Master suffer a Strength 3 hit. No Armour saves are allowed.

5 Scabrous Hide

Difficulty 8

The Master's skin becomes tough and leathery like that of his patron god.

The Master has an armour save of 2+ which replaces any normal Armour save. The Scabrous Hide lasts until the beginning of his next Shooting phase.

6 Nurgle's Rot

Difficulty 9

The Master bestows the blessing of the Plague God upon his foe.

All enemy models in base contact with the Master must immediately test against their Toughness or contract Nurgle's Rot (see Nurgle's Rot opposite).

Blessings of Nurgle

Those that worship at the fetid altar of the Lord of Decay suffer from terrible diseases and decay, which are known as Blessings of Nurgle.

Blessings of Nurgle may be bought for Tainted Ones only when they are recruited; you may not buy new Blessings for a model after recruitment. Any Tainted may have one or more Blessings. The first Blessing is bought at the price indicated, but second and subsequent Blessings cost double.

Stream of Corruption

The Tainted One can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at Strength 3 with no saves for armour.

Cost: 25 Gold Crowns

Nurgle's Rot

The Tainted One is infected with the deadly pestilence of its lord – Nurgle's Rot. In addition, the Tainted One is immune to all poisons. Nurgle's Rot is a deadly contagion for which there is no known cure. This virulent disease can be passed on in hand-to-hand combat. If the Tainted One makes a successful to hit roll of 6 this will result in the target model contracting the Rot (note: Nurgle's Rot only affects the living, so Undead, Daemons and the Possessed are unaffected). Once a warrior has contracted the Rot, mark this on the warband roster. Rather than killing the victim immediately, the Rot can take some time to set in. From now on, before the start of each battle, the warrior must pass a Toughness test. If successful, his constitution has managed to stave off the Rot's effects. If unsuccessful, the warrior loses one point of Toughness permanently (if he reaches zero, he has succumbed to the Rot and died, remove him from the roster). In addition, if a 6 is rolled for the Toughness test then he has unwittingly passed the Rot on to another member of the warband (randomly allocate a warband member and mark this on the roster).

Cost: 50 Gold Crowns

Cloud of Flies

The Tainted One is surrounded by a cloud of flies, which buzz around him and his combat opponent. They do not affect the Tainted One but distract foes by buzzing into eyes, nostrils and mouths. The Tainted One's close combat opponent suffers a -1 to hit modifier on all attacks.

Cost: 25 Gold Crowns

Bloated Foulness

The Tainted One is a huge, disgusting mass of diseased, flabby folds. It gains +1 Wound and +1 Toughness but has its Movement reduced by -1.

Cost: 40 Gold Crowns

Mark of Nurgle

The Tainted One is burned with the great mark of Nurgle, the three spheres, that weep foul pus constantly. It gains +1 Wound and is immune to all poisons.

Cost: 35 Gold Crowns

HIDEOUS

The Tainted One is so disgusting that its flesh hangs in tatters from its body and its entrails are rotten and exposed. It causes *Fear*.

Cost: 40 Gold Crowns



Cult of the possessed

There is never any shortage of men willing to risk their lives for a chance of real power: men whose ambitions lie beyond the scope of their birthright, or whose sorcerous skills or physical deformities place them in constant danger of persecution. What do such men

have to lose if they pledge their souls to the dark gods of Chaos! In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters.

Now a leader has appeared, a new Dark Emperor, who claims lordship of the City of the Damned. He is called the Shadowlord, Master of the Possessed, and followers of the cults of Chaos gather from all over the Empire to pledge their souls to him. Though none know whether he is man or Daemon all proclaim him their saviour and eagerly seek to do his bidding.

As all students of the dark arts know, it is by the power of magic that creatures such as Daemons and spirits are able to stalk the mortal world. The wyrdstone that proliferates in Mordheim grants unnatural life to many vile things that by all natural rights should never exist. The Possessed were once men but by surrendering themselves wholly to the dark gods they have allowed Daemons to possess their bodies. Their appearance is horrific – corrupted from within, their flesh is twisted into a new and monstrous form.

With the power of the Possessed behind them the followers of the Shadowlord have grown powerful in Mordheim. In the Massacre of Silver Street the Cult of the Possessed ambushed and destroyed a large force sent in to hunt them down. Now the streets of Mordheim belong to the Shadowlord and his servants. The contaminated air does not affect them at all or, more likely, it nourishes their inner corruption. Men who venture into Mordheim alone are hunted down and sacrificed to the dark gods. All warbands of the Possessed gather wyrdstone for the Shadowlord who remains hidden in the Pit where he is said to be guarded by titanic Possessed the size of houses. A few shards of the precious stone are kept by the warbands and used to create more of the Possessed.

The leaders of cult warbands are called Magisters and each leads a group of cultists: minions of the dark gods of Chaos. These are men whose hunger for power knows no bounds, who willingly give their bodies over to possession. All take part in the blood sacrifices, dark rituals, and worship of Daemons – nothing is too base for them! These degenerate humans are joined by other creatures as vile as they – things half-man half-beast that call themselves Gors, and which men refer to as Beastmen.

There are few sights as horrific as a cult warband. Deranged warriors smeared with blood and dirt wave jagged weapons and chant blasphemous rites as they throw themselves upon their foes. Many are hardly recognisable as human, their bodies are so scarred and disfigured. The stigmata of mutation is borne by most, but the most unsettling of all are the Possessed themselves – melded flesh made of men, beasts, and metal driven by the implacable will of a Daemon.

Choice of warriors

A Possessed warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Magister: Each Possessed warband must have one Magister: no more, no less!



Possessed: Your warband may include up to two Possessed.

Mutants: Your warband may include up to two Mutants.

Darksouls: Your warband may include up to five Darksouls.

Brethren: Any number of models may be Brethren.

Beastmen: Your warband may include up to three Beastmen Gors.

Starting experience

A **Magister** starts with 20 experience.

Possessed start with 8 experience.

Mutants starts with 0 experience.

Henchmen start with 0 experience.

Possessed skill table

	Combat	Shooting	Academic	Strength	Speed
Magister	✓		✓		✓
Possessed	✓			✓	✓
Mutant	✓				✓

Possessed equipment lists

The following lists are used by Possessed warbands to pick their equipment.

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc

Missile Weapons

Bow	15 gc
Short bow	10 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

DARKSOULS EQUIPMENT LIST

This list is for Darksouls and Beastmen only

Hand-to-hand Combat Weapons:

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

None

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

When you are facing an enemy that is really scary like the living dead or creatures of Chaos, always shoot at them. Never attack them in close combat if you have the option.

I've seen many powerful warriors losing precious seconds trying to overcome their fear and charge these monsters.

And when they did it, it was often too late...





Heroes

1 Magister

70 gold crowns to hire

Magisters lead the covens of the Possessed. They have been granted magical powers by their patron gods. They are fanatical followers of the Dark gods, utterly dedicated to bringing Chaos to the world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	3	1	8

Weapons/Armour: The Magister may be equipped with weapons and armour chosen from the Possessed Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Magister may use his Leadership instead of their own.

Wizard: The Magister is a wizard and uses Chaos Rituals. See the Magic section for details.

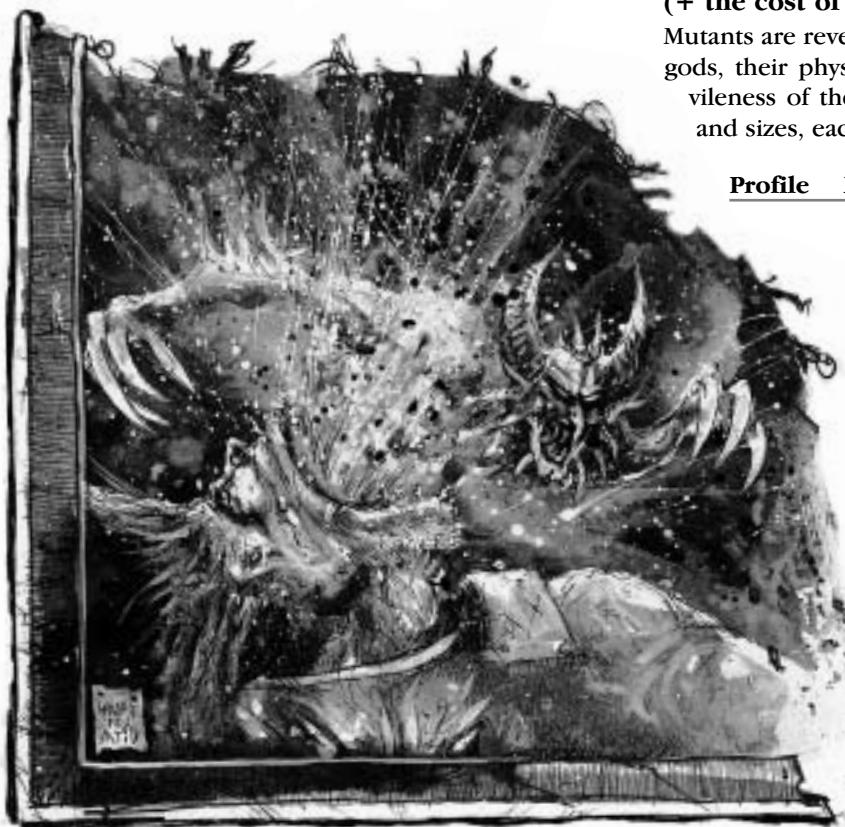


0-2 The possessed

90 gold crowns to hire

(+ the cost of mutations)

The Possessed have committed the greatest of heresies: they have given their bodies to Daemons. As



a result, they are nightmarish creatures, a melding of flesh, metal and black magic. Inside them lives a supernatural thing of evil, a Daemon from the dark reaches of the Realm of Chaos.

The powerful spirit of a Daemon can meld several creatures together, be they men or animals, into a multi-faceted horror. These monstrous Possessed are perhaps the most dangerous of the creatures of Mordheim, and certainly the most loathsome and dreadful.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	0	4	4	2	4	2	7

Weapons/Armour: None. The Possessed never use weapons or armour.

SPECIAL RULES

Fear: The Possessed are terrifying, twisted creatures and therefore cause *fear*. See the Psychology section for details.

Mutations: Possessed may start the game with one or more mutations each. See the Mutations list over the page for costs.



0-2 Mutants

25 gold crowns to hire

(+ the cost of mutations)

Mutants are revered as the favoured ones of the Dark gods, their physical disfigurements marking out the vileness of their soul. They come in many shapes and sizes, each more bizarre than the next.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	3	1	3	1

Weapons/Armour: Mutants may be equipped with weapons and armour chosen from the Possessed Equipment list.

SPECIAL RULES

Mutations: Mutants must start the game with one or more mutations each. See the Mutations list over the page for the cost.



Henchmen (Bought in groups of 1-5)

0-5 Darksouls

35 gold crowns to hire

Darksouls are men who have been driven insane by the daemonic possession which became all too common after the destruction of Mordheim. The Daemons have left the bodies of these men, but their minds have been scarred by the horror of the experience.



Their insane strength makes Darksouls dangerous fighters. The Cultists regard them as holy men, and let them work out their unreasoning rage in battle. In their tortured minds the Darksouls believe themselves to be Daemons. They wear leering daemonic masks and garb themselves in armour and clothing resembling the scaled skin of Daemons.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	4	3	1	3	1	6

Weapons/Armour: Darksouls may be equipped with weapons and armour chosen from the Darksouls Equipment list.

SPECIAL RULES

Crazed: Darksouls have been driven insane by daemonic possession and know no fear. They automatically pass any Leadership tests they are required to take.

Brethren

25 gold crowns to hire

Brethren are the crazed human followers of the cults of the dark gods, eager to descend into damnation. Their vile deeds and unspeakable acts have driven them to the brink of insanity.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: The Brethren may be equipped with weapons and armour chosen from the Possessed Equipment list.



0-3 Beastmen

45 gold crowns to hire

Beastmen are mutated monstrosities that infest the forests of the Empire: massive horned creatures with an inhuman resistance to pain. The destruction of Mordheim brought many Beastmen into the ruined city to prey upon the survivors. They readily ally with the Magisters of the Possessed warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	4	2	3	1	7

Weapons/Armour: Beastmen may be equipped with weapons and armour chosen from the Darksouls Equipment list.



Mutations

Those who dwell in Mordheim soon develop horrible mutations, and the Cult of the Possessed seem to be especially susceptible. In addition, Mordheim attracts mutants from all over the Empire, who are always quick to join the Chaos covens. Most mutations are simply inconvenient or hideous, but some make their bearers extremely dangerous in combat.

Mutations may be bought for a Mutant or a Possessed warrior only when they are recruited; you may not buy new mutations for a model after recruitment. Any Mutant or Possessed may have one or more mutations. The first mutation is bought at the price indicated, but second and subsequent mutations bought for the same model cost double.

daemon soul

A Daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers.

Cost: 20 gold crowns.

great claw

One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

Cost: 50 gold crowns.

cloven hoofs

The warrior gains +1 Movement.

Cost: 40 gold crowns



tentacle

One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

Cost: 35 gold crowns

blackblood

If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

Cost: 30 gold crowns

spines

Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

Cost: 35 gold crowns

scorpion tail

The mutant has a long barbed tail with a venomous tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.

Cost: 40 gold crowns



extra arm

The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or a buckler in the extra arm. If a Possessed chooses to do this, he gains an extra attack but still cannot carry a weapon.

Cost: 40 gold crowns

hideous

The mutant causes *fear*. See the Psychology section for details.

Cost: 40 gold crowns

Chaos rituals

Chaos rituals employ the raw power of the darkest magic, and are therefore supremely useful in bringing pain and suffering, as well as change and mutation. Chaos rituals are used by Magisters of the Cult of the Possessed, and Daemons.

D6 Result

1 Vision of Torment

The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately *stunned*. If the model cannot be *stunned* it is *knocked down* instead.

2 Eye of God

The Chaos Mage implores the Dark gods to grant a boon to their servant.

Difficulty 7

You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model.

D6 Result

- | | |
|-----|--|
| 1 | The wrath of the gods descends upon the target. The model is taken <i>out of action</i> immediately. He does not have to roll on the Serious Injury chart after the battle though. |
| 2-5 | The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell). |
| 6 | The model gains +1 to all of its characteristics for the duration of the battle. |

3 Dark Blood

The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.

Difficulty 8

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the *out of action* result as *stunned* instead.

4 Lure of Chaos

The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.

Difficulty 9

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

5 Wings of Darkness

The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.

Difficulty 7

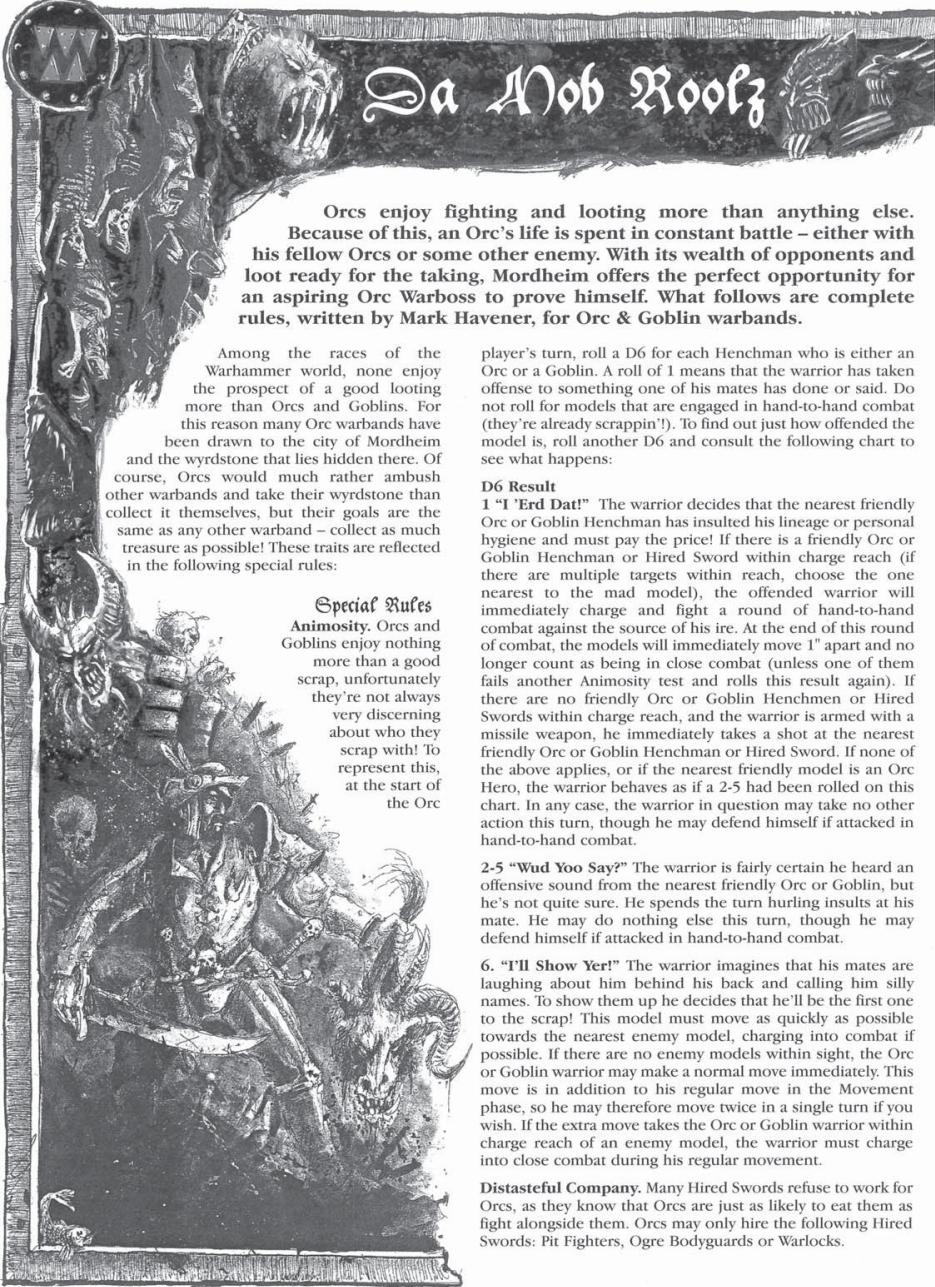
The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

6 Word of Pain

Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who bear it.

Difficulty 7

All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.



Orc skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Boss	✓	✓		✓	✓	✓
Shaman				✓		✓
Big 'Un	✓	✓		✓		✓

Choice of warriors

An Orc warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Boss: Each Orc warband must have one Boss: no more, no less!

Shaman: Your warband may include up to one Shaman.

Big 'Uns: Your warband may include up to two Big 'Uns.

Orc Boyz: Your warband may include any number of Orc Boyz.

Goblin Warriors: Your warband may include any number of Goblin Warriors, though it may not have more than two Goblins for each Orc in the warband (including Orc Heroes).

Cave Squigs: Your warband may include up to five Cave Squigs. You may never have more Cave Squigs in your warband than you have Goblin Warriors.

Troll: Your warband may include up to one Troll.

Starting experience

A **Boss** starts with 20 Experience.

A **Shaman** starts with 10 Experience.

Big 'Uns start with 15 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

Orc characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc	4	6	6	4	5	3	5	4	9

Orc equipment lists

The following lists are used by Orc warbands to pick their equipment.

Orc equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Battle axe	5 gc
Morning star	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile weapons

Crossbow	25 gc
Bow	10 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Goblin equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile weapons

Short bow	5 gc
-----------	------

Armour

Shield	5 gc
Helmet	10 gc

Miscellaneous

Squig Prodder	15 gc
Ball & Chain	15 gc
Mad Cap Mushrooms	25 gc



The lithe figures peered through the foliage at the group in the clearing below. The pair of Wood Elf scouts had been shadowing the Orcs for days, attempting to determine if the small band of creatures was an isolated warband or the scouting party of a larger army. While most beings would not be able to hear the guttural Orc speech from 100 yards away, the keen ears of the Elves allowed the scouts to discern what the creatures were saying. Most of it was nonsense of course, squabbling over some scraps of meat or pretty rocks, but the Elves patiently awaited the words that would reveal the purpose of the foul creatures.

Members of the band loitered about the clearing. Goblins scampered around ceaselessly, attempting to avoid the annoyed grasp of their larger Orc cousins. A single Troll slowly wandered around aimlessly in a small circle, digging a groove into the ground where it had been dragging its feet for hours. As the Elves watched, a solidly built Orc with blood covering his arms up to the elbows approached a much larger Orc who was seated on a primitive 'throne' of bones and hides. The scouts had already determined that the seated Orc was the leader of the motley group.

"How'd da huntin' go?" asked the Orc Boss.

"Ran inta some 'umies. All dey 'ad was some black rocks."

"Where's da loot den?" asked the Orc Boss. "All 'umies got loot!"

"Dat's what I asked 'em!" replied the Big 'Un. "Dey tried to tell me dat da rocks WAS da loot! Den after I leans on 'em a bit, dey tells me dat some big boss 'umies pay loads for dis stuff!"

"Loads?"

"Dat's what dey sed," the Big 'Un replied, disbelief plain on his face, "Dey told me da rocks wuz from dis place called More-ty...Mordh...Mork...well, dey drew us dis map."

The larger Orc grabbed the scrap of parchment his lieutenant had been holding and scanned it for a few seconds, then began barking orders. Goblins squealed and ran about the encampment, frantically packing up the warband's gear. Four huffed and strained as they picked up their leader on his throne and carried him aloft. The Orc warriors were much more composed about the whole affair, and calmly packed up their kits and prepared for the journey ahead.

The scouts faded back into the forest, secure in the knowledge that these Orcs were no threat. They too had heard stories about the human city that had treasure supposedly lying on the streets for easy picking. But they had also heard other stories about the city. The Orcs would be dead within a fortnight.



Heroes



1 Orc Boss

80 gold crowns to hire

An Orc Boss is a tough and brutal warrior, who will throw his lads into any fight that he thinks he can profit from. He is the strongest, toughest and most barbaric member of the warband and if any of his Boyz think otherwise, the band may soon find itself with one less member!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	4	1	3	1	8

Weapons/Armour: An Orc Boss may be equipped with weapons and armour chosen from the Orc equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Orc Boss may use his Leadership characteristic when taking Leadership tests.

0·1 Orc Shaman

40 gold crowns to hire

Orc Shamans are outcasts from Orc society. They are gifted by the Orc gods Gork and Mork with powers they can neither understand nor completely control. Many join roaming Orc warbands where they are no longer shunned for their abilities, but respected for them.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	3	1	7

Weapons/Armour: An Orc Shaman may be armed with weapons chosen from the Orc equipment list. An Orc Shaman may never wear armour.

SPECIAL RULES

Wizard: An Orc Shaman is a wizard and uses Waaagh! Magic. See Waaagh! Magic page 15 for his spell list.

0·2 Orc Big 'Uns

40 gold crowns to hire

Orc society is a savage hierarchy where only the toughest survive and rise through the ranks (often atop the bodies of other challengers). Big 'Uns are such rising stars, and they carry out the orders of the Orc Boss. If the Boss ever falls, it is up to the Big 'Uns to decide on a new leader (usually through personal combat).

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	4	1	3	1	7

Weapons/Armour: Big 'Uns may be equipped with weapons and armour chosen from the Orc equipment list.

Henchmen (Bought in groups of 1-5)

Orc Boyz

25 gold crowns to hire

Orc Boyz are savage and tough. They fear nothing that they can get their bare hands on, though they are even more ignorant and superstitious than most other beings in the Warhammer world. They form the core of any Orc warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	7

Weapons/Armour: Boyz may be equipped with weapons and armour chosen from the Orc equipment list.

SPECIAL RULES

Animosity: Orc Boyz are subject to the rules for Animosity (see Special Rules for details).

Goblin Warriors

15 gold crowns to hire

Goblins are often used as cannon fodder (as well as a food source in lean times!) by their larger Orc cousins. They are usually not as well equipped as Orc Boyz, having to make do with whatever the Orcs do not want or cannot use.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	5

Weapons/Armour: Goblins may be armed with weapons and armour chosen from Goblin equipment list.

SPECIAL RULES

Animosity: Goblin Warriors are subject to the rules for Animosity (see Special Rules for details). **Note:** A Goblin Warrior who fails his Animosity test and rolls a 1 for the result will never change an Orc Henchman, though he will still use any missile weapons to attack as normal. Goblins are far too afraid of Orcs to challenge them individually.

Not Orcs: Orcs don't expect much from non-Orcs, and are therefore not unsettled if Goblins or Cave Squigs break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior or Cave Squig taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

Runts: Goblins may gain experience but if they happen to roll 'That Lad's got talent' they are immediately killed by their Orc overlords for becoming too 'mouthy' (remove the Gobbo from the roster).

0·5 Cave Squigs

15 gold crowns to hire

Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns, and a nasty temperament.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	4	0	4	3	1	4	1	5

Weapons and Armour: Big gob and brutality! Cave Squigs never use or need weapons or armour.

SPECIAL RULES

Movement: Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Goblin Warrior, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Orc & Goblin player's control until the end of the game.

Not Orcs: See Goblin Warriors entry for rules.

Animals: Cave Squigs are animals of a sort and so do not gain experience.

0·1 Troll

200 gold crowns to hire

Trolls are not intelligent enough to recognize the value of gold, but large amounts of food can often instill a certain loyalty in them.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters which cause *fear*.

Stupidity: A Troll is subject to the rules for *stupidity*.

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing two Goblin Warriors or Cave Squigs to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Orc special equipment

Squig Prodder

15 gold crowns

Availability: Common (Goblins only)

This item is a long pole with a trio of spikes at the end. It is used by Goblin Squig herders to keep their livestock in line. Cave Squigs will recognize a Squig prodder and automatically give the bearer more respect, as they've all been on its pointy end more than once! To represent this, a Goblin with a Squig prodder can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule under the Cave Squig entry). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.

Mad Cap Mushrooms

25 gold crowns

Availability: Common (if warband includes Goblins)

Mad Cap Mushrooms (see the rules in the Mordheim rulebook for more information on Mad Cap Mushrooms) are a necessity for someone wishing to wield a ball and chain (see below). Fortunately for Orc warbands, Mad Cap Mushrooms are cultivated by the Night Goblins of the Worlds Edge Mountains, and they are much more willing to trade these to other Goblins. Though normally a rare item in Mordheim, Mad Cap Mushrooms are a common item that cost 25 gold crowns for an Orc warband that includes one or more Goblins. A Goblin may take his mushrooms at the start of any turn.



Ball and Chain

15 gold crowns

Availability: Common (Goblins only)

This is a huge iron ball with a chain attached, used by the dreaded Night Goblin Fanatics to deal out whirling death. Enormously heavy, it can only be used when combined with Mad Cap Mushrooms.

Range	Strength	Special Rule
Close Combat	As user +2	Incredible Force, Random, Two-handed, Cumbrous, Unwieldy

SPECIAL RULES

Incredible Force: Because the Ball and Chain is so heavy, normal armour does very little to protect against it. No armour saves are allowed against wounds caused by a Ball and Chain. In addition, any hit from a Ball and Chain is very likely to take off someone's head (or at least break some ribs!).

Therefore, any hit that successfully wounds will do 1D3 wounds instead of 1.

Random: The only way to wield a Ball and Chain is to swing it around in large circles, using your body as a counter-weight. Unfortunately this is not a very controllable fighting style, and as soon as he starts swinging his Ball and Chain, a warrior starts to lose control. The first turn he starts swinging the Ball and Chain, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does:

D6 Result

1 The model trips and strangles himself with the chain. The model is taken *out of action*. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.

2-5 The model moves 2D6" in a direction nominated by the controlling player.

6 The model moves 2D6" in a random direction. If the player owns a Scatter dice (available from Games Workshop stores), roll that to determine direction. If not, then roll a D6: 1 – Straight Forward, 2-3 – Right, 4-5 – Left, 6 – Straight Back.

If the Ball and Chain wielding model moves into contact with another model (friend or foe), he counts as charging into close combat, and will engage in close combat until his next Movement phase. Opponents wishing to attack a Ball and Chain wielding model suffer a To Hit penalty of -1, as they must dodge the whirling ball to get close enough to strike. The Ball and Chain wielder cannot be held in close combat and will automatically move even if he starts the Movement phase in base contact with another model. If the model moves into contact with a building, wall, or other obstruction, he is automatically taken *out of action*. In addition, a ball and chain wielding Goblin is much too busy trying to control the spinning weapon to worry about what others are saying about him behind his back, so ignores the special rules for Animosity.

Cumbrous: Because the Ball and Chain is so heavy, a model equipped with one may carry no other weapons or equipment. In addition, only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.

Unwieldy: The great weight of the Ball and Chain can easily tear ligaments or pull a wielder's arms out of their sockets. While someone under the influence of Mad Cap Mushrooms will not notice such effects, when the drug wears off he will be in great pain. To represent this, at the end of the battle the controlling player must roll for Injury for each model that used a Ball and Chain, just as if the model had been taken *out of action*. If the model was actually taken *out of action* normally, just roll once for Injury – there is no need to make a second roll.



Orc special skills

Orc Heroes may use the following Skill list instead of any of the standard Skill lists available to them.

'ard ead

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).

waaagh!

Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

'ere we go!

Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

da cunnin' plan

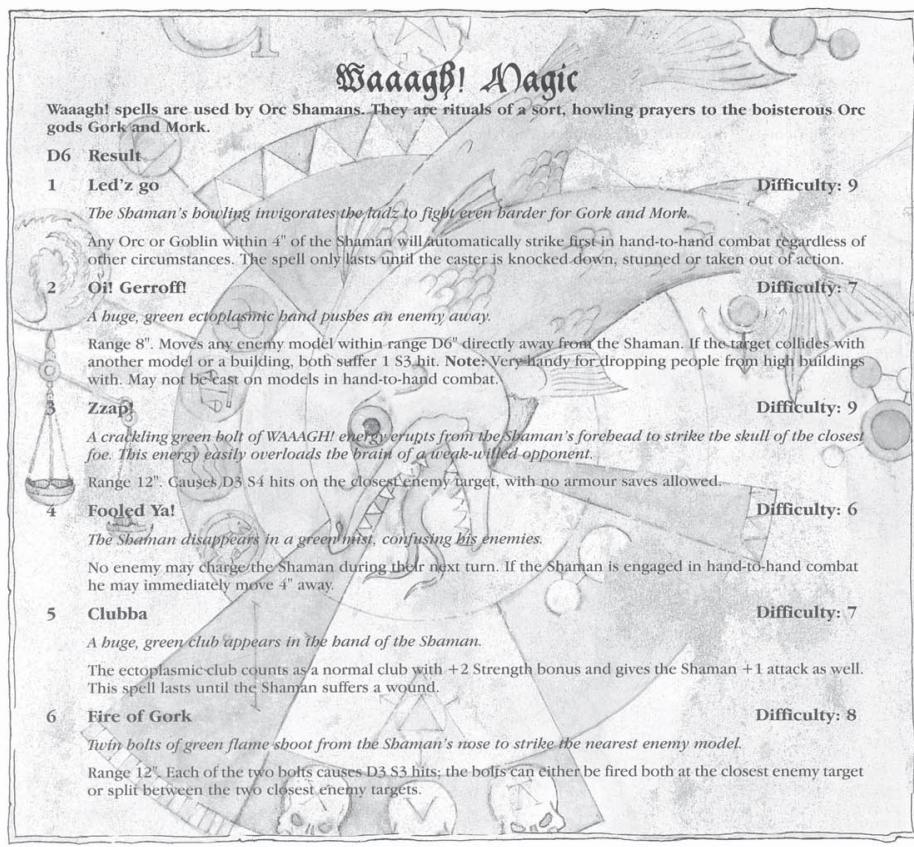
Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not *out of action*.

well 'ard

The Orc has a thick, dark-green skin, possibly indicating Black Orc blood. Such is the toughness of the Orc that he may add +1 to any armour saves.

'eadbasher

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any *knocked down* results which the Orc causes in hand-to-hand count as *stunned* results instead.



The Shaman may adjust one die roll by +/−1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.

5 Kiss of Frost Difficulty 6
The Shaman covers ground of his choosing with slick ice.

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

6 Bear's Might Difficulty 9
The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both your's and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

DARK ELF WARBAND

DARK ONES OF NAGGAROTH

Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

Despite their dire reputation for cruelty they are only rivalled as explorers and adventurers by their High Elven cousins. It is the lure of the precious, arcane artifacts of the Slann that bring these foul creatures to Lustria, travelling stealthily in their Black Arks and penetrating deep into the jungle. Dark Elves are adept at stealth and ambush and are well suited to the overgrown realm of the Lizardmen – most warbands don't even know they're being attacked until it is too late.



CHOICE OF WARRIOR

A Dark Elf warband must include a minimum of three models. You have 500 gold crowns to

recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

HEROES

High Born: Each Dark Elf warband must have one High Born to lead it – no more, no less.

Beastmaster: Your warband may include one Beastmaster.

Fellblades: Your warband may include up to two Fellblades.

Sorceress: Your warband may include one Sorceress.

HENCHMEN

Corsairs: Your warband may include any number of Corsairs.

Shades: Your warband may include up to five Shades.

Cold One Hounds: Your warband may include up to two hounds if it also includes a Beastmaster.

STARTING EXPERIENCE

High Born starts with 20 experience.

Fellblades start with 12 experience.

Sorceress starts with 12 experience.

Beastmaster starts with 8 experience.

Henchmen start with 0 experience.

MAXIMUM CHARACTERISTICS

Characteristics for Dark Elf warriors may not be increased beyond the maximum limits shown on the Elven profile on page 121 of the Mordheim rulebook.

SPECIAL RULES

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves *Hate* any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot *Hidden* enemies from twice as far away than normal warriors. (ie twice their Initiative value in inches)

Black Powder Weapons: Dark Elves may never use black powder weapons as they find them too crude, noisy and unreliable.

**DARK ELF EQUIPMENT LISTS**

The following lists are used by Dark Elf warbands to pick their weapons:

DARK ELF EQUIPMENT LIST**Hand-to-hand Combat Weapons**

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Halberd	10 gc
Spear	10 gc
Beastlash	10 gc

Missile Weapons

Repeater Crossbow	35 gc
Crossbow Pistol	35 gc

Armour

Helmet	10 gc
Light armour	50 gc
Shield	5 gc
Buckler	5 gc

Special Equipment

Dark Elf Blade*	15 gc
Dark Venom*	15 gc
Sea Dragon Cloak**	50 gc

* May be taken by Heroes only.

** May be taken by Heroes and Corsairs only.

SHADES EQUIPMENT LIST**Hand-to-hand Combat Weapons**

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc

Missile Weapons

Repeater Crossbow	35 gc
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Armour

Helmet	10 gc
Light armour	20 gc

DARK ELF SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
High Born	✓	✓	✓	✓	✓	
Sorceress			✓	✓	✓	
Fellblade	✓			✓	✓	
Beastmaster	✓			✓	✓	

HEROES

I HIGH BORN

70 Gold Crowns to hire

Dark Elf Leaders are typically drawn from the Dark Elf nobility and lead the warband in search of gold, slaves and arcane artifacts to bring home to Naggaroth. They are cold and ruthless killers and they command the respect of their troops through assassination and terror. They have attained their position of leadership by eliminating rival nobles who stand in their way and through their remarkable cunning, they are dangerous foes who embody the merciless traits of the Druchii race.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	9

Weapons/Armour: A High Born may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the High Born may use his Leadership instead of their own.



◊-2 FELLBLADES

40 Gold Crowns to hire

The Fellblades are elite warriors of the Dark Elf armies and are often linked to the household of a particular Noble family. Fellblades live a life of strict martial training, each specialises in a particular weapon and fighting style. Killing is a way of life for these warriors. Enemies can expect no mercy from them. Fellblades accompany raiding parties to Lustria as paid guards or to further hone their killing skills.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons/Armour: Fellblades may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Melee Specialists: Fellblades live by a strict code of close quarter fighting. Fellblades may not use missile weapons of any sort.

◊-1 BEAST MASTER

45 Gold Crowns to hire

Whereas the High Elves have a great affinity with Dragons and Griffons and other noble creatures their malevolent kin have infamous Beastmasters, Dark Elves of particularly cruel renown who breed many vicious beasts and lead them into contact. Unlike the High Elves who treat their beasts as companions, the Dark Elf Beastmasters are very spiteful masters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: A Beastmaster may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Cold One Beasthound: The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules for listed for them.



◊-1 DARK ELF SORCERESS

55 Gold Crowns to hire

Dark Elves are strange in that apart from the fell Witch King there are no other male sorcerers, all the other practitioners of magic in the Dark Elf race are female. It is rumoured that any males who do develop an affinity for magic amongst the Dark Elves are immediately put to death to fulfil some dark prophecy. Dark Elf Sorceresses are mysterious, raven-haired beauties who are grudgingly respected even from the powerful High Born and their services are high in demand.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: The Sorceress may be armed with weapons and armour chosen from the Dark Elf Equipment list but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Dark Elf Sorceress is a wizard and uses Dark magic, detailed below.



CORSAIRS

35 Gold Crowns to hire

The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs – the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever a Black Ark explores the coast of Lustria the Corsairs are the first to launch raiding parties.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: Corsairs may be armed with weapons and armour chosen from the Dark Elf Equipment list, in addition they may wear Sea Dragon Cloaks even though they are not heroes.



◊-5 SHADES

30 Gold Crowns to hire

The stealthy Dark Elf Scouts rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on as ambush is the preferred style of fighting. Shades are young and inexperienced scouts that see the expeditions to Lustria as a valuable training opportunity.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	8

Weapons/Armour: Shades may be armed with weapons and armour chosen from the Shades Equipment list.

Natural Stealth: The first thing that Dark Elf Scouts master is the art of moving without being seen or heard. If a Dark Elf is *Hiding*, enemy models suffer -1 to their Initiative value for determining if they can detect him.

◊-2 COLD ONE BEASTHOUNDS

30 Gold Crowns to hire

The Dark Elves capture and breed many exotic creatures to fight for them and fights between pets are often staged as a form of entertainment amongst the Dark Elves. One such animal was discovered in Lustria. Distantly related to Cold Ones, the Cold One Beasthound lives in swamps and bogs. Cold One Beasthounds are larger than wardogs and of similar build but are in all other respects reptilian. Rows of sharp teeth fill its maw, and when provoked, the Cold One Beasthound is a very aggressive beast. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	1	1	1	4

Weapons/Armour: Cold One Beasthounds are animals and do not need any weapons save their claws and massive jaws.

SPECIAL RULES

Animals: Cold One Beasthounds are animals and all animal rules apply to them, they never gain experience.

Beastmaster: Cold One Beasthounds are nasty viscous brutes that are barely kept under control. If the Beastmaster dies the beasts will immediately escape from the warband and they are removed from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.

Stupidity: Cold One Beasthounds may use the basic Leadership of the Beastmaster if they are within 6" of him. They may never use the Leadership of the warband leader, nor may they benefit from the Beastmaster's increased Leadership if he is within 6" of the leader.

Scaly Skin: Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

Fear: Cold One Beasthounds cause *Fear*.



SPECIAL EQUIPMENT**Dark Elf Blade**

(+20 gold crowns to weapon/Rare 9)
 Dark Elf Blades are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Blacksteel, a rare form of steel found deep within the mountains around the city. Dark Elf Blades have wicked protrusions and serrated edges, which inflict serious damage on an opponent. Any Dark Elf can upgrade a sword or dagger to a Dark Elf blade by paying an additional 20 gc at the time of purchase. Weapons upgraded to a Dark Elf Blade retain all of their abilities (i.e. swords can parry, daggers grant an armour save of 6).

Range	Close Combat
Strength	As user
Special Rules	<i>Critical Damage, Wicked Edge</i>

SPECIAL RULES

Critical Damage: Dark Elf blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark Elf blade will add +1 to the result.

Wicked Edge: Dark Elf blades are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *Stunned* result.

Beastlash (10+D6 Gold Crowns/Rare 8) (Beastmaster only)

The Beastmaster make good use of their whips to goad their hounds and creatures into combat.

Range	Close Combat
Strength	As user -1
Special Rules	<i>Beastbane, Reach</i>

SPECIAL RULES

Beastbane: The Beastmaster wielding a Beastlash causes *Fear* in animals, any animal charged or wishing to charge a Beastmaster with one of these weapons must first take a *Fear* test as mentioned in the psychology section of the Mordheim rules.

Reach: A Beastlash may attack opponents up to 4" away (see Sisters of Sigmar Steelwhip).

Sea Dragon Cloak**(50+2D6 Gold Crowns/Rare 10)**

Dark Elf Corsairs use special cloaks fashioned from Sea Monsters that dwell deep in the oceans depths. These cloaks are tough and resilient and offer Dark Elves with a very good amount of protection.

SPECIAL RULES

Scales: 5+ armour save in close combat, 4+ armour save against missiles.


DARK ELF SPECIAL SKILLS

Dark Elf Heroes may use the following Skill table instead of any of the standard skill tables available to them.

FURY OF KHAINE

The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn

POWERFUL BUILD

The warrior is strongly built for an Elf and is capable of feats of strength. A warrior with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time.

FEY QUICKNESS

Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with *Fey Quickness* can avoid melee or missile attacks on a roll of 6. If the Elf also has *Step Aside* or *Dodge* this will increase to a 4+ in the relevant area. For example, an Elf with *Fey Quickness* and *Step Aside* avoids melee attacks on a 4+ and missile attacks on a 6.

INFILTRATION

The Dark Elf can *Infiltrate*, this skill is exactly the same as the Skaven skill.

MASTER OF POISONS

The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D3-1 doses of Dark Venom instead. There is a chance of getting none, as the hero doesn't have access to a stable workplace. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully.

DARK ELF MAGIC

The Dark Elves are as accomplished practitioners of magic as their arch enemies the High Elves but whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilise the evil powers of Dark Magic a very destructive force indeed.

D6 Result

1 Doombolt

Difficulty 9

Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand.

The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

2 Word of Pain

Difficulty 8

The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

3 Soul Stealer

Difficulty 9

At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

4 Flamesword

Difficulty 8

Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames.

The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

5 Deathspasm

Difficulty 10

The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.

The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.

6 Witch Flight

Difficulty 7

The Sorceress bends the winds of magic to her will and flies through the air.

The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.

Dwarf Rangers



There is a traditional school of thought amongst many Dwarfs that 'the old ways are best', that new-fangled contraptions dreamt up by younger dwarves, especially those in the Engineering Guild, are weakening them by straying from time-honoured tactics and the ways of the Ancestors.

These Dwarfs tend to be older and as such travel together to prove this simple fact, appeasing the Ancestors by only using traditional weapons and tactics, retrieving lost treasures and artefacts and making every effort to cleanse fallen and lost Holds of the scum that have 'temporarily' taken them.

The newest Runesmiths, seen as the keepers of tradition, tend to be the leaders of these groups, gathering together a large number of like-minded members to undertake these expeditions. Their remit is simple – show the young whippersnappers that the Old Ways are the best way forward for the survival of the Dwarf race.

Special Rules

A Dwarf Rangers Warband is subject to the following special rules in addition to the ones for Dwarf Warbands.

Don't Trust 'Em: While Ranger Warbands are free to ally with other Dwarf warbands in multi-player games, their point of view is so different that they do not trust them fully. Members of a Dwarf Rangers warband are never considered 'friendly models' to other dwarfs and vice versa.

This means that members of one warband WILL stop members of the other from Marching, they won't keep each other from taking All Alone tests, etc. They don't count as enemy models and may split any treasure found at the end of the game as normal, but the two bands are not friends, make no mistake!

Choice of warriors

A Dwarf Rangers warband must include a minimum of 3 models. You have 500 Gold Crowns with which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Runesmith: Each Dwarf Rangers warband must have one Runesmith: no more, no less!

Apprentice Runesmith: Your warband may include up to 1 Apprentice Runesmith.

Troll Slayers: Your warband may include up to 2 Troll Slayers.

Dwarf Longbeards: Your warband may include up to 5 Dwarf Longbeards.

Dwarf Clansmen: Your warband may include any number of Dwarf Warriors.

Dwarf Crossbowmen: Your warband may include up to 5 Dwarf Crossbowmen.

Beardlings: Your warband may include any number of Beardlings.

Starting Experience

Runesmith starts with 20 experience.

Apprentice Runesmith starts with 0 experience.

Troll Slayers start with 8 experience.

All Henchmen start with 0 experience.



Characteristic Increase

When warband members gain enough experience for an Advance (see the Experience section of the Mordheim rulebook), it is likely that they will roll a characteristic increase. Dwarf characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only add one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	5	3	5	4	10

'Old' Borin was respected and revered amongst his contemporaries as he had outlived the majority of them and grown the beard to prove it. He was used to reverence. Yet there was more to it than simple age, even in Dwarf Society where that carried a great deal of respect. He was also a member of the Order of Runesmiths, its rites and rituals secretive and powerful.

Now, as he struck the axe blade, forging another ancient rune into its surface, uttering the words of power that would enhance the potency of the weapon, Borin knew that the axe would be another step in repairing the mistakes of the past as it maintained the Ways of the Ancestors, and would thus return his people to a Golden Age

Staring at the finished axe, the Runesmith felt a surge of pride, but fought it back. Yes the weapon was complete and empowered, but it was no better than any produced now. Not compared to the great weapons forged yesteryear and wielded in the hands of the greatest heroes. Only time could tell how true it would be...

Dwarf Skill Table

	Combat	Shooting	Academic*	Strength	Speed	Special
Runesmith	✓	✓	✓	✓		✓
Apprentice	✓		✓	✓		✓
Troll Slayer	✓			✓		✓

*Note that Dwarfs may never take the Arcane Lore skill. It is not possible for a dwarf to learn to cast spells.

Dwarf Ranger equipment list

The following lists are used by a Dwarf Rangers warband to pick their equipment:

DWARF WARRIOR EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battleaxe.....	5 gc
Dwarf Axe.....	15 gc
Sword.....	10 gc
Two-handed weapon.....	15 gc
Spear	10 gc
Halberd	10 gc
Gromril Weapon*.....	3x normal cost of a weapon

Missile weapons

Pistol.....	15 gc
	(30 gc for a brace)

Armour

Gromril Armour**	75 gc
Light Armour.....	20 gc
Heavy Armour.....	50 gc
Shield	5 gc
Helmet.....	10 gc



CROSSBOWMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battleaxe.....	5 gc
Sword	10 gc

Missile weapons

Crossbow	25 gc
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Armour

Light Armour.....	20 gc
Heavy Armour.....	50 gc
Shield	5 gc
Helmet.....	10 gc

* Any weapon a Dwarf may normally purchase may be purchased as a Gromril weapon instead. This multiplies the cost of the weapon by three. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarfs outfitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the Price Charts in the Mordheim rulebook.

** The price of a suit of Gromril armour is cheaper for a starter warband to represent the relative ease with which Dwarfs can find such items in their own stronghold. Later purchases of Gromril Armour must be done using the normal Price Chart in the Mordheim rulebook.



Heroes

1 Runesmith



85 Gold Crowns to hire

Dwarf Runesmiths are champions of the old ways. ‘If it was good enough for my ancestors, it’s good enough for me!’ is a popular saying. Fresh out of their decades-long apprenticeships, these Runesmiths are normally on a quest to prove this saying and so will gather together a party of like-minded individuals to seek out lost treasures of their ancestors to confirm this adherence to the traditional ways.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	4	1	2	1	10

Weapons/Armour: A Dwarf Runesmith may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Leader: Any warrior within 6” of the Dwarf Runesmith may use his leadership characteristic when taking any Leadership tests.

Inscribe Runes: A Runesmith knows one minor rune (see list at the end of this warband list), determined randomly when the warband is first created. He may inscribe the rune on an item carried by one of the warriors of his warband, and (if successful, see below) the item will gain a bonus from the rune for that game. When a Runesmith advances and rolls a skill on the Hero Advance table, he may choose to learn a new rune instead of learning a skill (exactly like a spellcaster advancing and learning a new spell).

0·1 Apprentice Runesmith

40 Gold Crowns to hire

An Apprentice Runesmith follows his master wherever he goes and is normally just as anxious to prove that the old ways are best. For if they aren’t, he is wasting a good portion of his life...

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

Weapons/Armour: An Apprentice Runesmith may be armed with weapons chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Extra Set of Hands: An Apprentice Runesmith helps his master fashion runic items, doing all the boring grunge-work that makes his master more efficient in his efforts. An Apprentice Runesmith in the warband allows a Master Runesmith to inscribe on two items before each game, instead of only one.



0·2 Troll Slayers

50 Gold Crowns to hire

While it may seem that Troll Slayers shouldn’t fit in with the rest of a Runic Ranger warband, make no mistake – they are strict adherents to tradition and the old ways! Indeed they usually find it easier to get along with the more traditional minded Dwarfs than other dwarfs, who Slayers feel lack determination and the insight to see what the true problems are with their race.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Troll Slayers may be equipped with weapons chosen from the Dwarf Warrior Equipment List. Slayers may never carry or use Missile Weapons or any form of armour.

SPECIAL RULES

Deathwish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

Henchmen

0·5 Dwarf Longbeards

50 Gold Crowns to hire

Tested Dwarf veterans who’ve fought in hundreds of battle over their long lives, Longbeards are typically more than willing to support an expedition to prove what they’ve said all along – the old ways are best!

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	3	3	4	1	3	1	9

Weapons/Armour: Dwarf Longbeards may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Stubborn: Dwarf Longbeards have seen just about everything in their long careers and they know it. They are used to fighting by themselves against impossible odds and it hasn’t killed them yet. On top of all this they are just generally more set in their ways than other Dwarfs and they’re not about to let a bunch of weedy goblins drive them off! A Dwarf Longbeard may reroll any failed Leadership test he is required to take. Remember that you can never reroll a reroll, so the result of this second roll must always be accepted.



Dwarf Clansmen

40 Gold Crowns to hire

There are many Dwarfs who see the 'wisdom' in reliance on the old ways. Most of these Dwarf warriors venerate Runesmiths and are honoured to be chosen as part of an expedition including one.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Dwarf Clansmen may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

05 Dwarf Crossbowmen

40 Gold Crowns to hire

More Dwarfs who see the old ways as best use the older crossbow instead of the newer (and very unreliable to their eyes) handguns. If their ancestors had wanted them to use black powder weapons, they would have developed them generations ago.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Crossbowmen may be armed with weapons and armour chosen from the Dwarf Crossbowmen equipment list.

Beardlings

25 Gold Crowns to hire

Many of the proponents of the old ways are older members of Dwarf community. However there are still youngsters who believe and they often accompany a Runic warband to lend a hand as needed to the respected oldsters. More spry than their fellows, they are often used as scouts, roaming ahead of the rest to spy the land and observe enemy activity.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

Weapons/Armour: Beardlings may be armed with weapons and armour chosen from the Dwarf Warrior equipment list.

Dwarf Special Skills

Dwarf Heroes may use the following Skill List instead of the standard skill lists available to them.

True Grit

Dwarfs are hardy individuals and this hero is hardy even for a Dwarf! When rolling on the Injury Table for this hero, a roll of 1-3 is treated as Knocked Down, 4-5 as Stunned and 6 is Taken Out.

Combat Master

This Dwarf's martial skills surpass those of a normal warrior; he is used to fighting by himself against hordes of opponents and coming through unscathed. When using a weapon that has a Parry special rule, this hero parries successfully if he beats OR MATCHES his opponent's highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the highest two attack dice against him) instead of the normal maximum of one.

Thick Skull

The hero has a thick skull even for a Dwarf. He has a special 3+ save on a D6 to avoid being Stunned. If the save is made, treat a Stunned result as Knocked Down instead. If the Dwarf also wears a Helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).

Extra Tough

This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury Chart for this hero after a game in which he has been taken Out of Action, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

Resource Hunter

This Dwarf is especially good at locating valuable resources. When rolling on the exploration chart at the end of a game, the hero may modify one die roll by +/-1.

Ferocious Charge

The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 to hit penalty on that turn. Slayers only.

Monster Slayer

The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own strength (with weapon modifiers) would mean that a lower roll than this is needed. Slayers only.

Berserker

The Slayer may add +1 to his to hit rolls during the turn in which he charges. Slayers only.



Dwarf Runes

Runesmiths harness the magic of the Warhammer world by inscribing magical runes on items, imbuing them with a variety of wondrous abilities. When a Runesmith graduates from his long apprenticeship he has knowledge of one or two minor runes taught to him by his master. These runes are less powerful than normal Dwarf runes, in that they can only utilise magic for a short time. As the Runesmith practices and studies on his own, he gains the knowledge required to inscribe the more powerful permanent runes on to items.

Before each game, the Runesmith may attempt to inscribe the rune on an item one of the warriors in his warband is carrying. To do so he must roll 2D6. If he rolls a number equal to or greater than the Difficulty Level of the rune, the item gains the appropriate bonus FOR THAT GAME. If he rolls a '2' on the 2D6, he has fumbled the inscription, fractured the blade of the weapon or shattered the breastplate of the armour, etc. The item is destroyed and must be removed from the warrior's list of items, though it may be replaced before the game if the warband has sufficient gold crowns. Any other failure simply means the Runesmith failed to inscribe the rune correctly and the warrior gains no bonus.

The leader of a Dwarf Rangers warband represents a younger Runesmith that has recently left the tutelage of his master. He knows one of the following minor runes:

- 1 – **Rune of Stone:** +1 to Armour Save. Difficulty 8.
- 2 – **Rune of Sharpness:** -1 Armour Save modifier to weapon. Difficulty 6.
- 3 – **Rune of Speed:** Initiative doubled on weapon. Difficulty 7.
- 4 – **Rune of Warding:** Special 4+ save Vs. Spells affecting target (placed on belt, armband, etc. Cost to replace: 1 GC). Difficulty 8.
- 5 – **Rune of Accuracy:** +1 to hit on weapon. Difficulty 9.
- 6 – **Rune of Striding:** +1 Movement (placed on boots, belt, etc. Cost to replace: 1 GC). Difficulty 8.

The Jealousy of Runes: Bonuses from Runes are not cumulative with magical bonuses from other items. In other words, a warrior may not combine a Rune of Stone on his shield and a Rune of Shield on his armour for a total bonus to his Armour Save of +2. Similarly the warrior could not combine the Rune of Stone on his shield with some suit of magic elven armour (for example) that added +1 to the warrior's Armour Save.

Dorval raised his axe to let the light shine on to its edge and, more specially, the rune engraved on it. The younger dwarfs around the table stared at it in murmuring awe, recognising the superior workmanship in it. Not one of them didn't know that it would take them centuries to attain such skills.

"Where did ye find it?" One of them asked.

"Find, lad, find! It were recovered from Karak Azgal, deep deep down. It's me great-great grandfather's axe and I went back for it. Now I can truly get me revenge on those bloody greenskins. It's what me father would have wanted and I want too. I need some stouter arms than mine to aid me quest and you look like a bunch of fine lads, stout of arms and courage."

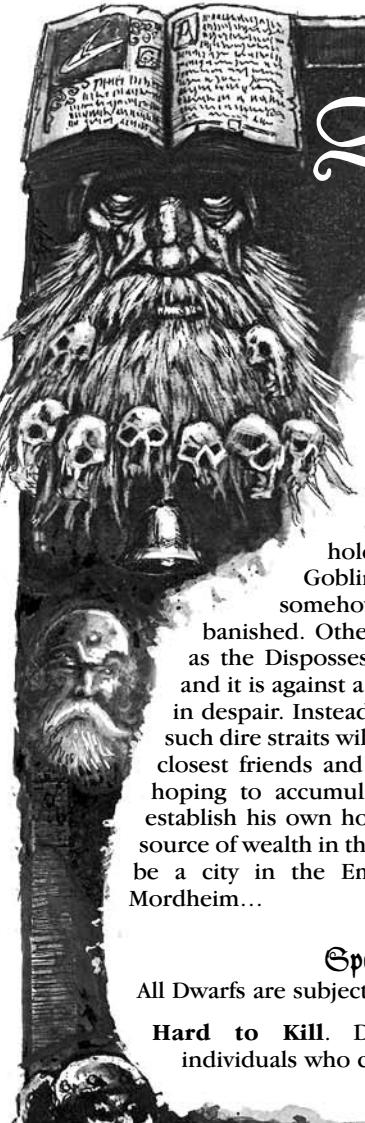
"Some of them scoffed, one scowled and another got up and walked away.

"Here me boys, now is the time to claim back what once was ours and I have a plan."

Now the others stood up and walked away, leaving only two young dwarves, beards barely at the collars, sat there waiting for him to continue, their eyes wide in respected remembrance for their Ancestors.

"Now you look like two wise dwarfs and I'm sure your Fathers'll be proud."

Dwarf Treasure Hunters



Dwarfs are a grim and exceptionally proud people. They respect three things above all else: age, wealth and skill. It is no surprise then that these grim warriors can be found in Mordheim searching for fame and fortune. Mark Havener gives full rules for including Dwarf warbands in Mordheim.

Occasionally, a Dwarf noble will find himself in desperate times. His family hold may have been overrun by Goblins or Skaven, or he may have somehow disgraced himself and been banished. Other Dwarfs know these warriors as the Dispossessed. Dwarfs are a proud race and it is against a Dwarf's nature to lose himself in despair. Instead, a noble who finds himself in such dire straits will gather together a group of his closest friends and kin and go treasure hunting, hoping to accumulate a large enough hoard to establish his own holding. At this time, the largest source of wealth in the Known World is rumoured to be a city in the Empire. The city is known as Mordheim...

Special Rules

All Dwarfs are subject to the following special rules:

Hard to Kill. Dwarfs are tough, resilient individuals who can only be taken *out of action*

on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as *knocked down*, 3-5 as *stunned*, and 6 as *out of action*.

Hard Head. Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Armour. Dwarfs never suffer movement penalties for wearing armour.

Hate Orcs and Goblins. All Dwarfs *hate* Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

Grudgebearers. Dwarfs hold an ancient grudge against Elves from the days when the two races fought for supremacy in the Old World. A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.

Incomparable Miners. Dwarfs spend much of their lives underground searching for precious minerals, and they are the best in the world at this kind of work. In the city of Mordheim they apply similar skills to the search for wyrdstone. When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.

Absolute silence hung over the feasting hall like a burial shroud. The celebration had lasted for days, ever since the invading Goblin tribes had been repulsed. The people of Karak Azar had not had much cause for rejoicing over recent decades so all were making the most of this rare occasion; songs were sung that had not been heard in these halls for a generation, and legendary quantities of the most precious Dwarf ales were being drunk.

That was until young Lord Orrick had entered the hall. Orrick was the youngest son of King Kurdan, ruler of Karak Azar. To say the two sometimes clashed would be an understatement.

"What did you say, lad?" asked the aged king in a steady voice. "My old ears must have misheard you."

"I merely asked what we are celebrating for," slurred the younger Dwarf. He lacked his father's ability to appear sober regardless of the amount of drink he had imbibed. "We beat them this time, but they'll be back, mark my words. And next time we might not be so lucky."

"Lucky?" roared the enraged king, half rising from his chair. His hearthguard seated to either side exchanged worried looks yet rose with him. Would noble blood be spilled in the hall this night?

"How dare you speak to me of luck? It was Dwarf courage and fighting skill that drove off those green-skinned bordes. This hold has never fallen to invaders, and never will! Not while I draw breath!"

"All I am saying is that times are changing, and we must change with them! You speak of skill – but the age-old tactics that our ancestors employed are the same ones we still use today. Eventually a canny foe will figure out our methods, and this kingdom will fall!"

"Do you not have any pride in your ancestors, lad?" The Dwarf king was nearly silent now, his voice barely above a whisper. Those who knew him well realised that this was a dangerous sign, and more worried looks were exchanged throughout the room.

"Ancestors be damned!" the young prince exclaimed, slamming his fist into the hard stone of the feasting table. "Over the last generation half a dozen Dwarf holds have fallen to their enemies. I'm quite sure their rulers thought just as highly about the outdated strategies of their forefathers. We must abandon the old ways, before it is too late for us all!"

Though he had been flushed with drink before, the ancient ruler's face had been drained by his son's last outburst. To his ears, the words his offspring had spoken were the worst desecration imaginable – disrespect of the ancestors.

"Get out." The words were barely audible, even in the silent hall. "Leave this kingdom never to return. Your name shall be stricken from all records. You are no longer the son of King Kurdan of Karak Azar."

Dwarf equipment lists

The following lists are used by Dwarf warbands to pick their equipment.

Dwarf Warrior Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Dwarf axe	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc
Gromril weapon*	3 times the cost

Missile Weapons

Pistol	15 gc
Armour	
Light armour	20 gc
Heavy armour	50 gc
Gromril armour**	75 gc
Shield	5 gc
Helmet	10 gc



Thunderer Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc

Missile Weapons

Crossbow	25 gc
Handgun	35gc
Pistol	15 gc
	(30 for a brace)

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

*Any weapon a Dwarf may normally purchase may be bought as a Gromril weapon instead. This multiplies the cost of the weapon by 3. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarfs outfitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the price chart in the Mordheim rules.

**The price of a suit of Gromril armour is cheaper for a starting warband to represent the relative ease with which Dwarfs can find such items in their own stronghold. Later purchases of Gromril armour must be done using the normal price chart in the Mordheim rules.

Dwarf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Noble	✓	✓		✓		✓
Engineer	✓	✓				✓
Troll Slayer	✓			✓		✓

Choice of warriors

A Dwarf warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Noble: Each Dwarf warband must have one Noble – no more, no less!

Engineer: Your warband may include up to 1 Engineer.

Troll Slayers: Your warband may include up to 2 Troll Slayers.

Dwarf Clansmen: Your warband may include any number of Dwarf Clansmen.

Dwarf Thunderers: Your warband may include up to 5 Dwarf Thunderers.

Beardlings: Your warband may include any number of Beardlings.

Starting experience

A **Noble** starts with 20 experience.

An **Engineer** starts with 10 experience.

Troll Slayers start with 8 experience.

Dwarf Clansmen start with 0 experience.

Dwarf Thunderers start with 0 experience.

Beardlings start with 0 experience.





Heroes



1 Dwarf Noble

50 gold crowns to hire

Dwarf Nobles are fortune seekers who have recruited a band of like-minded Dwarfs and set off from their stronghold in search of riches. A Dwarf Noble is well respected by the members of his warband. Often he is a member of one of the noble families of the lost Dwarf strongholds, dreaming of collecting enough treasure to restore the former glory of the Dwarf Kingdoms.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	4	1	2	1	9

Weapons/Armour: A Dwarf Noble may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Dwarf Noble may use his Leadership instead of their own.

0-1 Dwarf Engineer

50 gold crowns to hire

Dwarf Engineers are respected members of Dwarf society. It is they who design and build the complex war machines and devices which have made the Dwarfs famous.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Dwarf Engineer may be equipped with weapons and armour chosen from Dwarf Thunderer equipment list.

SPECIAL RULES

Expert Weaponsmith: A Dwarf Engineer is a master of mechanical devices. By using stronger construction materials and time-tested secrets of Dwarf engineering, a Dwarf Engineer can increase the distance the warband's missile weapons can shoot. All Dwarf missile weapons in the warband have their range increased by 3" for Pistols and 6" for Crossbows and Handguns. Any range increases are only maintained as long as the Dwarf Engineer remains with the warband.



0-2 Dwarf Troll Slayers

50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind. Troll Slayers are insanely dangerous individuals, psychopathic and violent. There are however few better fighters in the Known World, so they are much sought after by Dwarf treasure hunters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Troll Slayers may be equipped with weapons chosen from the Dwarf Warrior equipment list. Slayers may never carry or use missile weapons or any form of armour.

SPECIAL RULES

Deathwish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

Slayer Skills: Troll Slayers may choose a skill from the Troll Slayer Skill table instead of the normal Skill tables when they gain a new skill.

TROLL SLAYER SKILLS

Dwarf Slayers may use the following Skill table as well as any of the standard Skill tables available to them.

Ferocious Charge: The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 'to hit' penalty on that turn.

Monster Slayer: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc) would mean that a lower roll than this is needed.

Berserker: The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges.

Splinters flew toward his face as another crossbow bolt embedded itself into the door frame that Reinhold was using as cover. Damn but those stunts were good shots! As he quickly glanced outside, he could see that both Dieter and big Klaus lay prone in the middle of the street. They might have appeared to be sleeping if their poses weren't so awkward, and of course there was that bolt through Klaus' right eye socket. If the big man was still alive, he'd not be using that eye again.

The worst part of the whole situation was that it was all the result of a silly argument. Reinhold and his mates had met the Dwarfs at the Halfling Hotpot, a local tavern and well-known meeting place for those of Reinhold's occupation. The two groups had actually gotten along quite well at first. Klaus had been able to keep up with the incredible drinking capacity of the smaller Dwarfs, and this caused them to accord him a certain measure of respect. Of course, with strong drink comes lack of judgement, and Klaus was no exception. He began to make fun of the Dwarfs' small stature and overall dour appearance, which was bad enough, but then he made a very unfriendly remark about the Dwarf leader's mother, and that was all the diminutive warriors could stand. The Dwarfs had not made a scene at the tavern, as such locations were regarded as holy ground to groups like themselves, but they had not forgotten Klaus' words, and had called out Reinhold and his warband in the street the next day.

And now here they were, with Reinhold's band occupying buildings (or the dirt!) at one end of the street, and the Dwarfs occupying the other. Most of Reinhold's band were holed up in a building on the other side of the street – he could see Gunter, their hired Warlock, attempting to cast something at their adversaries through one of the windows. A second later there was an explosion somewhere down the street and Reinhold could hear curses and a few muffled screams of pain. Gunter was not given much time to enjoy his handiwork, as suddenly three crossbow bolts struck him in the chest. Reinhold could see the mage look down in shock and surprise at the deadly quarrels protruding from his body, and then he slumped down out of the old veteran's sight. 'Damn' thought Reinhold, 'I always told him he gawked too much!'

"This is bad, very bad," the mercenary muttered under his breath. As he looked around at his surroundings, he noticed something he had not seen when he first entered this building – another door. He took a look back out in the street at the warriors he had fought with through a dozen battles. Most were dead or dying. The dwarfs had begun moving down the street, looting the dead and taking prisoners. They were moving cautiously now, but soon they would be at this doorway, entering this building, and he would be at best their prisoner. "Time to disband this warband," whispered Reinhold as he backed to the other doorway and safety.

Henchmen (Bought in groups of 1-5)

Dwarf Clansmen

40 gold crowns to hire

These are Dwarf warriors in their prime: tough, stubborn and brave warriors who can be relied on to hold their own against any foe.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Dwarf Warriors may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

0-5 Dwarf Thunderers

40 gold crowns to hire

Dwarf Thunderers are experts at using missile weapons. Many an Orc or Goblin has died by the sting of a crossbow bolt or a roaring handgun bullet shot by a Dwarf Thunderer.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Thunderers may be armed with weapons and armour chosen from the Dwarf Thunderer equipment list.

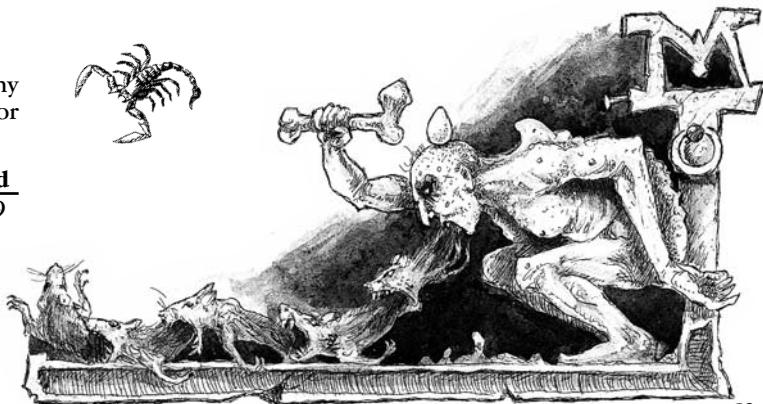
Beardlings

25 gold crowns to hire

These are young Dwarfs who have joined the retinue of an experienced Dwarf treasure hunter hoping to make their fortune.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

Weapons/Armour: Beardlings may be armed with weapons and armour chosen from the Dwarf Warrior equipment list.



Special weapons

dwarf axe

15 gold crowns

Availability: Rare 8 (Dwarfs only)

Dwarf axes are smaller-hafted weapons made of lighter (but stronger) materials than normal axes. Dwarf Warriors are specially trained in their use and are able to use them as deftly as a Human warrior might wield a sword.

Range	Strength	Special Rule
Close Combat	As user	Cutting Edge, Parry

SPECIAL RULES

Cutting Edge: Dwarf axes have an extra save modifier of -1, so a model with Strength 4 using a Dwarf axe has a -2 save modifier when he hits an opponent with the axe in close combat.

Parry: Dwarf axes offer an excellent balance of defence and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. A model may not parry more than one attack in a single Close Combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc) does not get to parry two attacks but may instead re-roll a failed parry.

Dwarf special skills

Dwarf Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Master of Blades

This Dwarf's martial skills surpass those of a normal warrior; he has fought unscathed against hordes of Orcs and Goblins. When using a weapon that has a Parry special rule, this hero parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry

two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one. Note that if this Dwarf has two Dwarf axes (as detailed above) he can re-roll any failed parries.



Extra Tough

This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury chart for this Hero after a game in which he has been taken *out of action*, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

Resource Hunter.

This Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the Hero may modify one dice roll by +1/-1.

True Grit

Dwarfs are hardy individuals and this Hero is hardy even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as *knocked down*, 4-5 as *stunned*, and 6 as *out of action*.

Thick Skull

The Hero has a thick skull, even for a Dwarf. He has a 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).



Forest Goblins

Forest Goblin tribes dwell deep within The Great Forest. They have completely adapted to their surroundings, learning stealth and camouflage to evade their neighbours.

Gold motivates the Forest Goblins as it does any warband, albeit for different reasons. It is worthless to them as currency but as a metallic resource, it is valuable nonetheless. Instead of using gold to buy weapons and armour, Forest Goblins actually coat their stone equipment with the metal. This has led unscrupulous leaders to send their henchmen into certain ambush, only to arrive later to collect the arrowheads and spear points from the remains of their former employees.

Forest Goblins are able to create poisons with a precision surpassing even the Dark Elves. Their natural surroundings harbour any number of poisonous creatures, including the gigantic spiders they are rumoured to prod into combat with their enemies. Coating their weapons with deadly venom, the Goblins are capable of felling any foe, no matter their size. Led by their Chieftain (usually the Goblin with the loudest voice), the Forest Goblins appear from nowhere and strike with feral ferocity before receding into the trees, leaving injuries as the only proof they were ever there.

Special Rules

Natives: Used to poking through the underbrush, Forest Goblins suffer no movement penalties from moving through any wooded terrain.

Animosity: Standard rules for Animosity (as per the Orc Mob Rules in the Mordheim Annual 2002).



Forest Goblin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftain	✓	✓	✓		✓	
Brave	✓	✓			✓	✓
Shaman			✓		✓	

A Forest Goblin Brave may choose to remove his Animosity instead of choosing a skill, should they earn one.

Forest Goblin special equipment

Boss Pole



20 gold crowns

Availability: Common (Forest Goblins only)

Some influential Goblins carry badges of office, usually taking the form of long wooden poles with an icon or sharp blade on the end. This allows the hero and any Goblin henchmen within 6" to ignore animosity. Additionally, the Boss Pole acts as a spear in close combat.

Range	Strength	Special rules
Close Combat	As user	Strike First Cavalry bonus

SPECIAL RULES

Strike First: A warrior with a spear strikes first, even if charged. Note that this only applies in the first turn of hand-to-hand combat.

Cavalry Bonus: If using the optional rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Blowpipe

25 gold crowns

Availability: Common (Forest Goblins only)

The Blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison can cause searing agony and even death.

Range	Strength	Save Modifier	Special rules
8"	1	+1	Poison, Stealthy

SPECIAL RULES

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe *cannot* cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur, or the like.

Stealthy: A Goblin armed with a blowpipe can fire while *bidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Goblin. If the test is successful, the Goblin no longer counts as *bidden*.



Poisoned Weapon

25 gold crowns

Availability: Common (Forest Goblins only)

Forest Goblins commonly jab their weapon points into the bodies of giant spiders in hopes of coating them with deadly poison. Once this poison is bought, it is applied to one weapon, and may not be traded or sold later on.

The weapon in question, once poisoned, adds +1 to any injury rolls from then on.

Magic Gubbins

50 gold crowns

Availability: Rare 9 (Forest Goblins only)

These are odds and ends carried around by the Shaman to focus his powers. Most are bat feet, lizard lips, and the like, but still seem to provide benefits to their owner.

The Shaman may re-roll a failed magic test on a D6 roll of 4+.

Red Toof Tribal Jewellery

40 gold crowns

Availability: Rare 9 (Forest Goblins only)

Only proving one's prowess in battle can attract the attention of this cadre of warriors. Once inducted to the tribe, the warrior undertakes excessive body piercing!

This cannot be removed. The model will now be subject to the rules for Frenzy as described in the Mordheim rulebook.

Giant Spider

100 gold crowns

Availability: Rare 11 (Forest Goblins only)

The Giant Spider is the stuff of nightmares. Typically 10 to 12 feet long they are highly prized by Forest Goblins as mounts.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3(4)	3	1	4	1	4

SPECIAL RULES

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as Strength 4, but this will not modify any armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! Table. Note even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

Forest Goblin equipment lists

The following lists are used by Forest Goblin warbands to pick their equipment:

HERO EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc
Two-handed weapon	15 gc
Spear	5 gc
Halberd	10 gc
Boss Pole	20 gc

Missile weapons

Blowpipe	25 gc
Short bow	5 gc

Armour

Light Armour	20 gc
Shield	5 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Sword	10 gc
Spear	5 gc

Missile weapons

Blowpipe	25 gc
Throwing Weapons	15 gc
Bow	10 gc

Armour

Shield	5 gc
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Heroes

1 Chieftain

50 Gold Crowns to hire

Forest Goblins are usually led by the biggest, strongest, and most cunning Goblin in the band. This Chieftain routinely comes up with ways to drive off the Old World invaders, and collect gold for Mork and Gork

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	4	1	7

Weapons/Armour: A Chieftain may be equipped with weapons and armour chosen from the Hero equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Chieftain may use his Leadership value when taking Leadership tests.

Ride Spiders: The Chieftain can ride Giant Spiders and the Gigantic Spider as detailed in the 'Blazing Saddles' article (see page 65 of the Mordheim Annual).



0·4 Braves

20 Gold Crowns to hire

Forest Goblin Braves are just a tad more intelligent than their peers, and aid the Chieftain in directing them in battle. This does not improve their temperament, however, since they are as prone to infighting as their henchmen.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Braves may be equipped with weapons chosen from the Hero equipment list.

SPECIAL RULES

Animosity: Braves are subject to the rules for Animosity.

0·1 Shaman

20 Gold Crowns to hire

Shamans use the power of the Waaagh to direct the might of G'rkk and M'rkk against their foes. Usually found scrounging up mysterious animal parts instead of gold, most other Goblins agree that 'dey is odd'.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	4	1	6

Weapons/Armour: A Shaman may be equipped with weapons chosen from the Hero equipment list.

SPECIAL RULES

Wizard: A Shaman begins with one spell randomly chosen from the Forest Goblin Spell list.

Henchmen

Forest Goblins

15 Gold Crowns to hire

Forest Goblin warriors form the rank and file of a Goblin warband. They use their natural talents to harass their enemies while keeping out of sight in the dense foliage.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Forest Goblins may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: Forest Goblins are subject to the rules for Animosity.

0's Red Toof Goblins

25 Gold Crowns to hire

Of all the various factions that comprise the Forest Goblins, the infamous Red Toof tribe is the most feared. They are elite shock troops, valued by Chieftains for their berserk rage in battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Red Toof Boyz may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: Red Toof Boyz are subject to the rules for Animosity.

Berserkers: Forest Goblins of the Red Toof tribe allow themselves to be bitten by all sorts of poisonous wildlife before entering battle. The mingling venom drives them into frothing convulsions, making them extremely ferocious. Red Toof Boyz are affected by the rules for Frenzy as described in the Mordheim rulebook. In addition, if they begin their turn within charge range of an enemy, they are immune to animosity for that turn.



0's Sluggas

20 Gold Crowns to hire

Sluggas practice the art of throwing various objects until they can hurl several projectiles in a split second. This makes them useful for distracting enemies with a hail of heavy stones.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Sluggas may be equipped with weapons chosen from the Henchmen equipment list

SPECIAL RULES

Animosity: are subject to the rules for Animosity.

Sluggas: In the shooting phase, the Sluggas may throw thrown weapons up to three times. This may not be combined with Quick Shot if they should be promoted to hero status.

0'1 Gigantic Spider



200 Gold Crowns to hire

Gigantic Spiders are best avoided when encountered in the wild, due to their deadly poison and huge size. When urged into fighting by Forest Goblin beastmasters, they become doubly dangerous and much harder to evade.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	3	4	2	4

Weapons/Armour: A Gigantic Spider never needs or uses weapons or armour.

SPECIAL RULES

Fear: Gigantic Spiders cause fear as described in the Mordheim Rulebook.

Large Monster: Gigantic Spiders are large targets, and may always be shot at.

Poisonous: The Gigantic Spider's maw drips with vile poisons. When it wounds an enemy and a roll is made on the injury table, 1: knocked down, 2-4: stunned, and 5-6: Out of Action.

Native: Negotiating woodlands is no trouble for spiders. They move through any wooded terrain without penalty.

Non-sentient: Spiders are affected by the *stupidity* rules in the Mordheim rulebook. In addition, they never gain experience, as they are animals. Note however that they may climb as normal.

May Ride: The Forest Goblin Chieftain, may ride the Gigantic Spider. He gains +1 armour save, and shall move at the Gigantic Spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the Gigantic Spider on a 3-6. In close combat, the opponent may choose which to hit. The Gigantic Spider no longer has to check for *stupidity* if it is being ridden, as the Chieftain is directing its actions.

Forest Goblin Magic

D6 Result

1 Wind of Gork

Difficulty 6

A blast of foul flatulence signals G'rrk's Wrath.

A blast of foul flatulence signals Gork's wrath. Range: 12". The first model in its path must roll under its Toughness or take a S2 hit and be knocked down automatically.

2 Gaze of Mork

Difficulty 8

The Shaman invokes the presence of the God Mork to smite his foes with lightning.

Range 12". D3 S3 hits strike the first model in their path.

3 'Eadbanger

Difficulty 8

The Shaman channels pure Waaagh! energy through his body and vomits it toward the enemy.

Range 6". Fire bolts equal to the number of the Shaman's Attacks. Resolve with Strength equal to the Shaman's Toughness at the first model in their path. After the bolts effects are resolved, roll a die. On a 1 the Shaman has drawn upon too much power. The Shaman collapses and goes out of action.

4 Leap of Waaagh!

Difficulty 7

The Shaman summons a giant green hand to lift any Goblin and carry him into the fray.

The Shaman or any other Goblin within 3" may be moved up to 12". If this move brings them into close combat, they count as charging in the close combat phase.

5 Idol of Gork

Difficulty 8

Swirling energy crackles around the Shaman, giving him the appearance of a huge orc hero.

The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.

6 'Ere we go!

Difficulty 8

The Shaman and nearby Goblins become filled with the essence of the Waaagh!

All friendly models within 6" of the Shaman treat stunned results on the injury table as knocked down instead. The effects last until the Shaman takes a wound.



Gunnery School of Nuln

The province of Nuln is respected across the Empire as the home to the finest handguns and war machines, save for those constructed by the Dwarfs. This makes them a desired commodity for any Imperial army using cannonry and as such graduates from the Imperial Gunnery School are highly prized for their skills in training artillery on vulnerable targets with unerring accuracy and maintaining the war machines.

Perhaps the most surprising fact is that the Imperial Gunnery School does not create new weapons of war. Such tasks are executed by the College of Engineering, either the well known one in Altdorf, where luminaries as von Meinkopt (creator of the Hellblaster) and Pfielmann (Grenade Launching Blunderbuss) were taught, or the Gunnery School's neighbouring one in Nuln. Once the Colleges of Engineering create a war machine, the Imperial Gunnery School then start training gunners to use them.

This creates a high demand for their services with only a limited number available at any one time. Yet this demand has still led to the school refusing to lower its standards to concentrate on producing better skilled gunners and engineers, rather than a lot of sub-standard graduates barely capable of knowing which end of the cannon shoots the balls out.

Most of the students at the school come from the Imperial nobility, sons who show talents in mathematics or an interest in things that go boom, as well as not being immediately in line for succession. Once they graduate, students are given the choice of staying in the school for further studies (and eventually becoming a Master Gunner) or returning home. For some the prospect of yet more years of studies will send them home where they will go on to fight as an army's pistoliers or outriders. Those who remain will attain the pinnacle of their craft and get to watch their former trainees charge across the battlefield, often to their deaths.

One of the requirements of the school is that all students undergo fieldwork to see how weapons perform in the field, and how the students perform too. They are sent out under the tutelage of a Senior Gunnery Officer and an instructor, one who has graduated recently and who knows what is expected with fieldwork.

For such an excursion, the group leave the school and Nuln for a period of time and travel wherever they feel. The instructor evaluates the aptitude of the students, making assessments of whether they are likely to graduate. Their abilities vary from undeveloped to talented, but they are always very well equipped.

Special rules

Impeccable Care

Amongst one of the first things that the students are taught is to take proper care of their equipment and the right way to perform that maintenance. Once they have mastered this function, they learn to repair the same weapons should they become damaged and because of this they can buy such black powder weapons on the cheap and quickly return them to good working order. As a result they can buy these weapons at a fairly reduced price! They can ALWAYS use the reduced cost for black powder weapons listed in their starting Equipment List, and they gain an additional +2 on rare rolls to find any black powder weapons since people don't mind selling broken guns!

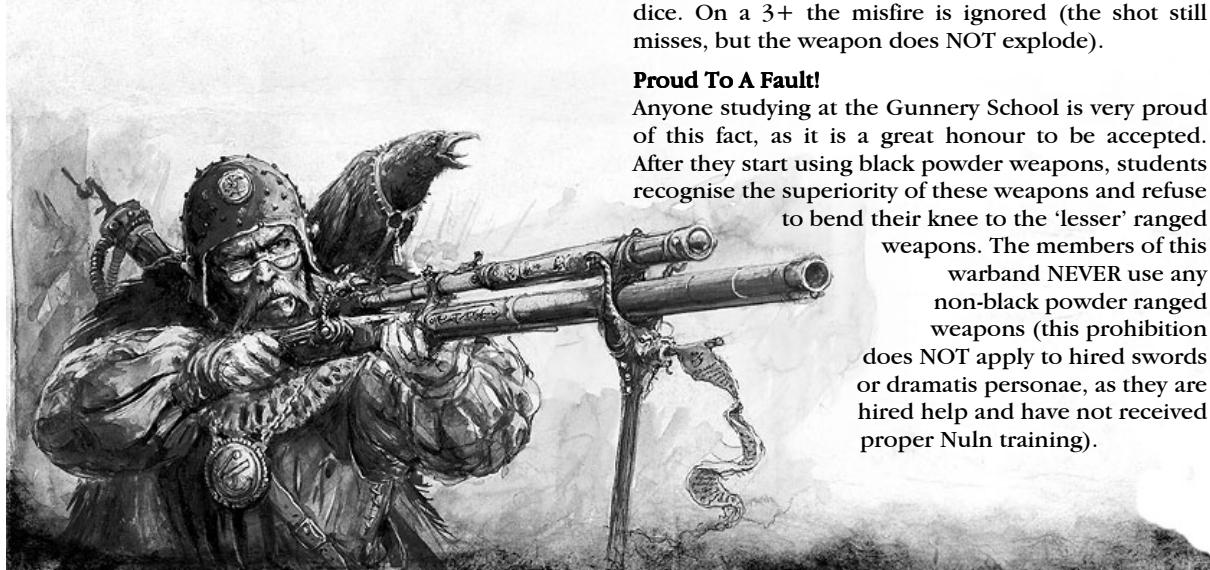
Properly Used

The students know the proper way to use their weapons, spending many hours on the school's shooting range. This is considered to be a good use of time between lessons and recommended by all the school's instructors, after all if the students constantly blow themselves up with their weapons, there wouldn't be many graduates. When using the optional Misfire rules, if a one is rolled, roll a second dice. On a 3+ the misfire is ignored (the shot still misses, but the weapon does NOT explode).

Proud To A Fault

Anyone studying at the Gunnery School is very proud of this fact, as it is a great honour to be accepted. After they start using black powder weapons, students recognise the superiority of these weapons and refuse

to bend their knee to the 'lesser' ranged weapons. The members of this warband NEVER use any non-black powder ranged weapons (this prohibition does NOT apply to hired swords or dramatis personae, as they are hired help and have not received proper Nuln training).



Choice of warriors

A Gunnery School warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Senior Gunnery Officer – Each warband must start with a single Senior Gunnery Officer, no more, no less.

Instructor – A warband may include up to one Instructor.

Senior Student – A warband may include up to one Senior Student.



Underclassmen – A warband may include up to two Underclassmen.

Sons of the Guns – A warband may include any number of Sons of the Guns.

Marksman – A warband may include up to 7 Marksman.

Pistoliers – A warband may include up to 5 Pistoliers.

Starting Experience

A **Senior Gunnery Officer** starts with 20 experience.

An **Instructor** starts with 12 experience.

Senior Students starts with 8 experience.

Underclassmen start with 0 experience.

Henchmen start with 0 experience

Gunnery School Skill Table

	Combat	Shooting	Academic	Strength	Speed
Senior Gunnery Officer	✓	✓	✓	✓	✓
Instructor		✓	✓		✓
Senior Student	✓	✓		✓	✓
Underclassmen	✓	✓			✓

Gunnery School equipment list

The following lists are used by Gunnery School warbands to pick their equipment:

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword.....	10 gc
Double-handed weapon	15 gc
Spear.....	10 gc
Halberd.....	10 gc
Morning Star.....	15 gc

Missile weapons

Pistol	10 gc (20 gc for a brace)
Double Barreled Pistol.....	20 gc (35 gc for a brace)
Duelling Pistol.....	20 gc (35 gc for a brace)
D. B. Duelling Pistol.....	35 gc (65 gc for a brace)
Handgun.....	25 gc
Double Barrrelled Handgun.....	45 gc

Armour

Light armour.....	20 gc
Heavy armour.....	50 gc
Shield	5 gc
Buckler.....	5 gc
Helmet	10 gc

Miscellaneous

Superior Black Powder	25 gc
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MARKSMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword.....	10 gc

Missile weapons

Pistol	10 gc (20 gc for a brace)
Double Barreled Pistol....	20 gc (35 gc for a brace)
Repeater Pistol.....	25 gc
Blunderbuss	20 gc
Handgun.....	25 gc
Double Barrrelled Handgun.....	45 gc
Hochland Long Rifle	100 gc
Repeater Handgun.....	50 gc
Hand-Held Mortar.....	70 gc
Pigeon Bombs	25 gc

Armour

Light armour.....	20 gc
Shield	5 gc
Helmet	10 gc

Miscellaneous

Superior Black Powder	25 gc
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Gunnery School special weapons



Double Barrelled Pistols

25 + D6 gold crowns (46 + 2D6 gold crowns brace)

Availability: Rare 9 (Rare 10 for a brace)

Originally created by a forward thinking blacksmith in Ostland for a vampire bunter, the engineers in the College at Nuln picked up on the trick very quickly. The design was simple enough; it is merely a pistol with a pair of barrels and a two-part trigger, which is capable of firing one or both barrels at a time, giving it the ability to punch a hole in even the toughest armour.

Range	Strength	Special rules
6"	4	Prepared Shot, Save Modifier, Hand-to-hand, Double-barrelled

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook.

Hand-to-hand: As per the Mordheim rulebook.

Double-barrelled: A double-barrelled weapon is a tricky piece of engineering, but it's a wonderful piece for combat. When firing such a weapon, the bearer must declare whether he is firing one or both barrels. If firing a single barrel, treat the shot as you would a normal weapon. However when firing both barrels, the method changes slightly:

To hit – roll a single dice as you would normally. This allows for a narrow field of fire emanating from the weapon.

To wound – roll for each shot individually, as each shot can wound on its own. Treat each shot that inflicts Critical Hits separately.

Reloading: After firing both barrels, place 2 tokens on the model. In your next shooting phase remove 1 token to represent one barrel having been reloaded. Token removal should be the last thing done in your shooting phase and you cannot shoot in the same phase as your reload.

Firing a Brace: If you fire both guns and barrels at the same time, place 4 tokens down, 2 each of different colours (one for each pistol in the brace). Remove one token of each colour every turn.

Double Barrelled Duelling Pistols

45 + 2D6 gold crowns (80 + 4D6 gold crowns brace)

Availability: Rare 11 (Rare 12 for a brace)

A natural evolution from the double-barrelled pistol, but it has proven less popular than envisaged. It had been thought that nobles would invest in them as a showpiece and put a stop to pointless duels, as who would want to shoot a rival who could shoot, miss, and then shoot again, even if you got two shots at them as well. Perhaps the designer should have put a few more hours thinking into it.

Range	Strength	Special rules
9"	4	Accuracy, Prepared Shot, Save Modifier, Hand-to-hand, Double-barrelled

Accuracy: As per the Mordheim rulebook.

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook.

Hand-to-hand: As per the Mordheim rulebook.

Double Barreled: As above.

Double Barreled Handgun

60 + 2D6 gold crowns

Availability: Rare 10

Created from a request by a Nuln nobleman who had been impressed by a demonstration model, the gunsmiths slaved long and hard to replicate it until a final model was forged. By then the noble had forgotten about it and the Colleges was left with a job lot. These were given to the Gunnery School as a gift and sort of disappeared on route.

Range	Strength	Special rules
24"	4	Prepared Shot, Save Modifier, Move or Fire, Double-barrelled

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook.

Move or Fire: As per the Mordheim rulebook.

Double Barreled: As above.

Repeater Handgun

60 + 2D6 gold crowns

Availability: Rare 11

The next step in the evolution of multi-barrelled weapons, a Repeater Handgun mounts a number of handgun barrels around a rotating cylinder, each one firing in turn. Prone to misfiring or other malfunction, Repeater Handguns are still highly sought after items, as they will launch a veritable storm of lead at the enemy if they don't break down.

Range	Strength	Special rules
24"	4	Save Modifier, Move or Fire, Fire Thrice, Experimental

Save Modifier: As per the Mordheim rulebook.

Move or Fire: As per the Mordheim rulebook.

Fire Thrice: The Repeater Handgun may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental: The Repeater Handgun is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other

than "BOOM!", the weapon has jammed or run out of loaded barrels and must be reloaded.

Slow Reload: To reload a Repeater Handgun takes a long time and a bit of focus. The warrior must do nothing (no moving, no shooting, no fighting in close combat, etc.) for a complete turn in order to reload the weapon.

Repeater Pistol

30 + 2D6 gold crowns

Availability: Rare 9

It wasn't long after the invention of the repeater handgun that the same principle was being used on pistols. Still prone to misfiring or other malfunction, they have found a place in gunnery bands armouries. Stories of calm instructors gunning down hordes of foes within feet of themselves are legendary and in all likelihood untrue. But it just could happen...

Range	Strength	Special rules
6"	4	Save Modifier, Fire Thrice, Experimental, Quick Reload, Not a Club

Save Modifier: As per the Mordheim rulebook.

Move or Fire: As per the Mordheim rulebook.

Fire Thrice: The Repeater Pistol may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shoot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental: As per the rule for the Repeater Handgun, above.

Quick Reload: The basic design of the pistol and number of barrels allows quick reloading, the pistol will always be able to fire at least one shot. After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before firing multiple shots (see **Fire Thrice**, above) may be taken again.

Not a Club: The Repeater Pistol may be used as a normal pistol in the first round of combat. After that it doesn't count as an additional hand weapon as it is far too delicate to risk in such a crude fashion. Its owner will not willingly discard it in a fight and so must fight on without the use of an additional hand weapon.

Hand-Held Mortar

80 + 2D6 gold crowns

Availability: Rare 12

The explosive power of a mortar, in a small enough package to be carried by a single man, the Hand-Held Mortar enables a warrior to launch an explosive into the midst of the enemy, sowing death and disorder.

Range	Strength	Special rules
24"	4	Prepared Shot, Save Modifier, Move or Fire, Scatter, Experimental, Explosive Radius

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook

Move or Fire: As per the Mordheim rulebook.

Scatter: If the warrior misses his roll to hit, the shot will land 2D6" in a random direction (determined using a Warhammer directional die, using the "clock-face method" of scattering, or whatever other method the players can agree to).

Experimental: As per the Repeater Handgun rule, above.

Explosive Radius: After determining the final landing spot, the explosion created by the bomb will cover a small area. The target and any models within 1 1/2" of him each take a single S4 hit from the blast.

Hersten-Wenffer Pigeon Bombs

30 + 2D6 gold crowns

Availability: Rare 8

When the full potential of gunpowder was realized in the Empire, it became only a matter of time before some enterprising engineers combined explosives and small animals. After initial failures with attempts to use rats, bats, and dogs, promising results were realized with pigeons. While not completely accurate due to having something of a mind of their own, pigeons are able to get to even distant targets quickly, and are very hard to prevent from reaching their target once they have been launched. Once it gets there, pigeon's small metal harness will fall away, freeing the bomb to ravage a small area below, while the pigeon returns home..

Range	Strength	Special rules
Unlimited	4	Move or Fire, Explosive Radius, Tempermental

Move or Fire: As per the Mordheim rulebook.

Explosive Radius: If the Pigeon Bomb lands on target, use the Explosive Radius rule under the Hand-Held Mortar above to determine the area of effect.

Tempermental: When launching a pigeon bomb, do not use the BS of the warrior. Instead, roll a D6: on a 5-6, the a pigeon bomb hits its target; on a 2-4 the fuse wasn't cut properly and the pigeon explodes harmlessly in the air before reaching its target; on a result of 1, something has gone disastrously wrong and the pigeon explodes in the hero's hands... he and everyone within 1 1/2" takes an S4 hit.

Pigeon Roost: Once a Hero buys pigeon bombs, he has enough for the full game, and his supply gets replenished at the start of each new game.



Heroes

1 Senior Gunnery Officer

60 Gold Crowns to hire

A veteran of many excursions, extremely skilled and a deadly foe, these Officers have seen a lot of action, sometimes a little too much for some, and have partially retired from the front line to teach. They enjoy these little 'days out'.

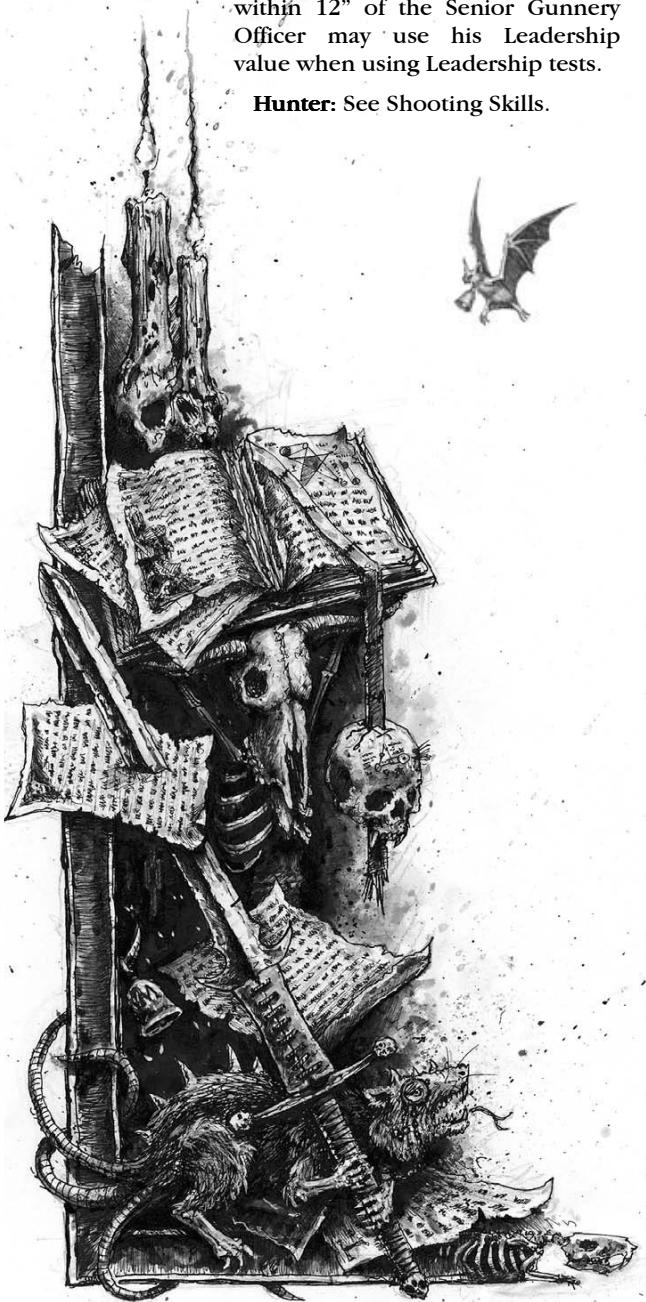
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Senior Gunnery Officer may be equipped with weapons and armour chosen from the Gunnery School Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 12" of the Senior Gunnery Officer may use his Leadership value when using Leadership tests.

Hunter: See Shooting Skills.



0·1 Instructor

45 Gold Crowns to hire

The gunners of Nuln are the most respected in the Old World. They are in charge of keeping up the mighty Empire war machines such as the great cannons. They are well educated and extensively trained, but not yet too battle-hardened, so these excursions give them field experience, even in the smallest things.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	4	1	7

Weapons/Armour: The Instructor chooses weapons and armour from the Gunnery School Equipment List and the Marksman Equipment List.

SPECIAL RULES

Expert Weaponsmith: The Instructors know every trick in the book when it comes to working with black powder weapons. While there is an Instructor in the warband all Pistol weapons receive a +3" range bonus and all other black powder weapons receive a +6" range bonus.

0·1 Senior Student

45 Gold Crowns to hire

The upperclassmen at the school are well acquainted with the forms of combat and mechanics used by the Empire. The years of using pistols and firing cannons has given them plenty of experience with weaponry and this is not their first excursion into the wilds of the Empire. It is likely to be their last before they graduate.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: Senior Students are allowed to choose weapons and armour from the Gunnery School Equipment List.

0·2 Underclassmen

20 Gold Crowns to hire

This is the first excursion for these freshmen, who have had maybe only months of training and shooting. Most will see this as a chance to escape the stuffy halls of academia and go hunting for pleasure. The brighter ones will realise that this is a true test of their dedication and knowledge.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	3	1	6

Weapons/Armour: Underclassmen choose their weapons and armour from the Gunnery School Equipment List.

Henchmen

Sons of the Guns

25 Gold Crowns to hire

Orphans left on the doorsteps of the school, well cared for and trained to take care of the constructs as apprentices and assistants. Many go on to form gun crews for the cannons taken into battle and some even rise as far as commanding such crews. For the most part they remain a background element to the successful workings of any cannon or black powder weapon and have become an essential part of the school. On the excursions, Sons of the Guns provide a much-needed set of arms to carry provisions and spare powder, as well as providing much needed additional firepower in a fight.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: The sons of the guns choose weapons and armour from the Gunnery School Equipment List.

O7 Marksmen

30 Gold Crowns to hire

It is said that some of the finest marksmen in the Empire have graduated from the Gunnery School, though many backwoodsmen in Hochland disagree. Certainly compared to their rural counterparts, Marksmen show more proficiency over a wider range of black powder weapons, even the Long Rifle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	3	1	7

Weapons/Armour: The Marksmen choose their weapons and armour from the Marksmen Equipment List.

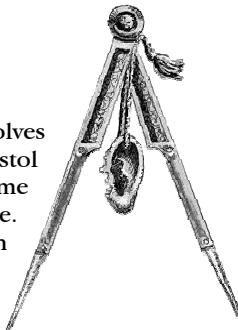
SPECIAL RULES

Quick Reload: Marksmen trained at the Gunnery School are forced to practice many drills day after day, including those that teach them to load their weapons for speed under high-pressure conditions. Marksmen have the *Hunter* skill from the Mordheim rulebook. A Marksman who becomes a Hero gains no further effect from taking the *Hunter* skill in addition to this.

O5 Pistoliers

35 Gold Crowns to hire

Part of any student's tutoring involves learning pistols and pistol maintenance and many become crack shots with repeated practice. Sadly they do not devote as much time to learning from the other parts of the curriculum and often graduate through money and luck, returning home to show off their skills, drifting into the army as Pistoliers or Outriders.



Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: The Pistoliers choose their equipment from the Gunnery School Equipment List.

SPECIAL RULES

Crack Shot: Experts with pistols in close quarters; they have an uncanny ability to turn what should have missed its target into a success. When using pistols in close combat, they may re-roll any missed to-hit rolls with the pistol in the first round of combat.

Reinhardt smiled menacingly as he reloaded his double-barrelled handgun in front of the cowering village folk. The two mutants he'd put down in front of them lay slumped a few feet away and the explosive bangs had put the fear of Sigmar in them. How superstitious and ignorant they looked to him, a man of confidence, style and training.

He turned to them and spoke, raising his gun above his head. "All right, peasants! See this, this is my boomstick." He fired both barrels in the air, spooking them. "It's Nuhn's top of the line, made by Mssr's Steinbock and Ulstadt. It costs more money than you'll ever see in five lifetimes, comes with an oaken stock, silver trim and a hair trigger. Now that I've killed off your little problem, I expect the best food and accommodation you can give me – for free."

A woman in the crowd shrieked and the entire crowd started running away from Reinhardt, leaving him puzzled until he heard the slow laboured grunts coming from behind him. One of the mutants was standing up, the shot having evidently only scratched it. It got to its feet and shook its head around.

Reinhardt's smile grew wider and he raised his handgun, the mutant firmly in his sights, not yet moving. He pulled the trigger and the hammer fell onto two empty barrels with a loud click.

The mutant seemed to notice him at the sound and leapt at Reinhardt's throat.

Hochland Bandits



The biggest fallout of the Storm of Chaos was the influx of refugees from across the border. Though many from Ostermark and Ostland have returned, either to push back whatever forces remain in the areas they once called home or to start anew elsewhere in the Empire, a large population of Hochland have not and this has raised tensions throughout Talabecland. In and around Talabheim it is felt that they should cross the River Talabec, separating the two Provinces, and make efforts to rebuild.

Talabheim has had great difficulty with refugees and Talagaad, the port on the banks of the Talabec that sees most of the trade that flows along that great waterway, has had riots at the docks and in the area of the district known as 'Little Kislev' where longstanding Kislev migrants have clashed in the streets with the Hochland invaders. This bad blood is brewing a deep vintage and the winter has helped none.

It was a bad winter, food was short and even the aristocracy was having to make do as best they could. The harvest had been bad leading up to the Storm and the loss of so many men folk to the fighting and the return of many broken by it did not help. What excess grain and meat there was given charitably (or sold to the highest bidder) in those lands that had suffered worse. The trading that passed through Talagaad was slight and poor, for it drew from the realms that had been hardest hit by the war – Ostland, Ostermark and distant Kislev, and the mercantile routes along the Stir that passed through Krugenheim were equally poor, for it passed through Sylvania and that has nothing that few would wish to trade in. With trade weakened employment became scarce and men have been driven to take desperate measures in order to survive.

Rumours have spread of a treasure hidden deep in the Great Forest. Adventurous gangs of petty crooks led by villainous individuals now prowl the wilderness. Men and women have started disappearing. There is much which stands between them and success yet these men are opportunists who seek a prize for their own selfish gain.

Special rules

Hired Swords: Bandits have no compunction about hiring mercenaries, and may hire any Hired Swords allowed to a Human Mercenary warband.

Powder's Expensive! Bandits are often too poor to purchase or upkeep expensive equipment like gunpowder weapons. The exception to this is Bandit heroes, who often see such extravagances as pistols as symbols of their status and higher wealth. The higher costs for black powder weapons in the equipment chart, and the fact that henchmen can't purchase them at all, reflect the extreme rarity of these types of weapons for Bandit warbands.

Foragers. Bandits are used to lean times, and know how to make their gold stretch. Because of this, they usually have fewer expenses between adventures. When determining Income for a Bandit warband, always use the next lower warband size category (a warband with 1-3 members still uses the first column however!). For example, a warband with 15 members finds 4 Treasures in the Exploration Phase. When they sell these Treasures, they use the 10-12 members column instead of the 13-15 members column, resulting in a gain of 5 gold pieces for the warband.

Know Who To Sell To. Bandits are used to getting rid of stolen goods, and have built up contacts for doing so. When a Bandit warband sells equipment, they get half of any random element of the equipment cost, in addition to the normal half of the item's basic cost.

Choice of warriors

A Bandit warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband is 12.

Bandit Prince: Each Bandit warband must have one Bandit Prince: no more, no less!

Footpads: Your warband may include up to 2 Footpads.

Huckster: Your warband may include a single Huckster.

Duelist: Your warband may include a single Duelist.

Thugs: Any number of models may be Thugs.

Blackhearts: Your warband may include up to 2 Blackhearts.

Looters: Your warband may include up to 4 Looters.

Gutterscum: Your warband may include any number of Gutterscum.

Poachers: You warband may include up to 2 Poachers.

Starting Experience

A Bandit Prince starts with 20 experience.

Footpads start with 8 experience.

Duelists start with 12 experience.

Hucksters start with 8 experience.

All Henchmen start with 0 experience.



Bandit Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Bandit Prince	✓	✓		✓	✓	✓
Footpad	✓	✓			✓	✓
Huckster	✓		✓			✓
Duelist	✓	✓			✓	✓

Bandit equipment list

The following lists are used by Bandit warbands to pick their equipment:

BANDIT EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Hammer	3 gc
Battle Axe	5 gc
Sword	10 gc
Spear	10 gc
Two-handed weapon	15 gc

Missile weapons

Throwing Axe	15 gc
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Armour

Light Armour	20 gc
Shield	5 gc
Helmet	10 gc

DUELIST EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Rapier	15 gc
Main Gauche	7 gc
Sword	10 gc
Spear	10 gc

Missile weapons

Pistol	20 gc (40 gc for a brace)
Duelling Pistol	30 gc (60 gc for a brace)

Armour

Shield	5 gc
Buckler	5 gc

COWARD EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Spear	10 gc

Missile weapons

Sling	2 gc
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Armour

None



POACHER EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Spear	10 gc

Missile weapons

Short bow	5 gc
Bow	10 gc
Longbow	15 gc
Crossbow	25 gc

Armour

Helmet	10 gc
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Bandit Special Skills

Bandit Heroes may use the following skill lists instead of the standard skill lists available to them.

banditry

Between missions, the bandit goes off and robs travelers or other innocent victims. Instead of searching for Rare equipment, the hero may engage in banditry - roll a D6, on a result of 2-6, the banditry is successful and the hero adds D6+1 gold to the warband's stash. However, on a result of 1, the attempted robbery has somehow gone wrong - roll on the Serious Injury table for the bandit, as if he had been taken Out of Action in the last game. If several heroes have this skill, it is quite possible that some are successful and some not in their Banditry attempt between games...that is the nature of theives' honor - if a man falls behind, he is usually on his own! This skill may not be combined with the Huckster's Slick Operator special ability.

hide in shadows

The Bandit has become an expert at concealing himself from his enemies (and potential victims!). An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative (round up) before measuring the distance.

jump back

This warrior is an expert at getting himself out of sticky situations. If the warrior is in close combat with an

enemy warrior (and not Knocked Down or Stunned) at the start of his Movement Phase, he may attempt to jump out of combat. To attempt to do so, the warrior must make an Initiative test. If he fails the test, the warrior will automatically strike last in that round of combat. However, if he passes, immediately move him 1" away from the enemy warrior (this does not count against his movement for that Movement Phase); he may then move and otherwise act normally for the rest of that turn (even charging back into combat if he chooses!).

sniper

The bandit is an expert at shooting his victims from the comfort of cover. When Hiding, the warrior may cast spells or shoot and still remain Hidden. Note that the bandit may not use this skill if he is shooting a Blackpowder weapon!

throw voice

This rogue has mastered the art of misdirecting enemies who get too close by making them hear noises or voices some distance from his location. If an Enemy warrior is attempting to detect the bandit While he is Hidden, roll a D6 - on a result of 4 or better, the bandit is undetected and remains Hidden.



Bandit special equipment

Rapier

15 gold crowns

Availability: Rare 5;

Reiklanders, Marienburgers, Hochland Bandits only

The rapier is a long thin blade commonly used by duellists. It is a deadly, sharp weapon capable of delivering a multitude of blows but lacks the power of a broadsword.

Range	Strength	Special rules
Close Combat	As user	Parry, Barrage, +1 Enemy Armour Save

SPECIAL RULES

Parry: see Mordheim Rulebook.

Barrage: A rapier is light and flexible, and while this makes it less powerful than a broadsword or an axe it means that a warrior using a rapier can make a barrage of quick attacks before his opponent can react. A well trained swordsman could inflict a multitude of light wounds in mere seconds, often enough to incapacitate the hardiest of foes. A warrior armed with a rapier rolls

to hit and to wound as normal. However, if you manage to hit your opponent but fail to wound you may attack again just as if you had another attack but at -1 o hit (down to a maximum of needing a 6 to hit). You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.

Main Gauche

7 gold crowns

Availability: Rare 7, Hochland Bandits only

A main gauche is a dagger with a large hand guard, often used in conjunction with a rapier or other sword. Popular among duellists and petty nobles, the main gauche is sometimes seen as a "foppish" weapon, but in reality it provides the wielder the ability to be strong both in attack and defense.

Range	Strength	Special rules
Close Combat	As user	Parry, +1 Enemy Armour Save

Heroes

1 Bandit Prince

60 Gold Crowns to hire

Many young men of meager means and wild imaginations dream of forging their own empire out of the wilderness. Some actually take steps to make their dreams reality, and gather a group of men together to seek their fortunes. Unfortunately reality often overtakes these small adventuring bands, and instead of forging ahead through hard times, many settle for claiming a small stretch of highway or forest as their 'domain', imposing 'taxes' or 'tolls' on any travelers unlucky enough to be traveling by. The leaders of such bands are sometimes bitter, hardened men who have seen their dreams trampled in the dust, but just as often they are carefree spirits who have found they actually prefer a more open forum for their 'court'. Many a romantic tale is spun about this latter sort, and often young ladies of noble birth find themselves falling in love with the ideal of the 'daring scoundrel'. Most are often disappointed (and slightly poorer) when they meet the real item in the flesh however.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	8

Weapons/Armour: A Bandit Prince may be equipped with weapons and armour chosen from the Bandit Heroes Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Bandit Prince may use his Leadership characteristic when taking any Leadership tests.

0'2 Footpads

45 Gold Crowns to hire

Footpads specialize in sneaking behind their target (or 'mark') and taking him while he is unaware of their presence (preferably from behind...in the dark). While out in the open a Footpad fights no better than any other warrior, if given the opportunity to surprise his enemy, a Footpad can often be a dangerous opponent indeed.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Footpads may be equipped with weapons and armour chosen from the Bandit Equipment list.

SPECIAL RULES

Concealment: Enemy warriors often find it difficult to detect a Footpad until he strikes. If an enemy warrior wishes to charge a Footpad that he cannot see (but was

not declared as *Hidden*), he must subtract 1 from his Initiative before making his Initiative test. Note that a roll of '6' always fails when rolling to charge a Footpad that the warrior cannot see. Also, models halve their Initiative when checking the range to see if they can detect a Footpad who has been declared as *Hiding*.

0'1 Duelist

45 Gold Crowns to hire

It is inevitable that sometimes heated arguments just cannot be settled peacefully. On such occasions an injured party may decide that his honor cannot be restored with anything less than his enemy's blood, and challenges his opponent to a duel. Among the rich and powerful in the cities of the Empire, life is often considered more important than personal honour, and a third party is hired to stand in for the challenged. A professional warrior who specializes in standing in on these occasions is known as a Duelist. Being a Duelist can prove quite a lucrative, if somewhat short, career. Many families take offense to a trained fighter cutting their kin down in the street, and will hire killers of their own to exact revenge. A situation such as this will often result in a Duelist joining a party of wandering brigands for a time, taking a short 'vacation' from life in the city until things cool down a bit...



Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	7

Weapons/Armour: A Duelist may be equipped with weapons and armour chosen from the Duelist equipment list.

SPECIAL RULES

Swordmaster: In order to remain alive, a Duelist picks up swordfighting techniques that few others master. The Duelist successfully parries an enemy blow on a roll equal to or over the roll to hit, not just over the roll as with normal parries. Obviously a Duelist must first be armed with a weapon or armour that allows him to Parry in order to use this rule.

Weapon Knowledge: A Duelist must be prepared to fight an opponent with any weapon at any time, so a working knowledge of even exotic weapons is critical for his survival. The weapons in the Bandit equipment chart merely represent the weapons a Duelist may start with. A Duelist may use any close combat or missile weapon that the warband members can get hold of.

0'1 Hucker

40 Gold Crowns to hire

Among the cities of the humans there are those who find that they have a natural gift for convincing others to help them in their endeavors. Typically very

intelligent and possessing a silver tongue, a huckster can convince a man that the stones in his hand are really magical beans, or that ownership of a nearby bridge is the answer to his dreams. Often quite well-to-do until their victims track them down, hucksters often find a Bandit warband offers them considerably more security than life alone.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	2	3	1	3	1	6

Weapons/Armour: A Huckster may be equipped with weapons and armour chosen from the Coward Equipment list.

SPECIAL RULES

Convincing Manner: Hucksters specialize in convincing strangers of their benevolent intentions. When an

enemy warrior attempts to charge a member of the huckster's warband within 12" of the huckster, the enemy must first pass a successful Leadership test. If the warrior fails the test he may not charge and remains stationary for the turn (treat as a failed charge), exactly as if he had failed a test to charge a Fear-causing enemy. Note that individuals subject to Stupidity and animals are immune to this effect (they are too stupid to understand what the huckster is saying).

Slick Operator: In between games the player may choose to have the huckster run a con on the local inhabitants of the region. Roll a D6: On a result of 2-6, the con is successful and the warband gains 2D6 gold (the huckster keeps the rest). However, on a result of 1 the huckster's con has backfired and he is on the run (he misses the next game and no gold is received by the warband).

Henchmen

Thugs

30 Gold Crowns to hire

Brawn without brains. Those stronger than their fellows are often drawn to a life of banditry, as it is an easy way for them to earn a living. Many a town bully has found that he has been, quite by accident, training himself for a life of crime.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	3	1	3	1	7

Weapons/Armour: Thugs may be equipped with weapons and armour chosen from the Bandit Equipment list.

Looters

25 Gold Crowns to hire

Not all members of a Bandit warband find close-up fighting enjoyable. Many are cowards who make their living off of shooting a victim from afar and then stripping the body for anything that can be sold.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	4	3	3	1	3	1	6

Weapons/Armour: Looters may be equipped with weapons and armour chosen from the Coward Equipment list.

SPECIAL RULES

Looting the Dead: Normally when a warrior is killed or his wounds cause him to leave the warband and he is taken off the warband's roster, all of his equipment is lost. However, some unscrupulous individuals will stoop to robbing a dead or incapacitated warrior, thereby gaining his equipment for themselves. When rolling for warriors who were taken Out of Action at the end of a battle, the Bandit player may roll a D6 for any

warriors who are to be removed from their warband's roster. On a roll of 4+ the looter has taken all of the warrior's equipment—it is the Bandit player's to keep. Failure indicates that the Looter either didn't notice the warrior going down, or he didn't get the opportunity to rob the body. Obviously any warrior can only be looted once, but multiple Looters allow the Bandit player multiple chances that his warband members got the equipment off of each downed warrior. Note also that warriors to be looted can be from any warband participating in the game, including the Bandit warband—Bandits are certainly not above looting their own dead!

0'2 Blackhearts

35 Gold Crowns to hire

Rapists and killers, Blackhearts are truly soulless individuals who represent the worst elements of any society. Such cruel and evil beings have usually seen the worst life has to offer and revel in it. Most Blackhearts have severely anti-social tendencies, so a Bandit warband will never be found with more than one or two of these depraved creatures.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Blackhearts may be equipped with weapons and armour chosen from the Bandit Equipment list.

SPECIAL RULES

Hardened: Blackhearts are not as put off by the evils of the world when they come across them...in fact persons of this nature are often more uncomfortable around situations where warmth and love are in abundance! Blackhearts are immune to Fear, and never have to take All-Alone tests (they prefer to work alone anyway...).

0-2 Poachers

35 Gold Crowns to hire

While most members of a Bandit warband are hardened criminals, some are just individuals who were down on their luck for one reason or another, and were forced to resort to poaching the local lord's game. While these individuals may not have the same temperament or lack of morals as the rest of the warband, they are usually hunted just as relentlessly. While they often find most of their fellows distasteful (to say the least!) poachers are so useful to the warband that they are usually given more slack than anyone else. After all, a band of outlaws needs places to hide and food to eat, and Poachers know where the best of both are to be found...

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	3	1	7

Weapons/Armour: Poachers may be equipped with weapons and armour chosen from the Poacher Equipment list.

SPECIAL RULES

Trailblazers: Poachers are experts at finding new game or safe campsites for the warband. In the game this is represented by allowing the warband to reroll one D6

for each Poacher in the Exploration phase. Poachers are not as good as Elf Rangers for scouting, but they are often darned close!

Gutterscum



10 Gold Crowns to hire

Gutterscum are the lowest of the low—those whose laziness or other vices have driven them to a life they are utterly unsuited for. They often make up the bulk of a Bandit Warband, as the slums of most cities are filled with those desperate enough to view a life of preying on their fellow man and fleeing from the authorities as an opportunity to improve their lot.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: Gutterscum may be equipped with weapons and armour chosen from the Coward Equipment list.

SPECIAL RULES

Utterly Inept: Gutterscum have turned to a life of crime because they lack the ability to fit into normal society. They lack both the ambition and the capacity for self-improvement. Gutterscum do not gain experience.

Bogrutz sat down on the boulder and put his chin on his fist. "Boyz, one day ab'll tell meself, never trust a gobbo. Dey lie, steal an' run off jus' when yer needs 'um." The other orcs nodded in agreement, partly because it was true and partly because it was never wise to argue with Bogrutz when he was on one of those moods. "L'il buggers. If's ab sees 'em agin, ab'll frottle 'em all."

The black orcs had survived, mainly through sheer pigheadedness and refusal to give up fighting, even when a very malicious spirit of the wood had torn one of their number to pieces. They'd been the last ones left on the battlefield, the stunties being forced to retreat, the bunnies running away and the gobbos sneaking off with a prize, which Bogrutz knew must have been what the stunties were keeping. It made him so mad to have won and yet lost. He really needed to hit something until there was nothing left but a smear.

Slowly he stood up and pointed. "Dis way, boyz, an' Gork 'elp 'oever steps in front o' us."

"Why boss?"

"Cos we'll batter 'em until dey's dead. Den we batter 'em some more."

"An' more after dat?"

"Yeah."

By a less than spectacular coincidence not that far away and in the direction that the black orcs were moving in, sat a small group of disconsolate men wearing clothing that had been repaired to the point of being thread-bare, weapons stained with blood that was so old it wouldn't wash off and a mood blacker than night at the bottom of the ocean.

Patrick Richards was in the foulest mood he could ever remember being in and, to top it off, the person he most hated at that moment was himself. Ever since he'd taken charge things had gone downhill. The light at the end of the tunnel turned out to be a lure to an even bigger drop. They numbered only 5 now and two of those Richards couldn't even remember their names.

He missed Hagman and the way the old poacher could sing a song to raise their spirits. He missed Perkins and the young man's exhilaration for life. He missed Harris and the ex-priest's sayings. He missed Tongue and the way the cutpurse had been able to work a piece of wood with a knife. He missed Robin Sharper, for the man had been a better leader than Patrick had been. He had bad presence, charisma. He hadn't led them wrong.

Now they were down to five men, lost in the Great Forest and whatever hope they had had for finishing Robin's mission was gone, lost in the mire of their depression and just generally not in a good place. It wasn't even as if Pat could just tell them all to give up and go home, they were stuck together till the bitter end and it seemed to be very bitter indeed.

He should have said that they'd go north, back to Hochland, back at the beginning, fight Robin's legacy from there, win back their homeland, but he'd promised the dying man he'd go on to Altdorf and defeat the Rossensteins. Damn me for promising a dying man a wish I'll never fulfil, he thought.

And then the day got worse.

The Horned Hunters



Horned Hunters prowl the woods both within the crater walls of the Taalbaston and throughout Talabecland and claim allegiance only to Taal – the God of nature and wilderness.

The rites of Taal demand great mental, physical, and emotional fortitude from its practitioners. Some see the trappings of civilisation – cities, courts, and the like – as a failing in the interpretation of Taal's will. Followers of Taal avoid firearms and other works of science, preferring to take pride in self strength and natural skill.

Taal is represented as a powerfully built man with long, wild hair crowned with the skull of a great stag. He wears animal skins and golden leaves flutter from his beard. In some tales he manifests as one of his totems: a stag or bear. Devotees dress in the image of their patron deity. While Taal is not usually revered in cities, in Talabheim, which is founded on river trade, he is called the Father of Rivers and is the city's foremost God.

Special rules

Woodcraft: Followers of Taal make their homes in the wilderness and shall only frequent towns or cities when it is compulsory for them to do so. They are expert woodsmen and their knowledge of the wilds is unrivalled by all except perhaps the Wood Elves. Horned Hunter warbands move through any difficult terrain they encounter without suffering any movement penalties.

Choice of warriors

A Horned Hunter warband is a cult composed of feral devotees to Taal, the God of nature and the wilds.

The warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Horned Hunter: Each Horned Hunter warband must have one Horned Hunter.

Priest of Taal: Your warband may include a single Priest of Taal.

Initiates: Your warband may include up to three Initiates.

Zealots: Any number of models may be Zealots.

Drunken Gang: Your warband may include up to five Drunken Gang.

Warhounds: Your warband may include up to five Warhounds.

Starting Experience



A **Horned Hunter** starts with 20 experience.

Initiates start with 8 experience.

A **Priest of Taal** starts with 12 experience.

Henchmen start with 0 experience.

Horned Hunter equipment list

The following lists are used by Horned Hunter warbands to pick their equipment:

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	5 gc

Missile weapons

Longbow	15 gc
Bow	10 gc
Short bow	5 gc

Armour

Light armour	20 gc
Toughened Leathers	5 gc
Shield	5 gc

Miscellaneous

Hunting arrows	20 gc
Blessed Stag Hide	40 gc
Trip wire	15 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	5 gc

Missile weapons

Bow	10 gc
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Armour

Toughened Leathers	5 gc
Shield	5 gc

Horned Hunter Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Horned Hunter	✓	✓		✓	✓	✓
Initiates	✓	✓		✓	✓	✓
Priest of Taal	✓		✓	✓	✓	✓

Horned Hunter special skills



Horned Hunter Heroes may choose to use the following Skill list instead of any of the standard Skill tables available to them.

master trapper

This huntsman is a masterful trap setter. Trip wire range has been extended by this warrior to reach 4". Traps set by a master trapper are triggered by a score of 2+.

infiltration

A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

foul odour

Worshippers of Taal are one and all prodigious drinkers and none too hygienic! This warrior rises head and shoulders above the rest. After a lifetime of drinking, liquor has little effect on him any more... not that this stops him from consuming massive quantities!

His unwashed clothes and sweat reek of alcohol and all living enemies (not Undead or Possessed) are at -1 to

hit him in close combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength as his beer soaked clothing burns readily.

animal friendship

Having grown up amidst the animals of the forest this warrior exudes a certain charm to all 'normal' animals (warhorses, warhounds, etc.). Animals will never attack him and up to two wardogs (see Mordheim book, page 54) that the warrior owns do not count against the maximum number of models in the Warband.

pathfinder

Taal has gifted this hunter with an uncanny ability to find paths through unexplored territories. Roll one additional D6 during the exploration phase. A warband may only contain one pathfinder.

hide in shadows

The hunter has learned to crouch unseen in any cover they can find. Enemy models must halve their Initiative when attempting to find this warrior when he is *Hidden*.



Horned Hunter special equipment



Blessed Stag Hide (40 gold crowns / Rare 10)

The animal skin is worn as a drape and is a symbol of honour once blessed by the hierarchs of Taal. A blessed hide bestows unchallenged grace to the wearer allowing the re-roll of a failed Initiative test once per turn.

Trip Wire (15 gold crowns / Common)

Horned Hunters are expert trappers. A Hero may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being *knocked*

down). Place a marker in base contact with the Hero. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Hero won't trigger his own traps).

If the trap did not wound the model or it didn't trigger, the victim may finish his move otherwise he is placed *knocked down* or *stunned* 2" from the marker. The marker is removed whether the trap was triggered or not.

Heroes

1 Horned Hunter

60 Gold Crowns to hire

The Horned Hunters are deeply zealous and shun the city of Talabheim. They safeguard pilgrims from the predations of bandits and hunt down dangerous beasts and the Mutants that flout Taal's will.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: A Horned Hunter may be equipped with weapons and armour chosen from the Horned Hunter equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Horned Hunter may use his Leadership value when taking Leadership tests.

Hang the Bandit!: A Horned Hunter *bates* all Bandits and Outlaws.



0'3 Initiates

40 Gold Crowns to hire

Part of their initiation into this group is to undergo extensive tattooing, covering their chest and face. These feral hunters serve as masterful scouts.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Initiates of Taal may be equipped with weapons chosen from the Horned Hunter equipment list.

SPECIAL RULES

Infiltrator: A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Hang the Bandit!: Taal's Initiates *bate* all Bandits and Outlaws.

Strictures: Taal's Initiates may never wear armour.



Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	7

Weapons/Armour: A Priest of Taal may be equipped with weapons chosen from the Horned Hunter equipment list.

SPECIAL RULES

Prayers: A Priest of Taal may use the prayers of Taal listed below.

Strictures: Priests of Taal may never wear heavy armour.

Henchmen



O'S Drunken Gang

30 Gold Crowns to hire

The militia is a hodgepodge of trusted citizens, woodsmen, and hunters that band together in times of need. Ancient law dictates all able-bodied men must muster when summoned by the Hunters Council in times of war. Though how many come depends on the amount of Rotfire moonshine consumed the night before. For this reason the army commonly refers to them as the 'Drunken Gang'. Despite its malign reputation, the militia is capable, made up of rugged and dependable Talabeclanders.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Drunken Gang may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Drunk: The militia are blasted out of their tiny minds on Rotfire moonshine and cheap ale. As such, they automatically pass all Leadership-based tests they are required to take.



Zealots

20 Gold Crowns to hire

While they lack the fiery rhetoric of most zealots, Taal's followers are still fervent in their beliefs. They give up much in the way of a material life. They shun normal clothing and armour and wear animal skins, loincloths or less.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

Weapons/Armour: Zealots may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Strictures: Zealots may never wear armour.

O'S Warhounds

15 Gold Crowns to hire

Horned Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any bandits, beasts and mutants.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! Warhounds never use or need weapons and armour.

SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience



Prayers of Taal

Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long, wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire.

Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.

D6 Result

1 Stag's Leap (Difficulty 7)

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

2 Blessed Ale

Difficulty 5

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each Priest opens one keg of ale (at least!) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will be lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bear's Paw

Difficulty 7

Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bear's Paw' this spell is sometimes referred to as 'Moose's Breath' by those who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder

Difficulty 9

Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits.) Remove the terrain feature from the board for the rest of the game.

5 Tanglefoot

Difficulty 8

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of friendly Zealots within 12" of the Priest can only move at 1/2 speed until the next shooting phase.

6 Summon Squirrels

Difficulty 7

Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.



New Rules



Kislevite Warband

The Land of the Great Bear

The land of Kislev lies to the north and east of the Empire. The further east one travels, the dense forests give way to open steppes stretching to the foothills of the World's Edge Mountains. The winters of Kislev are harsh and cruelly long and for months the land is gripped by snow blizzards and ice. The townships of Kislev are mainly built of timber for stone is rare and only the most important of the cities have stone buildings and walls. In the ancient capital city of Kislev, the massive white buildings are topped by vast gilded domes and decorated with golden statues and gargoyles. It has been said that Kislev is a poor country filled with rich people. It is certainly true that the people that live in this beleaguered land have an outlook on life that strangers often find surprisingly positive – for Kislev is a country under constant threat of invasion. Armies of savage Norse often venture into Kislev, raiding and pillaging, and to make matters worse Kislev lies right on the border of the Chaos Wastes, so that any Chaos incursion passes through the land (and its people) first.

To aid them in their struggle against these murderous foes, the Tzars of Kislev have forged strong ties with the Empire. This

alliance benefits both countries, as the rulers of the Empire have long understood the benefit of a northern bulwark against the tides of Chaos. Both countries have a tradition of sending troops to aid the other in times of need, and in fact the Gryphon Legion, pride of the Kislevite nobility, was formed as a symbol of the unity between the two countries. This knightly order is made up entirely of Kislevite nobles, but is garrisoned and trained in the Empire.

Despite the constant threat of invading armies, the people of Kislev sing and dance and play as much as or perhaps more than the people of any other country in the Old World. Some say that their relative happiness derives from their love of strong drink. Whether this is true or not, Kislevites certainly do enjoy their spirits, and in fact many of their people attribute almost magical qualities to that most famous of Kislevite drinks – vodka.

A Kislevite warband represents a group of individuals from this unique northern realm. Kislevites tend to be quiet in the face of strangers, but they hold much joy in their hearts. In fact they are loud and boisterous when amongst their own people. Kislevites are known to be extremely brave warriors, and they hold a loathing for Chaos that is much stronger than most of the peoples of the Old World. While many citizens of the Empire may remain ignorant to the initial signs of a Chaos cult, Kislevite citizens will immediately seek out any signs of depravity and cleanse the infected individuals with sword and flame. Keep these things in mind when you play a Kislev warband. Most citizens of Kislev have lost homes or loved ones to the warriors of Chaos, and they realise that anything less than constant vigilance could lead to their downfall. They are therefore unrelenting in their resolve against their ancient enemies. Give the forces of Chaos no quarter, and expect none in return!

Special Rules

May Hire: A Kislevite warband is allowed the same selection of Hired Swords as the Human Mercenary warbands from the Mordheim rulebook.

Ancient Enemies: Kislevite warbands may never ally (see the 'Multiplayer Rules for



*Tales of vodka-swilling, gruff men of Kislev
by roving scribe Mark Havener*

Mordheim' article from Town Cryer for more details on warband alliances) with any type of Chaos warband. This restriction pertains to the following warbands: Possessed, Beastman, Skaven, Dark Elf, Chaos Dwarf, and any other warbands the players judge to be sufficiently 'Chaotic'.

Choice of Warriors

A Kislevite warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Heros

Druzhina Captain: Each Kislevite warband must have one Druzhina Captain, no more, no less!

Bear Tamer: Your warband may include a single Bear Tamer.

Esaul: Your warband may include a single Esaul.

Youths: Your warband may include up to 2 Youths.

Henchmen

Warriors: Your warband may include any number of Warriors.

Cossacks: Your warband may include any number of Cossacks.

Streltsi: Your warband may include up to 3 Streltsi.

Trained Bear: Your warband may include up to 1 Trained Bear. Note however, that a Kislevite warband may not include a Trained Bear if it does not first include a Bear Tamer!

Starting Experience

Druzhina Captain starts with 20 experience.

Bear Tamer starts with 8 experience.

Esaul starts with 8 experience.

All Henchmen start with 0 experience.

Special Equipment

Vodka

(35+2D6 gc / Rare 8)

Kislevites live in a harsh land under constant

threat of invasion. While this has instilled a seriousness in these people, it has not diluted their love of celebration one bit. If anything their love of revelry has increased with the hardships they have had to endure, as they have learned that life is fleeting, and any excuse to enjoy what they have been given is not to be squandered. One of the products of this love of life and celebration is a strong alcoholic spirit called vodka. It is also one of the country's most famous exports, though most inhabitants of the Old World find it too harsh for their palates. Kislevites take such enjoyment in this drink and regard it as something almost magical. Mothers give vodka to their families to ward off sickness and to keep them warm in the long winter months and warriors indulge both for luck and courage. Outsiders often scoff at the reputed properties of this liquor, but it must be said that a Kislevite army that is well supplied with vodka certainly fights better and in higher spirits than one without.

In game terms, vodka is a one-use item of equipment that a Kislevite Hero may give to the warband before the start of the game. Every warrior in the warband receives +1 Leadership (up to a maximum of 10) for that game. In addition, because of its nullifying alcoholic effects, every warband member must test against their Toughness before the start of the game – a failure resulting in -1 Initiative for the duration of the game.

Kislevite Heroes Only

Bear-Claw Necklace

(75+3D6 gcs / Rare 9)

Bears are widely regarded as sacred in Kislev, and a necklace made of their claws (or sometimes their teeth) is considered magical and reputed to have magical powers.

A warrior wearing a bear-claw necklace receives some of the strength and wild ferocity of the bear it came from. A warrior wearing a bear-claw necklace becomes subject to *Frenzy*.

Kislevite Heroes Only



New Rules



New Russes



Kislevites



KISLEV WARRIOR EQUIPMENT LIST		STRELSI EQUIPMENT LIST	
Hand-to-hand Combat Weapons		Hand-to-hand Combat Weapons	
Dagger	.1st free/2 gc	Dagger	.1st free/2 gc
Mace	3 gc	Mace	3 gc
Hammer	3 gc	Hammer	3 gc
Axe	5 gc	Axe	5 gc
Sword	10 gc	Sword	10 gc
Morning Star	15 gc	Morning Star	15 gc
Double-handed weapon	15 gc	Double-handed weapon	15 gc
Halberd	10 gc	Halberd	10 gc
Spear	10 gc	Spear	10 gc
Missile Weapons		Missile Weapons	
Throwing Knives	15 gc	Bow	10 gc
Shortbow	5 gc	Crossbow	25 gc
Bow	10 gc	Pistol	15 gc (30 gc for a brace)
Crossbow	25 gc	Duelling Pistol	25 gc (50 gc for a brace)
Pistol	15 gc (30 gc for a brace)	Handgun	35 gc
Duelling Pistol	25 gc (50 gc for a brace)	Armour	
Armour		Armour	
Shield	5 gc	Shield	5 gc
Buckler	5 gc	Helmet	10 gc
Helmet	10 gc	Light Armour	20 gc
Light Armour	20 gc		
Heavy Armour	50 gc		



Kislevite skill tables

	Combat	Shooting	Academic	Strength	Speed
Druzhina	✓	✓	✓	✓	✓
Esaul	✓	✓			✓
Bear Tamer	✓			✓	✓
Youth	✓			✓	✓

Heroes

1 Druzhina Captain

60 gold crowns to hire

Druzhina are the minor nobles of Kislev. During times of war these nobles form their own regiments in a Kislevite army, and they look most impressive with their ancient armour and weapons, as most of these prized artefacts are handed down from father to son. Druzhina are rich enough to afford their own horse and battlegear, and they must be ready to fight for the Tzar when called upon. In return for this, they are allowed to own land and are given a break on their annual taxes.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons and Armour: A Druzhina Captain may be equipped with weapons and armour chosen from the Kislevite Warrior equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Druzhina Captain may use his Leadership characteristic when taking any Leadership tests.

Inheritance: When the Kislevite warband is first created, the Druzhina Captain is allowed to purchase one item from the Kislevite Warrior equipment list at half the normal cost. This item represents a treasured family heirloom that has been passed down through the generations. Losing an ancestral item is considered very disrespectful and if the item is ever lost (eg, from a *Robbed* result on the Serious Injury chart), the Captain MUST replace it with a finely-made substitute as quickly as possible or risk being haunted by the angry spirits of his ancestors. To replace an ancestral item, the Captain must purchase the same item of equipment at 150% of its normal price. This higher cost represents the fine detail and valuable materials used in the item's manufacture. Until the item is replaced, the Captain suffers a -1 penalty to all tests and rolls to hit.

0·1 Bear Tamer

35 gold crowns to hire

Since ancient times, bears have featured in Kislevite myths and legends. Kislevites have a deep respect for these mighty beasts, and gather to see the trained specimens that accompany travelling circuses. The powerful men that train these bears are known simply as Bear Tamers, and the best of them are widely

renowned amongst the people of Kislev. Bears can be trained for martial purposes as well, and Bear Tamers are often recruited into the armies of Kislev, where they enjoy a special status among the soldiery.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	3	1	3	1	7

Weapons and Armour: A Bear Tamer may be armed with weapons chosen from Kislevite Warrior equipment list.

SPECIAL RULES

Bear Handler: A Kislevite warband that includes a Bear Tamer is allowed to purchase a Bear as a henchman. This Bear has been trained to follow the Tamer's commands, and so will automatically pass its Stupidity tests when within 6" of the Bear Tamer (even if the Tamer has been Knocked Down or Stunned).

0·1 Esaul

35 gold crowns to hire

Esaul is an ancient Cossack term that means 'Best Warrior', and was traditionally given to the most powerful fighter in the tribe. The word has survived the generations, and today it is an honorary title given by a chieftain to his personal champion, though it is also used by Gospodar warriors as a more familiar term for an experienced veteran. Most Kislevite towns contain at least one grizzled veteran amongst the ranks of their professional soldiery who has been affectionately labelled 'Esaul' by his men.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons and Armour: An Esaul may be equipped with weapons chosen from the Kislevite Warrior Equipment list.

0·2 Youths

15 gold crowns to hire

Strong, strapping lads from the countryside often join a band of daring adventurers to make their fortune.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons and Armour: Youths may be equipped with weapons chosen from the Kislevite Warrior Equipment list.

New Rules



New Rules

Kislevites



Warriors

25 gold crowns to hire

The Gospodar tribe make up the bulk of the people of Kislev, and they are generally considered the most civilised of the peoples of this harsh realm. Gospodars are large of stature with blonde or red hair. Their women are well known throughout the Old World for their fair-skinned beauty. Gospodar women have the same rights as men, and are allowed to rise to positions of power; infact the most powerful of the legendary Ice Mages of Kislev are all female!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons and Armour: Warriors may be equipped with weapons and armour chosen from the Kislevite Warrior equipment list.



Cossacks

30 gold crowns to hire

Cossacks are nomadic tribesmen who live in the far north of Kislev. They are always the first to encounter any Chaos invaders from the north, and so have long fostered a bitter enmity with the servants of Chaos. Cossacks are renowned for their riding skills, and their favoured weapons are the scimitar (sword) and spear.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons and Armour: Cossacks may be armed with weapons and armour chosen from the Kislevite Warrior equipment list.

SPECIAL RULES

Hate Chaos: Years of bitter struggle against the forces of Chaos have left their mark on the Cossack people. Cossacks are subject to *Hatred* against all forces of Chaos (eg, members of any warband the players would apply the *Ancient Enemies* special rule to).



Benchmen

(bought in groups of 15 models)

Streltsi

25 gold crowns to hire

Firearms were first introduced to Kislev by Prince Boydinov of Erengrad. Though very popular among his people, the prince was considered quite eccentric (it was he that invented the mad game called Kislevite Roulette). Despite initial superstition, as time passed handguns have been accepted as essential weapons of war. In his legacy the prince had a large portion of his wealth set aside for the establishment and upkeep of a regiment of handgunners. The regiment continues to this day and its members are known as Streltsi. Soldiers from other cities in Kislev, most notably the capital, are sent here to train in the use of firearms with the Streltsi.

In addition to their knowledge of handguns, Streltsi are also trained to use a small halberd called the berdiche. Infact the berdiche and handgun are the most widely recognised symbols of the Streltsi. In combat, Streltsi are able to use their berdiches as rests for their handguns, increasing their accuracy and making for a deadly weapons combination.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons and Armour: Streltsi may be armed with weapons and armour chosen from the Streltsi equipment list. Note that Streltsi are the only Kislevite warriors trained in the use of handguns.

SPECIAL RULES

Gun-Rest: A Streltsi warrior armed with both halberd and handgun may use the halberd as a gun-rest. The warrior receives a +1 on his 'to hit' roll with the handgun, as long as he did not move that turn (this applies even if the warrior has a skill that allows him to move & shoot with his handgun – he must not move if he is to rest the gun).



Kislevites



01 Trained Bear

125 gold crowns to hire

Bear Tamers often bring one of their sacred bears with them when they prepare to enter battle. These great beasts respect little, and it takes years for a human to win their trust and obedience. The effort to train one of these creatures is well worth it however, as one can not hope for a more loyal friend or useful ally when things turn bad.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	2	2	2	6

Weapons and Armour: None, other than their claws and teeth!



SPECIAL RULES

Trained: A bear doesn't care about the warband's mission or enmity for other warbands – it's just following the orders of its trainer. Sometimes it gets bored waiting for orders; for this reason Trained Bears are subject to the rules for *Stupidity*. If given 'special attention' by its trainer, it will mind a bit better, so a bear is not required to take these Stupidity tests if the warband's Bear Tamer is within 6". Infact, this is the only member of the warband the bear will listen to; a Trained Bear will never use the warband leader's Leadership for any tests it is required to take. It may use the Bear Tamer's Leadership if within 6" of him however. Note that the warband cannot control the bear without a Bear Tamer. The Trained Bear may not be used in any game in which the warband's Bear Tamer does not take part (and this means that if the warband does not include a Bear Tamer at all, the warband must keep the bear staked back at camp until they hire a new one!).

Fearsome: A charging bear is a very scary sight indeed! A Trained Bear causes *Fear*.

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Fiercely Loyal: Such dedication is built into the relationship between Bear Tamer and bear that if his trainer is injured, a bear will often stand over the body to protect it, or even drag the trainer's body to safety. As long as his bear is not taken *Out of Action* during a game, a Bear Tamer ignores the following results on the Serious Injury table: 'Sold to the Pits', 'Robbed', and 'Captured' (and ignore equivalent results in settings such as Lustria that have their own special Serious Injury table). If any of these results are rolled for the Bear Tamer, treat the result as a 'Full Recovery' instead.

Animal: Trained Bears are animals and do not gain experience.

Sample Warband

When creating a warband I normally start with the models I place the highest priority on. I always purchase a leader first, as the warband has to have a leader and this is the figure that will most closely represent me as the warband combats others for wealth and glory. After this I purchase any henchmen that I really want to try out, and then I look at filling out my heroes and the rest of my warband. So Andrei was purchased first, and I gave him some ancestral armour, a pistol and sword. I figured the bulk of my warband would have very little equipment, so the Druzhina should have a couple expensive items to really make him stand out. The 'Inheritance' special rule really helps here!

After Andrei was purchased, my next priority was a Trained Bear. Bears feature prominently



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in the history and religion of Kislev, and it just wouldn't be right not to include one. Besides, if you want to strike fear into your opponents, there are few models better suited to do this!

Next, I focused on filling out my heroes. I normally try to purchase as many heroes as possible when I start a warband, as this gives me the best chance to get good Exploration rolls. However, this time I had allowed myself a little extravagance in the purchase of a bear, and this, along with the expensive warband leader, severely limited the amount of gold I'd have to fill out the warband. So I left the Esaul in Kislev and purchased a Bear Tamer and two Youths. The Bear Tamer is a requirement if I want to use the bear, and the Youths are cheaper than any of my henchmen!

On to the henchmen, and by this time I was starting to run pretty low on funds. With this in mind I decided to purchase Warriors instead of Cossacks. Warriors lack the Hate Chaos special rule of the Cossacks, but they are still decent henchmen and the 5 gold crown savings each would help me to possibly buy another warrior. I included four with clubs and daggers, but looking at the gold I had left and how many warriors were in my band, I figured I could do some shuffling and still get the warband to a good starting size. I normally like to start out a new warband with at least nine members, as having one more than a multiple of four gives you one more that has to be taken

Out of Action before you start testing for Rout. So I dropped one of the Warriors and added a Streltsi with his special equipment (handgun and halberd) in his place, and upgraded the remaining Warriors to swords instead of clubs.

As the warband progresses I plan to add in the final hero, and add some Cossacks as well. If I earn sufficient gold, I would like to purchase the maximum number of Streltsi, as their unique skills can make for a fearsome support of my close combat troops.

Kislev Warband

<i>Andrei Padinov</i> , Druzhina Captain	110 gc
Heavy Armour (Ancestral Item), Sword, Pistol, Dagger.	
<i>Boris Schaunov</i> , Bear Tamer	45 gc
Sword, Dagger.	
<i>Ivan</i> , Youth	25 gc
Sword, Dagger.	
<i>Stephan</i> , Youth	18 gc
Club, Dagger.	
<i>Igor</i> , Trained Bear	125 gc
<i>Valery, Josef</i> and <i>Alexi</i> , Gospodar	105 gc
Sword, Dagger.	
<i>Anatoly</i> , Streltsi	70 gc
Handgun, Halberd, Dagger.	
Total: 498 gc	



Weather Variables

By Steven 'Grafix' Gibbs

'The day was wet as we started out into the jungle. Visibility was poor. My men and I cautiously backed our way through the under-growth listening and watching for those accursed Lizardmen. Through the drizzle we saw a clearing up ahead and decided to take a rest there, that was when they attacked. Skinks leaped from the undergrowth, a third of our pistols didn't fire due to the dampness and our crossbowmen couldn't see far enough to get a good shot. We drew our swords and axes and fought for our lives.'

Roll on this chart at the beginning of a scenario to see how the weather is going to effect your play.

2D6 Hazard

- | | |
|-----|----------------------------|
| 2-6 | Nice and dry – normal play |
| 7 | Windy |
| 8-9 | Raining |
| 10 | Heavy Rain |
| 11 | Mist |
| 12 | Hot and Humid |

7. Windy: The mystical jungle has thrown up a howling gale making it difficult to shoot and leap across buildings/terrain features. Roll

1D6 – 1-3 = -1 to hit with missile weapons and to leap across buildings, 4-6 = -2 for shooting and leaping.

8-9. Raining: Rain is very common in the lush 'rain' forest of Lustria. All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6 otherwise the powder is too wet to fire.

10. Heavy Rain: The tropical monsoon beats down upon the warriors making movement through the jungle slow and hazardous. There is -1 to all movement. All missile weapons ranges are halved. Black Powder weapons may not fire at all.

11. Mist: A thick mist has rolled in from the coast. Roll 1D6. A roll of 1-5 results in all shooting reduced to half range due to poor visibility. On a '6' warriors can't see where they are going and are disoriented.

Using a random move dice (40k) roll for each character/Henchmen unit. They may move (walking) in that direction. If they run into another warrior they may attack them, if they are friendly roll 1D6, on a 5+ they attack them thinking they are the enemy.

12. Hot and Humid: Part of the reason that Lustria remains largely unexplored is because of the extreme heat because of the tropical climate. All warriors except Undead are at -1 to WS, BS and I for the duration of the game.

Lizardman Warband

Servants of the Old Ones
The Lizardmen and indeed their bloated toad-like masters, the Slann, were once the servants of the divine 'Old Ones'. Ever since the great catastrophe and the departure of the Old Ones from the world the Lizardmen have been closely observing the rituals and plans laid down by the Old Ones as closely as possible. But the tranquil peace of this once hidden race has been shattered forever since the coming of the dreaded 'Dry Skins'!

Many of the Temple cities of the Lizardmen have been raided and plundered by the likes of Human explorers and other more sinister races. But the plunder is not over as more and more adventurers arrive at the shores of Lustria, drawn by the tall tales told in taverns – tales of cities filled with gold!

The ruined temple cities of Huatl, Tlax and Xahutec are the most frequently raided due to

their location near the coast. In recent years, more and more Norse, Elven and Tilean explorers have arrived seeking treasure and arcane knowledge. With the arrival of these intruders the indigenous Lizardmen have been hard-pressed to keep what is rightfully theirs. It is by guerrilla style hit and run attacks by war-parties of Skink and Saurus warriors that somewhat stems the tide of the foreign plunderers. The beaches, the jungle and parts of the ruined cities themselves are home to numerous small bands of these lone defenders against the ravages of the 'dry-skinned ones'.

Not only do the Lizardmen keep watch over the ruins they are also protected by a fiendish variety of traps and mazes of tunnels that lead would-be-robbers around in circles. The plunderers are thus forced to camp outside the ruins while they explore the depths of the temples and try to overcome the traps.

Lizardmen equipment lists

The following lists are used by Lizardmen warbands to pick their weapons:

SAURUS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Stone Axe (counts as a club)	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

None

Armour

Bone Helmet	10 gc
Light armour	50 gc
Shield	5 gc

SKINKS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Stone Axe (counts as a club)	3 gc
Axe	5 gc
Sword (Heroes only)	10 gc
Spear	10 gc

Missile Weapons

Shortbow	5gc
Bolas	5gc
Javelins	10gc
Throwing Knives	15gc
Blowpipe	.25gc

Armour

Bone Helmet (Skink Priest only)	10 gc
Buckler	.5 gc
Shield	.5 gc

Lizardmen skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Skink Priest			x		x	x
Totem Warriors	x			x		x
Skink Great Crests		x			x	x

A player who chooses The Temple Guard to play will find them to be both rewarding and challenging to play. The Lizardmen are the 'home team' as it were and enjoy some unique benefits. But they also will have some weaknesses that astute players will enjoy 'hiding' from their opponents.

Special Rules

Scaly Skin: All Lizardmen have a natural save thanks to their thick scales. Saurus have a 5+ save and Skinks have a 6+. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of a shield.

Armour: Armour is rare amongst the Lizardmen and the cost of light armour is always 50 gc, even if you are buying it from Equipment chart.

Bite Attack: Saurus have a powerful bite attack, this bite attack uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

Cold Blooded: All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of Saurus or Kroxitgor when taking a rout test.

Aquatic: Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Jungle born: All Skinks can move through jungle terrain without penalty

Saurus Rarity: The Slann Mage-Priests would never include more Saurus braves in a Warband than Skink braves and thus you can never have more Saurus braves than Skink braves in the Warband.

Choice of Warriors

Your Warband must include a minimum of 3 models and a maximum of 20 models. You have 500 gcs (or the Lizardmen equivalent) to assemble your Warband with.

Heroes

Skink Priest: Your Warband must be lead by a Skink Priest.

Saurus Totem Warriors: Your Warband may include one Saurus Totem Warrior.

Skink Great Crests: Your Warband may include up to 2 Skink Great Crests.

Henchmen

Skink Braves: Your Warband may include any number of Skink Braves.

Saurus Braves: Your warband may include up to 4 Saurus Braves.

Kroxigor: Your Warband may include a single Kroxigor.

Starting Experience

Skink Priest starts with 20 exp

Totem Warrior starts with 11 exp

Skink Great Crests start with 8 exp

Henchmen start with 0 exp

The Making of a River Bender,

Qocbotl, Skink Shaman of the 13th spawning of the three thousandth cycle of the sun in the era of Sotek walked slowly up the steps of the Great Pyramid of the venerated Slann Lord Teheqela. Today had been a great day of feasting and ritual. Today was his day of testing. This day, Sotek willing, would be Qocbotl's chance to join the ranks of the High Shamen. His spawn-brothers would become warriors, engineers, and leaders.

'We go to the second level now, initiate.' Croaked the gray-green Ullotl. Many cycles of service as the High Shaman had taken their toll on the old Skink. Soon, Qocbotl would inherit Ullotl's mantle and his old tutor would soon join his ancestor's to bask in the eternal grace of Sotek.

'How long must we wait my master?' Qocbotl enquired.

'Until the Sun reaches the second point of its ascension. It is important to wait to reach the top until Sotek shines glory down upon us, so that you may receive his gift.' came the croaking reply. Hours passed, and Qocbotl surveyed the great city below him. Saurus, Kroxigor, and thousands of Skinks busied themselves, scuttling around the Lizardman city, whilst the High Skinks began to crowd around the base of the pyramid. Soon it would be Qocbotl's job to protect them from their merciless enemies: the thrice cursed Ratmen, the ignorant Humans, the cruel Dark Ones, the beasts of Chaos, and even the fierce Warrior-women all preyed upon them without seeming rhyme or reason. Qocbotl had watched seven of his spawn-brothers already fall to the weapons of raiders. He had sworn no more hatchlings would be killed under his watchful unblinking eyes.

'Now young Shaman, we ascend the path of honour so you may receive this task from me.' Ullotl began walking up the last of the steps, stopping at each one and waving towards a glyph carved upon the step.

'This is the path of glory, these plaques honour those of our race who have served us.' He waved to a small plaque that seemed to shift colours as he pointed at it.

'The great guardian Oxyotl, the Chameleon Skink. As High Shaman you must be cunning and strike our foe where he does not expect it.'

Qocbotl responded, 'I will do so.' He took a step. Ullotl waved to his left, to the plaque of a crocodile. 'You must be brave and strong, as the great crocodile.' Pride swelled in Qocbotl's chest, for here was the plaque of his namesake. 'I will do so!' Ullotl moved up a step and spoke again, 'You must be quick and strong, like Ichi-Uichi the master of Cold Ones.'

'I will do so,' Qocbotl said sternly. The final stage was about to begin...

Ullotl stopped. He pointed at the pavilion above him, which housed the Great Slann Lord Teheqela, '...And you must serve all that is good and true in the world, and protect it as the Old Ones have taught our fathers.'

'...' and suddenly, as if magical arms squeezed his throat, he could barely utter the next words, 'will... do... so!' Qocbotl gasped. This was not part of the training he had expected. His oath seemed seared upon his mind. He could see the words in flame. Ullotl took off his feathered headdress, and made Qocbotl kneel. The crown of feathers was placed upon his head. Ullotl looked at the new High Shaman, and directed him to the Slann Lord.



1 Skink Priest

60 Gold Crowns to hire

The Warband leader will be one of the hand-picked Skink Priests renowned for their reliability. The nature of his mission is to observe the dry skin plunderers and only react if they stray too close to a hidden chamber within the ruined city. The Skink Priest must be able to make the delicate decision of when to attack and when not to. Skink Priests are easily recognisable as they paint their skins with colourful mystic symbols associated with their god. Priests of Chotec for instance have winged serpents drawn upon their bodies, whilst those of Sotek use snake tattoos.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	4	3	3	1	5	1	7

Weapons and armour: The Skink Priest may be equipped from the Skinks Equipment list.

SPECIAL RULES

Leader: The Skink Priest is the leader of the Warband and any Lizardmen within 6" may use his Leadership characteristic for any Leadership tests. If the Skink Priest is killed you may recruit a new Skink Priest but you must play at least one game without the leader to give him time to join up.

Wizard: The Skink Priest is a Wizard and may use Lizardmen magic.



*Skink Priest (above)
Saurus Totem Warrior
(right) and Skink Great
Crest (extreme right).*

0-1 Saurus Totem Warrior

60 Gold Crowns to hire

When a Saurus warrior has killed twenty foes he is accepted into one of the three Warrior Totems, Eagle, Jaguar or Alligator. He must then go and kill the animal of his new Totem to prove his worthiness to join. Upon attaining the status of Totem Warrior he is recruited by the Skink Priests to join in forays into the ruined temples.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	1	2	1+1	8

Weapons and equipment: A Totem Warrior may be equipped with weapons and armour from the Saurus Equipment list.

0-2 Skink Great Crests

30 Gold Crowns to hire

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is more varied in colour than normal Skinks so they blend in with the jungle more effectively. They also wear leaves or cover themselves in mud to further blend in. They function as leaders and patrol the jungles reporting of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins while a hit and run war band retreats back into the jungle.

Profile	M	WS	BS	S	T	W	I	A	Ld	
	6	3	3	3	3	2	1	4	1	7

Weapons and armour: Skink Great Crests are equipped from the Skinks Equipment list.





Henchmen

Skink Braves**20 Gold Crowns to hire**

Many Skinks dwell in the deepest jungles and trackless swamps of Lustria. These Skink braves are fast, agile and intelligent. Although they lack the brute force and sheer aggression of the Saurus they are good at shooting volleys of arrows or javelins. They lack the staying power of the Saurus, because they switch between reckless audacity and sudden panic, this may be due to their very short memories. As soon as a group of Skinks flee out of immediate danger they are likely to forget the experience and regroup for another reckless attack.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	3	3	2	1	4	1	6

Weapons and Armour: Skink Braves may be equipped from the Skinks Equipment list.

0-4 Saurus Braves**40 Gold Crowns to hire**

Saurus have thick, horny, scaly hides which protect them as natural armour. Saurus are sufficiently intelligent to understand clear and simple commands. They make excellent warriors but they are not much good at anything else. They are extremely stubborn and are very hard to shift in battle. They are very ferocious creatures and will rip at an enemy until they are slain.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	4	1	1	1+1	7

Weapons and Armour: Saurus Braves may be equipped from the Saurus Equipment list.



Saurus Brave (above), Skink Braves (centre & right) and Kroxigor (above right).

New Equipment

Poisoned Weapons: Skinks are experts at extracting and refining poisons from poisonous frogs, spiders and snakes. Skink Heroes may buy *Dark Venom* at a cost of 20 pts and *Black Lotus* at a cost of 10 pts, both of these items are treated as a common item however the poison may only be used on missile weapons. Only Saurus warriors may buy *Dark Venom* or *Black Lotus* and use it on their close combat weapons, and they have to buy it as normal from the Trading chart.

Skink henchmen may buy low-strength *Reptile Venom* for their missile weapons at a cost of 5 pts per weapon. This poison is a common item. This adds +1 to the Strength of the weapon but does not grant the -1 save modifier. The poison only lasts for one battle and remember that all the henchmen in a group must be armed in the same manner.

Sacred Markings

Many Skink and Saurus warriors are born with distinct markings or mutations. They are regarded as being blessed by the gods and often rise to become leaders. A Hero may only have a single *Sacred Marking* and these may only be bought when you recruit the Hero, not in the middle of a campaign.

Oversized Jaws 40 points

The Saurus has been granted the addition of powerful neck muscles and oversized jaws, even greater than those of a normal Saurus. The Hero may make his bite attack with +1 Strength. (Saurus Only)

Poison Glands 40 points

The Skink has been gifted with glands that produce a deadly poison. He may choose to make any number of attacks with his teeth instead of his weapons; these attacks are treated just like a Saurus bite attack. These attacks at +1 save modifier, regardless of the Strength of the Skinks, in addition add +1 to the roll on the Injury table as well. (Skinks only)

Mark of the Old Ones at 50 points

This is the greatest mark a Lizardman can be born with, for these Albinos are destined for greatness in the eyes of their gods and other Lizardmen. The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

Qocbotl was in awe, he could not believe the size and majesty of the Slann Lord. It was easily ten times as big as Qocbotl, and its huge unblinking eyes seemed to burn into his own even though the stare seemed so distant. The Slann had not moved since before Qocbotl had hatched. And now, suddenly, the Slann started to move...

...The crowd below gasped. Qocbotl felt his arm being grasped by the Slann and his whole body was lifted up towards the sun. His arm felt like it had been ripped from its socket, as he dangled in the air in front of the Slann.

Lizardmen Special Skills & Sacred Markings

Lizardmen Heroes with the Special skill list available to them may use these skill lists instead of the normal ones when they gain a new skill.

SKINKS ONLY

Infiltration

The Skink is a great hunter and is an expert at sneaking upon his prey unnoticed. The Hero may set up anywhere on the table but no closer than 12" to an enemy and he must start the game in hiding.

Great Hunter

The Skink Great Crest is adept at making the most of the cover available and imposes an additional -1 to hit the Skink if he is in cover, IE a -2 to hit penalty.

SAURUS ONLY

Skills list prohibitions: Saurus cannot receive the Academic skill and can never use missile weapons.

Bellowing Battle Roar

The Saurus' roar is so deafening that enemy models in base contact suffer -1 to hit in the first round of combat against them.

Toughened Hide

Through years of battle the Saurus' hide has become hardened and the Saurus will only be taken out of action on a 6+.

Lizardman Magic

Lizardmen Spells work like the Prayers of Sigmar and may be used even if the Skink Priest is wearing armour.

D6 Result

1 Chotec's Wrath

Difficulty 8

A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armour, Ithilmar armour or Gromril armour.

2 Sotec's Blessing

Difficulty 7

This spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is *Stunned* or taken *Out of Action*. Only a single model may be affected by the blessing at any given time.

D6 Effect

- 1-2 - +1 BS or +1 to hit in close combat.
- 3-4 - Toughness +1.
- 5-6 - Movement and Initiative +1.

3 Huanchi's Stealth

Difficulty 7

The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately go into hiding. A model may go into hiding even if they ran in the movement phase or has already shot with a missile weapon.

4 The Old Ones' Protection

Difficulty 6

The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken *Out of Action*.

5 Tinci's Rage

Difficulty 8

A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follows the rules for *Frenzy*, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is *Stunned* or is taken *Out of Action*. At the beginning of the turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wish to attempt to recast it on another model later in the shooting phase.

6 Itzl's Speed

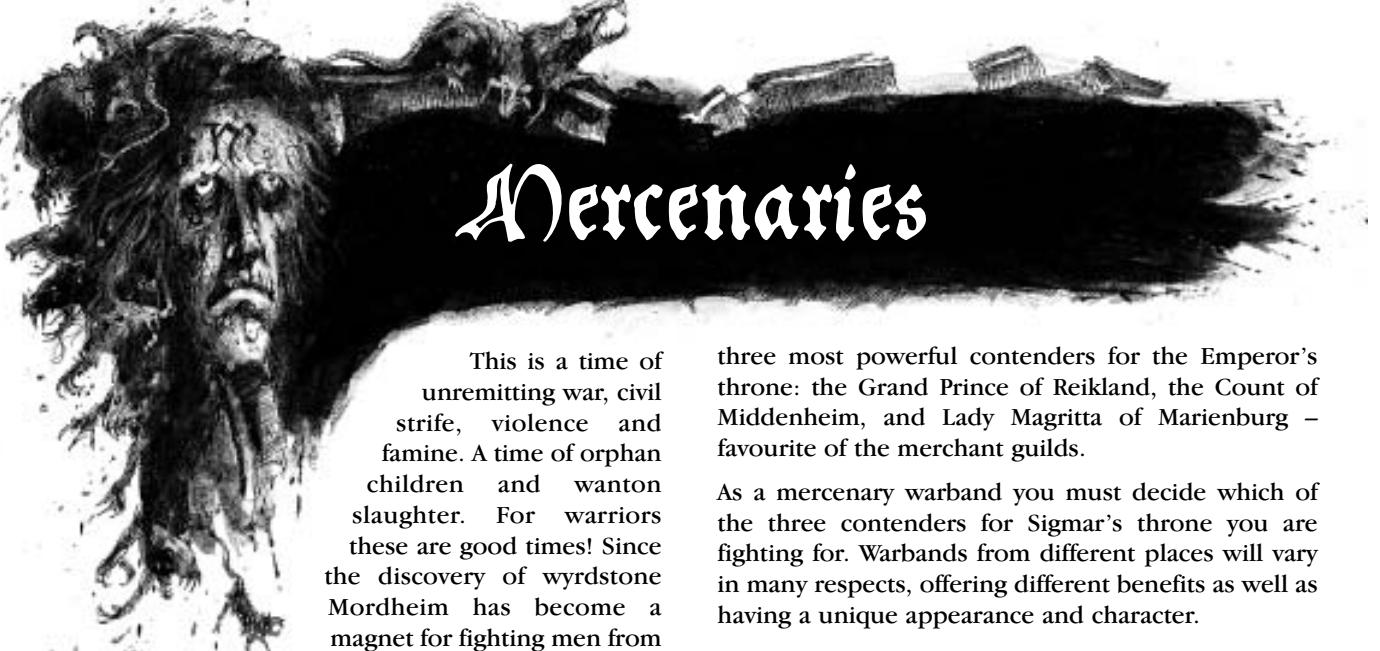
Difficulty 7

A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts, as running and a model may not move if he has already fired with a missile weapon. He may not charge with this extra move.

"Great Sotek, mark this, your new chosen agent, as servant of the Old Ones, and grant him gifts to protect your people." The Slann sounded as if he was speaking a ritual, yet strangely it was very conversational in tone. Qocbotl felt the sun beating upon him. For what seemed like an eternity he swayed in the arm of the Slann. And then he felt a burning sensation start from his head, and stretch down his chest. He screamed. And then he fell to the platform. He felt truly powerful. He finally understood why elder Shaman could do what he could not. And then he passed out.

Qocbotl had seen, for one brief moment, a tiny glimpse of the impossibly complex plans of the Old Ones. And he knew how to use that knowledge to wield great power. But the moment was quickly over, fleeing from his mind as mists. He grasped to remember parts of it, but only slivers remained when he regained consciousness of how to move waters and direct bolts of power.

'Rise, Qocbotl, Bender of Rivers.' said the mighty Slann. Qocbotl rose, staring at the waving river symbols scarred on his chest and the crowd raised much noise in jubilation. He was ready to lead his people. And though he could not remember the whole plan, he finally knew why he must lead his people, and what they must do.



Mercenaries

This is a time of unremitting war, civil strife, violence and famine. A time of orphan children and wanton slaughter. For warriors these are good times! Since the discovery of wyrdstone Mordheim has become a magnet for fighting men from all over the Empire. Nobles, merchants, and the Temple of Sigmar itself offer rich rewards for shards of the mysterious stone. Foremost amongst the patrons of mercenary warriors are the

three most powerful contenders for the Emperor's throne: the Grand Prince of Reikland, the Count of Middenheim, and Lady Magritta of Marienburg – favourite of the merchant guilds.

As a mercenary warband you must decide which of the three contenders for Sigmar's throne you are fighting for. Warbands from different places will vary in many respects, offering different benefits as well as having a unique appearance and character.

Reikland

Reikland lies at the heart of the Empire and its greatest city is Altdorf, home of the Grand Theogonist and seat of the Temple of Sigmar. Reiklanders are devout followers of Sigmar, the founder, first Emperor, and patron god of the Empire. The Grand Prince of Reikland (as Siegfried, the ruler of Reikland, styles himself) is supported in his claim to the throne by the Grand Theogonist and opposed most strongly by the Count of Middenheim and the Priests of Ulric.

Throughout the Empire Reiklanders are commonly supposed to embody the discipline and loyalty of the professional warrior. Brave and well-versed in the arts of war, Reiklanders disdain fashionable clothing in favour of well-made and practical wargear. In battle they often wear coloured ribbons as marks of identification or authority. They are justly proud of their dynamic and ambitious Grand Prince and contemptuous of other claimants to the throne, especially the Count of Middenheim, Mannfred Todbringer, whom they sneeringly call the 'lap-dog of Ulric'. 

special rules

Reikland Mercenaries are accustomed to the demands of military discipline and have a strongly developed loyalty between officers and men. To represent this, fighters may use their Captain's Leadership if within 12" rather than the usual 6".

A strong tradition of martial training is also responsible for the high standards of archery amongst the people of Reikland. All Marksmen therefore add +1 to their Ballistic Skill, whether they are recruited when the warband is first formed or added later.

Middenheim

Middenheim stands on a mountain pinnacle surrounded by dark forest in the centre of Middenland, and is also known as the City of the White Wolf after Ulric, the old god of wolves and winter. The Priesthood of Ulric is still strong in Middenheim where Ulric is venerated as the patron of the city. The tradition of rivalry between Middenheim and Reikland goes back hundreds of years, and the Count of Middenheim, Mannfred Todbringer, is one of the chief contenders for the Emperor's throne. As a result there has always been a great deal of friction between Middenheimers and the Temple of Sigmar.

Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favour long hair and beards their lack of headgear makes them look especially fierce when they charge upon their enemies howling their brutal battle-cries.

special rules

The men of Middenheim are famous for their physical prowess. To represent their advantage in size and bulk, the Champions and Captains of a Middenheim warband start with Strength 4 instead of Strength 3.

Marienburg

Marienburg is the largest and most prosperous trading city in the Old World. Many call it the City of Gold which alone conveys a good idea of the wealth of this sprawling cosmopolitan city. Nowhere else can be found the vast array of shops selling goods from as far away as the Elven kingdoms of Ulthuan in the west and distant Cathay in the east. The city's craftsmen represent every skill known to man, and a few others beside, so that it is said in Marienburg there is no activity that cannot be quickly turned to profit.

Many mercantile guilds have their headquarters in Marienburg, most important of all the secretive High Order of Honourable Freetraders which represents the elite amongst mercantile society. This large, rich, and ambitious body of men feel themselves shackled by the old order and are eager to seize power for themselves. Their champion for the Emperor's throne is the Lady Magritta. Thanks to the unseen influence of Freetraders throughout the Empire all the minor Electors were persuaded to support the Lady Magritta's claim. It was only the Grand Theogonist's refusal to crown her that denied



Marienburg the throne driving a wedge between the City of Gold and the Temple of Sigmar.

Warbands sent to Mordheim are sumptuously dressed and armed. Though Marienburgers are often ridiculed as foppish and effete, their skill at arms and complete ruthlessness has earned them grudging respect. Their chief skills lie in duelling and in the use of poisons and other clandestine fighting methods. Richer individuals dress flamboyantly and wear jewellery. However, the bulk of most warbands are recruited from the dockland thugs, ships' crews, and stevedores who favour a simpler appearance: leather coats, bandanas and short swords that are easy to conceal.

special rules

As natural traders with contacts in the merchant guilds Marienburg warbands receive a +1 bonus when attempting to find rare items (see the Trading section for rules).

To reflect their enormous wealth Marienburgers start off with an extra 100 gold crowns (600 in total) when fighting in a campaign. In a one-off game they are permitted an extra 20% gold crowns when recruiting a warband. For example, in a 1,000 gold crown game a Marienburger warband will have 1,200gc.

Choice of warriors

A Mercenary warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

Captain: Each Mercenary warband must have one Captain: no more, no less!



Champions: Your warband may include up to two Champions.

Youngbloods: Your warband may include up to two Youngbloods.

Warriors: Your warband may include any number of Warriors.

Marksmen: Your warband may include no more than seven Marksmen.

Swordsmen: Your warband may include no more than five Swordsmen.



Starting experience

The **Captain** starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.

Mercenary skill tables

REIKLAND MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain	✓	✓	✓	✓	✓
Champion	✓	✓		✓	
Youngblood	✓	✓			✓

MIDDENHEIM MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain	✓	✓	✓	✓	✓
Champion	✓			✓	✓
Youngblood	✓			✓	✓

MARIENBURG MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain	✓	✓	✓	✓	✓
Champion	✓	✓			✓
Youngblood	✓	✓			✓

Mercenary equipment lists

The following lists are used by Mercenary warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Morning star	15 gc
Double-handed weapon	..	15 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Duelling pistol	25 gc (50 for a brace)
Bow	10 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

MARKSMAN EQUIPMENT LIST

This list is for Marksmen only

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc

Missile Weapons

Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Bow	10 gc
Long bow	15 gc
Blunderbuss	30 gc
Handgun	35 gc
Hunting rifle	200 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc



1 Mercenary captain

60 gold crowns to hire

A Mercenary Captain is a tough professional warrior, a man who will fight for anyone or against anything so long as the price is right. Mordheim offers such a man the chance to become rich beyond his dreams, though at great risk. But as ruthlessness and lack of mercy and pity are the hallmarks of a successful Mercenary Captain, it is no wonder that they flock to Mordheim.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: A Mercenary Captain may be equipped with weapons and armour chosen from the Mercenary Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Mercenary Captain may use his Leadership characteristic when taking Leadership tests.

0-2 Champions

35 gold crowns to hire

In any Mercenary warband there is one warrior who is bigger, stronger (and often uglier) than his comrades. These men are called Champions (or berserkers, first swordsmen and various other names). Champions are amongst the toughest and the best fighters in the warband. They often answer challenges issued to the warband and, after the Captain, they get the pick of any equipment and loot.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: Champions may be equipped with weapons and armour chosen from the Mercenary Equipment list.

0-2 Youngbloods

15 gold crowns to hire

These are young fighters who are still inexperienced, but eager to win their spurs in the savage fighting in and around the ruins of Mordheim.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: Youngbloods may be equipped with weapons and armour chosen from the Mercenary Equipment list.



Warriors

25 gold crowns to hire

These dogs of war are grim, seasoned fighters, fearing no man as long as they have their weapons and armour. They form the core of any Mercenary warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Warriors may be equipped with weapons and armour chosen from the Mercenary Equipment list.



0-7 Marksmen

25 gold crowns to hire

The archers and hunters of the Old World are famed for their skill, and it is said that they can hit a coin from 300 paces with a long bow. In the savage street fights of Mordheim they snipe at the enemy from the windows of ruined buildings and pick out enemy leaders with their arrows.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Marksmen may be equipped with weapons and armour chosen from the Marksman Equipment list.

0-5 Swordsmen

35 gold crowns to hire

Swordsmen are professional warriors, experts at taking on and beating several opponents at once. They are much sought after by warband leaders, as their skills are ideally suited for fighting in Mordheim.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: Swordsmen may be equipped with weapons and armour chosen from the Mercenary Equipment list.

SPECIAL RULES

Expert Swordsmen: Swordsmen are so skilled with their weapons that they may re-roll any failed hits when charging. Note that this only applies when they are armed with normal swords, and not with double-handed swords or any other weapons.



Norse Explorers

The land of Norsca lies to the far north of the Empire across the stormy Sea of Claws. This is a harsh realm of snow, where deadly forests of ice and mountains of frost reach skywards to the heavens, marching down to its impregnable coast.

Humans that live here are powerfully built, with tall, well muscled frames and long limbs. They are characterised by the pale hue of their skin, and common hair colours of red or fair blond. The Norsemen are bloodthirsty people whose society is based entirely around battle. They craft or produce very little in their inhospitable homeland. Instead their custom is to seize whatever they might need from foreign soil. Many times have their dreaded longships brought terror and destruction to the shores of men and the older races.

The Norse people live in marauder tribes, much like the Unberogens who were, centuries earlier, the founders of the Empire. It is for these reasons that they are viewed as a very primitive and uncivilised race by their neighbours. Indeed many Norse tribes openly worship the Dark Gods of Chaos.

All Norse warriors are trained in the art of war at a very young age and become skilled in the use of sword, axe, and shield for theirs is a brutal society where only the strongest survive. The Norsemen have few allegiances apart from to their families and tribal ancestors. Due to their well founded fearsome reputation they make excellent mercenaries.

Despite their brutish behaviour the Norse make superb natural sailors rivalling even the High Elves. It was the Norse who were the first humans to discover Lustria and The South Lands. In their ships, explorers sailed from Norsca to Lustria, establishing the first colony, their trading port Skeggi. Norse raiding parties plague the coastline of Lustria attacking many offshore settlements but it is their desire for riches and adventure that has driven them further inland to pillage the ancient temples of the Slann.



Special rules

Seafaring: The Norse are seafaring people and spend much of their time rowing boats. To represent this, all Norse warriors get +2 to Strength, when they row a boat.

Choice of warriors

A Norse Warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 15.

Jarl: Each Norse warband must have one Jarl to lead it.

Berserker: Your warband may include up to two Berserkers.

Bondsman: Your warband may include up to two Bondsman.

Ulfwerenar: Your warband may include up to one Ulfwerenar.

Marauders: Your Warband may include any number of Marauders.

Hunters: Your Warband may include up to five Hunters.

Wolves: Your Warband may include up to five Wolves provided it includes an Ulfwerenar.

Starting experience



A **Jarl** starts with 20 experience.

Berserkers start with 11 experience.

An **Ulfwerenar** starts with 11 experience.

Bondsman start with 0 experience.

Henchmen start with 0 experience.

Characteristic increase

Norse warriors are human. Ferocious barbarians they might be but they are human all the same. They use the maximum characteristics for humans from the Mordheim rulebook. Ulfwerenar are favoured by the Norse Gods. Neither man, beast nor both, these werecreatures have different maximum characteristics to reflect their altered physical form. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

Human	4	6	6	4	4	3	6	4	9
-------	---	---	---	---	---	---	---	---	---

Profile	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

Werecreature	8	6	0	6	5	4	7	4	9
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Norse Explorers warband originally written by Derek Whitman & Bill Sariego for the *Lustria - Cities of Gold* alternative setting

Norse background edited by Werekin

Norse equipment lists

The following lists are used by Norse warbands to pick their equipment:

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon.....	15 gc
Flail	15 gc

Missile Weapons

Throwing axes (same as knives)	15 gc
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Armour

Light armour	20 gc
Shield	5 gc
Helmet.....	10 gc



HENCHMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon.....	15 gc

Missile Weapons

Throwing axes (same as knives)	15 gc
--------------------------------------	-------

Armour

Light Armour.....	20 gc
Shield	5 gc
Helmet.....	10 gc

HUNTER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon.....	15 gc

Missile Weapons

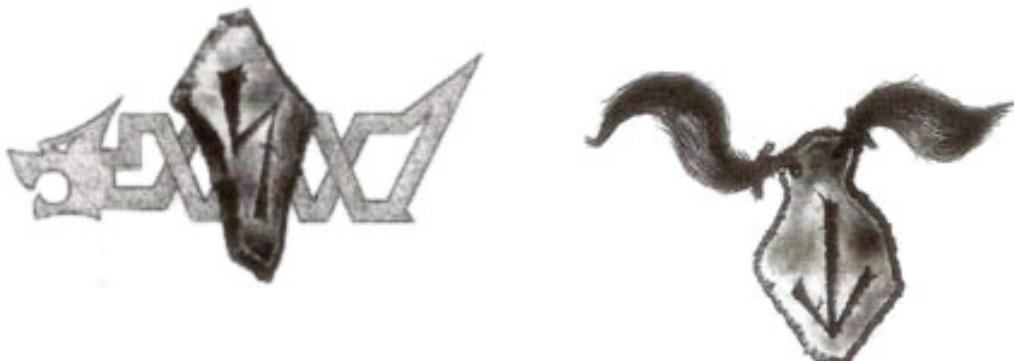
Javelins	5 gc
Bow	10 gc

Armour

Shield	5 gc
Helmet.....	10 gc

Norse skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Jarl	✓			✓	✓	✓
Berserker	✓			✓		✓
Werecreature	✓			✓	✓	✓
Bondsman	✓			✓	✓	✓





Norse special equipment

javelins

5 gold crowns

Availability: Common

Javelins are primitive hand crafted throwing spears which are used by young Norse warriors and exiled hunter gatherers unable to afford better weapons.

Range Strength Special rules

8" As user Thrown weapon

SPECIAL RULES

Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalty for range or moving.

Heroes

1 Jarl

70 gold crowns to hire

The Jarl of a Norse warband is the most battle hardened veteran of his group and often a lesser clan chieftain of his tribe. He has seen many battles and is used to the bloodshed. While some Jarls choose to command their forces with strategy, most just run into the fray with the rest of the warriors. However the Jarl decides to run his warband, all of the other warriors respect him and look up to him.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	3	1	4	2	8

Weapons/Armour: A Jarl may be equipped with weapons and armour chosen from the Norse Heroes Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Jarl may use his Leadership instead of his own when taking Ld tests.

0·2 Berserkers

50 gold crowns to hire

Berserkers are some of the most ferocious warriors in any Norse warband. They have proven their worth over countless battles and have learned that death is nothing to be feared. They charge into battle without any regard for their own safety and are really quite demented.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	3	1	3	1	7

Weapons/Armour: A Berserker may be equipped with weapons chosen from the Norse Heroes Equipment list but they may never wear armour.

SPECIAL RULES

Berserkers: Berserkers are subject to *frenzy* as detailed in the Psychology section of the Mordheim rulebook.

0·1 Ulfwerenar

90 gold crowns to hire

Ulfwerenar are Berserkers with a very rare mutation. When there is a full moon, or when blood starts flowing on the battlefield, the mysterious and deadly Ulfwerenar turn into blood hungry beasts, part man, and part wolf or bear. These creatures are known and greatly feared as werewolves to most Old Worlders. To the Norse they are Werekin, monstrous beasts which can tear through flesh and armour with their huge claws and massive fangs as they go on the rampage.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	2	4	2	7

Weapons/Armour: Ulfwerenar are werecreatures with ferocious teeth and claws and may never use weapons or armour, although suffer no penalty for being unarmed.

SPECIAL RULES

Fear: The Condemned's unnatural appearance makes him cause *fear* in his enemies.

Bestial: Ulfwerenar are ravenous and therefore *immune to psychology*. Also despite being greatly revered by their barbarian kinsmen, Ulfwerenar are too feral and uncontrolled to become the leader of the warband.

0·2 Bondsmen

15 gold crowns to hire

These are young fighters who are still inexperienced. They are bonded to their Jarl by the oath of servitude.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	2	1	6

Weapons/Armour: Bondsmen may be equipped with weapons and armour chosen from the Norse Heroes Equipment list.

Henchmen

Marauders

25 gold crowns to hire

Marauders are the standard warriors in any Norse warband. They have experienced bloodshed and have been trained to fight since they were children. Marauders are so named as they are pirates and raiders.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: Marauders may be equipped with weapons and armour chosen from the Norse Henchman Equipment list.

O'S Wolves

15 gold crowns to hire

The harsh lands of Norsca are inhabited by a great many ferocious beasts: massive woolly mammoths, vicious polar bears and wolves far larger than those encountered elsewhere in the world. Norse hunters capture and use these beasts. Properly trained they make formidable foes.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	3	1	5

Weapons/Armour: Wolves have very sharp fangs. They never use or need weapons and armour.

SPECIAL RULES

Animals: Wolves are animals and thus do not gain experience.



Pack Leader: Wolves are feral animals that only respond to the strongest in their pack – the Ulfwerenar. In the event that no Ulfwerenar is included in the warband due to a death or an injury, the wolves cannot be used until the creature is replaced.

O'S Hunters

25 gold crowns to hire

Hunters are expertly skilled in stalking the wild game of the Umbra. When warriors are exiled from a tribe they become renegades, following Norse champions on epic voyages to offer ranged attacks as well as their exceptional hunting skills.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Hunters may be equipped with weapons and armour chosen from the Norse Hunters Equipment list.



Norse special skills

Norse heroes may use the following skill list instead of any of the standard skill lists.

barbarian courage

As Norse warriors strive to die bravely in battle, they learn to fear nothing and embrace hardship. This hero never needs to take all alone tests and may re-roll failed fear tests.

berserker charge

The Norse are very skilled with weapons that many other races see as primitive and savage. When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

battle tongue

Only a hero with the leader skill may gain this skill. It allows models within 12" of him to use his leadership, rather than the normal 6".

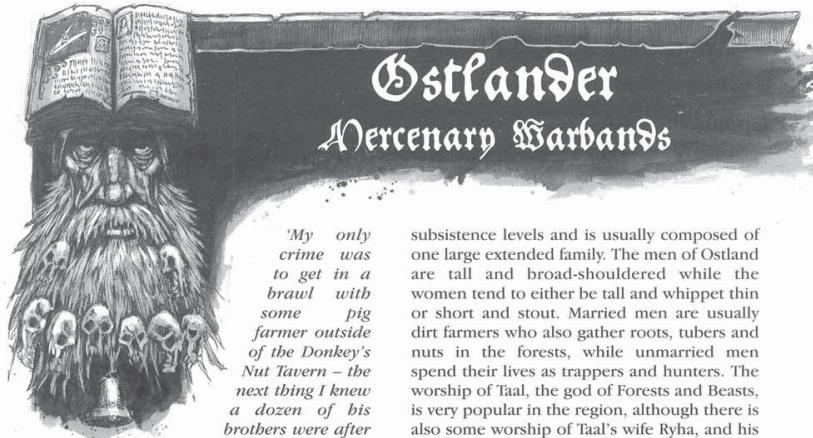
shield master

Norse warriors begin training with shields when they are still children. Some warriors become so skilled with these weapons they can almost any blow against them. When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

crushing blow

Norse warriors train in almost all of their spare time. They are expert fighters and learn to put all of their strength into very powerful attacks. No enemy may parry an attack made by this hero because it strikes with such great power that it pushes right through a buckler or sword.

New Rules



Udo Verkonnen, Freesword

The principality of Ostland is the most sparsely inhabited of all of the Empire's Electoral provinces. Its people have more ties with the land of Kislev to the north than they do with their countrymen to the south. This is because the Forest of Shadows and the Middle Mountains form two natural barriers between Ostland and the rest of the Empire. Within the Forest of Shadows are vast amounts of wild game but also darker creatures such as Chaos Beastmen and Forest Goblins. The Middle Mountains themselves are the highest point in the Empire and their peaks are inhabited by a large number of Ogres.

Ostland's isolation has greatly shaped its inhabitants and they are a poor but hardy folk. Each small village lives barely above



subsistence levels and is usually composed of one large extended family. The men of Ostland are tall and broad-shouldered while the women tend to either be tall and whippet thin or short and stout. Married men are usually dirt farmers who also gather roots, tubers and nuts in the forests, while unmarried men spend their lives as trappers and hunters. The worship of Taal, the god of Forests and Beasts, is very popular in the region, although there is also some worship of Taal's wife Ryha, and his brother Ulric in the more westerly villages.

While not warlike by nature, Ostlanders are never opposed to a good honest drunken brawl and with their love of dark ales these sorts of scraps are not uncommon. During the Great War against Chaos, Ostlanders rallied in great numbers to wield bow and spear in defence of their Kislevite neighbours. More than any other part of the Empire, Ostland has tasted the lash of Chaos and their hatred of the evil ones knows no bounds.

Special Rules

Self-Sufficient: The men of Ostland have no desire to give their hard-earned gold to outsiders. As a result they can never hire any Mercenaries except for Ogres (who are not an uncommon sight in Ostland).

Choice of Warriors

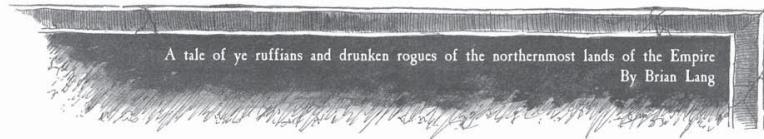
An Ostlander warband is often made up of an extended family of Ostlanders. Fathers, uncles, brothers, cousins and even the occasion tough-as-nails aunt all join together to form the warband. The 'family' must include a minimum of 3 models and a maximum of 15. You have 500 Gold Crowns that you can use to recruit your initial warband.

Heros

Elder: Each Ostlander warband must have one Elder, no more, no less!

Blood-Brothers: Your warband may include up to 2 Blood-Brothers.

Priest of Taal: Your warband may include up to 1 Priest of Taal.



Henchmen

Kin: You may have any number of Kin.

Ruffians: Your warband may include up to 5 Ruffians.

Jaeger: Your warband may include up to 7 Jaeger.

Ogre: Your warband may include one Ogre. There isn't enough food for more than one!

Starting Experience

The Elder starts with 20 experience.

Blood-Brothers start with 12 experience.

Painters of The Studio with 12 years' experience.

All Human characters start with 12 experience.

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New Equipment

(30 gcs/60 gcs for a brace / Av Rate 10)

Double-barrelled Hunting Rifle

Double-barrelled Hunting Rifle
(300 gc / Av Rare 12)
Knowing Ostlanders' penchant for impressive weaponry (and ready willingness to spend excessive amounts of money) a weaponmith from Hochland decided to weld two barrels together on a pistol and sell it for twice the price. The warband was so impressed with their new weapon that they asked him to do the same to their hunting rifle. Since then, the weaponmith has been flooded with orders from some of the most powerful warbands in Mordheim.

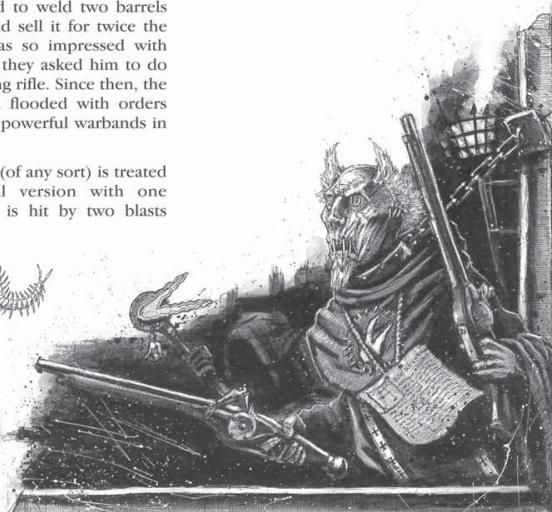
A double-barrelled gun (of any sort) is treated exactly like a normal version with one exception. Any enemy is hit by two blasts rather than one (ie, a pistol causes two S4 hits rather than one for each successful hit). However, each barrel takes a full turn to reload (although if you reload only one barrel you can fire it like a normal pistol/rifle). If you own a brace of

double-barrelled pistols you may fire them every other round (rather than every round like a normal brace).

Characteristic Increase

When warband members gain enough experience for an Advance (see the Experience section of the Mordheim rulebook), it is likely that they will roll a characteristic increase. Characteristics for members of Ostlander warbands may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
Ogre	6	5	4	6	6	4	5	4	7



New Russes



New Russes

Ostlanders



Ostlander equipment lists

The following lists are used by Ostlander warbands to pick their weapons:

Ostlander Equipment List Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Mace/hammer	.3 gc
Axe	.5 gc
Sword	.10 gc
Double-handed Weapon	.15 gc
Spear	.10 gc

Missile Weapons

Bow	.10 gc
Pistol	.15 gc (30 for a brace)

Armour

Light armour	.20 gc
Heavy armour	.50 gc
Helmet	.10 gc
Shield	.5 gc

Ruffian Equipment List Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Mace/hammer	.3 gc
Axe	.5 gc
Sword	.10 gc
Double-handed weapon	.15 gc

Missile Weapons

None	
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Armour

Light armour	.20 gc
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Jaeger Equipment List Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Axe	.5 gc
Sword	.10 gc
Spear	.10 gc

Missile Weapons

Pistol	.15 gc (30 for a brace)
Double-Barrelled Pistol	.30 gc (60 for a brace)

Bow	.10 gc
Handgun	.35 gc
Blunderbuss	.30 gc
Hunting rifle	.200 gc
Double-Barrelled Hunting rifle	.300 gc

Armour

Light armour	.20 gc
Shield	.5 gc
Helmet	.10 gc

Ogre Equipment List Hand-to-hand Combat Weapons

Club	.3 gc
Axe	.5 gc
Sword	.10 gc
Double-handed weapon	.15 gc

Missile Weapons

None	
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Armour

Light armour	.20 gc
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Ostlander skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Elder	✓	✓		✓	✓	✓
Blood Brother	✓			✓		✓
Priest of Taal	✓		✓	✓	✓	✓

Ostlanders



1 Elder

60 Gold Crowns to hire

In Ostland, the oldest (or more often biggest) man in the village is given the title 'Elder'. His word is greatly respected and only at his urging would the manhood of an entire village pack up and travel to Mordheim to seek their fortune.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons and Armour: An Elder may be equipped with weapons and armour chosen from the Ostlander Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Elder may use his Leadership characteristic when taking any Leadership tests.

0-2 Blood Brothers

35 Gold Crowns to hire

Ostland villages are usually composed of a single extended family. Everyone is everyone else's uncle, cousin or brother (and sometimes their own!). Rather than trying to keep all of these relations straight, the most respected men in the village (aside from the Elder) are referred to simply as Blood-Brothers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons and Armour: Blood-Brothers may be equipped with weapons and armour chosen from the Ostlander Equipment list.

0-1 Priest of Taal

45 Gold Crowns to hire

It is said that every priest of Taal is born during the darkest phase of the moon. Those who are accepted into the service of Taal are loners by nature and spend their time wandering the untamed forests of the Northern Empire. It is unclear why the priests of the forest have begun to join bands of Ostlanders in their delvings into the ruined city of Mordheim – for the servants of Taal keep their own counsel. Suffice to say that the Forest-God is clearly building a strong presence both in and around the darkened ruins as more animals begin to fill the surrounding forests...

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	7

Weapons and Armour: A Priest of Taal may be equipped with weapons chosen from the Ostlander Equipment list.

SPECIAL RULES

Prayers: A Priest of Taal may use the prayers of Taal listed below.

Strictures: Priests of Taal may never wear heavy armour.

Ostlander Elder (below, left), Blood-Brother (below, centre) and Priest of Taal (below, right).

New Rules



New Ruffians

Ostlanders



Benchmen

(Brought in groups of 15)

Kin

25 Gold Crowns to hire

Most of the warriors in an Ostlander warband are brothers and cousins of the Elder. Many are married men with children to support and the ruins of Mordheim are a lure that few poor villagers can resist.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons and Armour: Kin may be equipped with weapons and armour chosen from the Ostlander Equipment list.

Jaeger

25 Gold Crowns to hire

Some Ostlander men choose not to marry but instead spend their time alone in the forests of the Old World. While these rangers do not share the close family bonds of a typical Ostlander blood-kin they are well respected for their knowledge of the woods and their rugged determination. Poor Jaeger usually wield a simple home-made bow but it is every jaeger's dream to one day own a blackpowder weapon and hunting rifle, especially double-barrelled versions, as these are a sign of great prestige amongst the hunters of the deep woods.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons and Armour: Jaeger may be equipped with weapons and armour chosen from the Jaeger Equipment list.

Ruffians

25 Gold Crowns to hire

Although every Ostlander loves his ale, a few men in every village take this love to extremes. Never sober and rarely conscious these buffoons stagger their way through the streets of Mordheim yelling slurred insults at whomever they meet, committing petty acts of vandalism and generally making a mess of things. This comic behaviour is often misconstrued into a false belief that they are harmless, a belief that many live to regret. Fuelled by vast quantities of booze these are very dangerous, unpredictable men indeed who will shove a broken bottle into your face as soon as laugh heartily and burst into song!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	10

Weapons and Armour: Ruffians may be equipped with weapons and armour chosen from the Ruffians Equipment list. Ruffians never use missile weapons, as their depth perception leaves a bit to be desired, even if they gain an Advance roll which would otherwise allow them to do so.

SPECIAL RULES

Drunk: Ruffians are blasted out of their tiny minds on rotgut spirits and cheap ale. As such, they automatically pass all Leadership based tests they are required to take.

No Respect: Ruffians are objects of a strange mix of pity and abject fear for their fellows and may never become a warband leader.

Ostlander Ruffian (below; left), Kin (below; centre) and Jaeger (below; right).



Ostlanders



Ogre

160 Gold Crowns to hire

More than anywhere in the Empire Ogres are most commonplace within the hilly, pine forested landscape of Ostland. These brutish creatures are very much sought after by the rough mountain men of Ostland as muscle in the warband. An Ogre's strength is near legendary and their ability to sustain an awful lot of punishment during a fight makes these the perfect shock troops of any warband. Of course, an Ogre's appetite is nearly as well-renowned as their fighting abilities and so they are rather expensive to keep.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	2	4	4	3	3	2	7

Weapons and Armour: Ogre may be equipped with weapons and armour chosen from the Ogre Equipment list.

SPECIAL RULES

Fear: Ogres are large, threatening creatures that cause *Fear*. See the Psychology section for details.

Large: Ogres are huge, lumbering creatures and therefore make tempting targets for

archers. Any model may shoot at an Ogre, even if it is not the closest target.

Skills: An Ogre who becomes a Hero as a result of *The Lad's Got Talent* may choose from the Combat and Strength skills.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves they are not the smartest of creatures. Ogres only gain advances at half the rate of everyone else (ie, they must accrue twice as much experience as normal to get an advance).

New Rules



45

Ostlanders



New Rules



Ostlander Special Skills

Ostlander Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Bull Rush.

This warrior is huge, even by Ostlander standards, and can use his massive girth to overpower his opponents. When he charges, this Hero may attempt to knock down his opponent rather than making his normal attacks. Roll to hit once with a +1 to hit modifier, though no 'to wound' roll is necessary. Instead, if the warrior hits with this attack, the opposing model is Knocked Down. (Models with the Bull Rush skill should have a suitably large beer-belly modelled out of putty whenever possible!)



Foul Odour

Ostlanders are prodigious drinkers and none too hygienic! This warrior rises head and shoulders above the rest. After a lifetime of drinking, liquor has little effect on him any more... not that this stops him from consuming massive quantities! His unwashed clothes and sweat reek of alcohol and all living enemies (not Undead or Possessed) are at -1 to hit him in hand-to-hand

combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc) and fire attacks made against him are resolved at +1 Strength as his booze soaked clothing burns readily.

Taunt

After years of baiting opponents into drunken brawls, this Ostlander has learned some of most vile insults in the Empire. During the Shooting phase, the warrior may choose to taunt one enemy instead of shooting with a missile weapon or casting a spell. The warrior must be able to see the enemy and taunting follows all the LOS rules for shooting (you must taunt the nearest opponent, etc). The player should insult the enemy model in some manner whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian!). The enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next Movement phase trying to get into close combat with the warrior who taunted him.



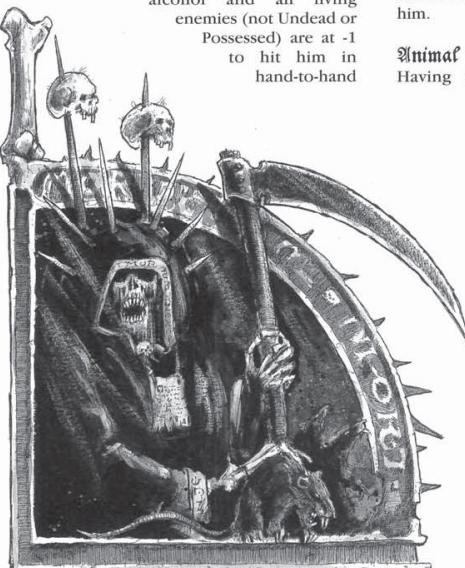
Animal Friendship

Having grown up amidst the animals of the forest, this warrior exudes a certain charm to all 'normal' animals (ie, warhorses, warhounds, etc). Animals will never attack him and up to two wardogs (see Mordheim book, page 54) that the warrior owns do not count against the maximum number of models in the warband.



Blood Oath

The leader of an Ostlander warband sometimes takes a blood oath never to leave any of his fallen 'family' members behind. Such is his determination to protect his fallen blood-kin that it is extremely difficult to cause him to rout from the field. Only a warband's leader may have this skill, which allows him to re-roll a single Rout test once per game.



Ostlanders

Prayers of Taal

Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire. *Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.*

D6 Result

1 Stag's Leap

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

2 Blessed Ale

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox, each village in Ostland opens one keg of ale (at least) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bear's Paw

Many an armoured knight has been knocked to the ground by the surprising strength of the followers of Taal. Although traditionally called 'Bear's Paw', this spell is sometimes referred to as 'Moose's Breath' by those Ostlanders who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder

Taal's domain includes both the earth and the skies, and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition, the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits).

5 Tanglefoot

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of Ostlander Jaeger within 12" of the Priest can only move at 1/2 speed until the next Shooting phase.

6 Summon Squirrels

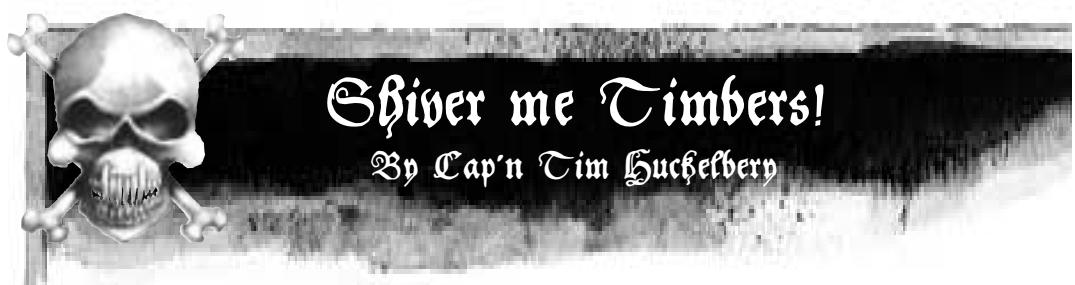
Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

With this spell, the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.



New Rules





The blasted city of Mordheim has called to many a Pirate Captain with the song of easy riches, as the nearby rivers are filled with ships laden with either gold into the city or departing with wyrdstone. Using the perpetual fog and dust which fills the air around the ruins, a ship can navigate the city via the deep rivers running though it. With lightning speed, the pirate ships can appear from nowhere and attack a ship, quickly looting it of any valuables. Some Captains have even found safe harbours for their vessels, and lead frequent raiding parties into the city itself. These brave pirate bands have become new additions to other groups of adventurers, fanatics, and nightmare creatures that dare enter the remains of the City of the Damned.

My first landing. First time I've been in the city. No, not a city, not anymore. Oh Sigmar, what did these people do to deserve such punishment? More later – I cannot find the words.

*from the log of Augustus Riley Frayed
Crewman, pirate ship The Serpent's Mother*

Special Rules

Swabbies: Pirate warbands can 'recruit' new members to join the adventuresome life of a pirate, sometimes willingly but oftentimes more as an alternative to walking the plank! Only humans can be recruited in this manner though – not even the most bloodthirsty pirate would ever trust a Skaven or Beastman, and other races even though friendly to mankind would normally never follow a mere human into battle! The following special rules apply to certain situations in Mordheim game play:

Kidnapped! Enemy human Heroes who after the game rolled up the Captured result (D66 rolls of 61 or 62) can be 'offered' one

opportunity to join the pirate crew (usually at the point of a cutlass!). As an alternative to exchanging/ransoming the captured Hero back to their original Warband (or selling him to slavers), the Pirate Captain can instead add the captured enemy to the ship's crew as follows. Both players roll 2D6, with the Pirate player adding the Captain's Leadership and the enemy player adding the Leadership of the captured Hero. If either side won that game, it may add +1 to its score.

If the Pirate player's result is higher, the Hero renounces his old ways for the life of the high seas! She or he joins the Crew, either starting a new Crew group or joining an existing one if it has four models or less. There is no extra cost to add him to a group which has accumulated experience points, and any equipment or weapons he had are immediately sold off to buy him the proper weapons and armour to match his new unit in an even swap. His skills and characteristics are changed to those of a starting Crewman, or to match those of his new crewmates if joining an existing group.

Otherwise, the Hero has resisted the siren's song of the sea, and is forced to become a Swabbie (see Swabbies below). He is stripped of his equipment and weapons; these are handed out as the player desires. He does retain any skills and keeps his original characteristics, but can only be re-armed with the weapons listed in the Swabbie equipment list.

Enemy human Henchmen taken *Out of Action* during the game and then lost from their original Warband for good (a 1-2 was rolled for them post-game) also have a chance of joining up too! Roll another D6 for each: on a roll of 4+, the Pirates manage to drag them away or otherwise make off with their wounded bodies, and patch them up on the ship. The Pirate player can then test to see if they will join exactly as above, by both players rolling 2D6 and adding it to the Captain's and the Henchman's Leadership. This test can only be done if the Pirates win the game, so the Pirate player will always get a +1 to his roll.

A tale of ye most scurrilous Pirates and vagabonds fresh to The City of the Damned as told by Cap'n Tim Huckleberry

Hired Swords and Special Characters are too skilled to be taken off in this manner, and can never be recruited – they have their own agendas to pursue, and will ensure the pirate life is not part of those plans.

Well now matey, have you ever considered pirating as a career? If the Pirates encounter Stragglers (result 44) or Prisoners (result 333) when *Searching*, there is a chance they may sign up to sail under the Jolly Roger. Either of these options may be used instead of the regular options listed for these situations.

If a Straggler is found, the Captain can try to convince him to join the crew by making a successful Leadership test. If passed, the Straggler joins as a Swabbie (he's too unhinged even to become a member of the Crew!)

If Prisoners are found, roll a D3 to determine how many are rescued. If the Captain passes a Leadership test (he must make a separate test for each one), the Prisoner eagerly joins his rescuers as a member of the Crew, either starting a new Crew group or joining an existing one if it has four models or less. If he is starting a new Crew group, he will start at the normal characteristics levels for a normal Crew member and at Zero Experience. There is no extra cost to add him to an existing group which has accumulated experience points, and his skills and characteristics match those of his new crewmates. The player must pay though to equip and arm the new Crewman as per his new unit. If the player cannot pay, the prisoner must join as a Swabbie. If the test is failed, the Prisoner isn't quite so convinced of the worthiness of the sea dogs and is added as a Swabbie.

Unless noted otherwise, Pirate Warbands have the same access to Hired Swords & any other items as for a regular human Mercenary Warband, and follow all the normal rules for them as well. They must however pay an additional +20 gc in upkeep if they have both Dwarfs and Elves together in the same warband (the ship is only so big, and the confines make them more irritable than usual!).

In one-off games, a Pirate Warband starts with two Swabbies for free.

Succession: If the Captain is killed, one of the Mates will take over in the same manner as a Champion taking over for a Mercenary warband.

Choice of Warriors

A Pirate warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your Warband. The maximum number of warriors in the Warband is 15 (this represents the landing party; the rest of the crew are aboard the ship in case some other scurvy sea dogs dare to attack!).

Ship's Captain: Each Pirate warband must be lead by a Captain no more, no less!

Mates: Your warband may include up to 2 Mates

Cabin Boys: Your warband may include up to 2 Cabin Boys.

Crew: Your warband may include any number of Crew.

Gunners: Your warband may include up to 7 Gunners.

Boatswains: Your warband may include up to 5 Boatswains.

Swabbies: Your warband may include up to 5 Swabbies. Note that you may never have more Swabbies than you have Crew though!

Starting Experience

The Captain starts with 20 experience.

Ship's Mates start with 8 experience each

Cabin Boys start with 0 experience each

All Henchmen start with 0 experience.



Pirate equipment lists

The following lists are used by Pirate warbands to pick their weapons:

PIRATE EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer/Mace	3 gc
Axe	5 gc
Boat Hook	8 gc
Cat O' Nine Tails	8 gc (Heroes only)
Cutlass (Sword)	10 gc
Double-handed weapon	15 gc

Missile Weapons

Belaying Pin	3 gc
Pistol	15 gc (60 Brace)
Crossbow	25 gc
Dueling Pistol	30 gc (60 Brace)

Armour

Buckler	5 gc
Toughened leathers	7 gc
Helmet	10 gc
Light armour	20 gc

SWABBIE EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer/Mace	3 gc
Axe	5 gc
Boat Hook	8 gc
Cutlass (Sword)	10 gc
Double-handed weapon	15 gc

Missile Weapons

Belaying Pin	3 gc
Bow	10 gc

Armour

Buckler	5 gc
Toughened leathers	7 gc

GUNNER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer/Mace	3 gc
Axe	5 gc
Cutlass (Sword)	10 gc

Missile Weapons

Pistol	15 gc (60 Brace)
Blunderbuss	30 gc
Dueling Pistol	30 gc (60 Brace)
Handgun	35 gc
Swivel Gun65 gc (Rare 8; one per Warband)

Swivel Gun Ammo:

Ball Shot	5 gc
Chain Shot	2 gc
Grape Shot	2 gc

Armour

Toughened leathers	7 gc
Helmet	10 gc
Light armour	20 gc

Pirate skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Captain	✓	✓	✓	✓	✓	✓
Mate	✓	✓		✓		✓
Cabin Boy	✓	✓			✓	✓

Heroes

1 Pirate Captain

60 Gold Crowns to hire

Only the roughest toughest sea dog can rise to become captain of his own ship. A good Captain has to be bold and decisive in combat, and a forceful personality to hold together his unruly followers. Though often elected by the Crew, he must command their respect and fear, and more importantly ensure their continued loyalty with plenty of gold!

Profile M	WS	BS	S	T	W	I	A	Ld
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4	4	3	3	3	1	3	1	8
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Weapons and Armour: A Pirate Captain may be equipped with items chosen from the Pirate Equipment list.

SPECIAL RULES

Leader: Any pirate within 6" of the Captain may use his Leadership characteristic when taking any Leadership tests.

0-2 Ship's Mates

35 Gold Crowns to hire

Each ship has several Mates to serve under the Captain and ensure his orders are carried out properly. They also keep a careful eye on him as well for any signs of weakness or hoarding from the Crew, as each Mate would love nothing more than to become Captain himself one day. Until that day though they readily obey his commands, oversee the Crew and the ship, and

'Yer a lucky one here, boy... yer own friends left ye fer dead. We coulda have cut yer throat and taken yer gear, or sold ye like a Dreg. So now laddie... Have ye ever been a'thinkin about the pirate business?'

Pirate Captain Drakken's offer to anonymous enemy

*from the log of Augustus Riley Frayed
Crewman, pirate ship The Serpent's Mother*

stand with their Captain ready to plunder and ravage any ships they find.

Profile M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	3	1	7

Weapons and Armour: Mates may be equipped with items chosen from the Pirate Equipment list.

0-2 Cabin Boys

15 Gold Crowns to hire

The lure of the sea often calls many young men to leave their boring lives behind and take up the exciting life of a pirate. Some are the youngest sons of nobles who know they will never inherit, or whose families have fallen to disgrace or poverty. Others are simple farmboys yearning for the open sea and adventure. All though, show some glimmer of talent which the Captain decides is enough to allow them to serve as Cabin Boys, where they can learn not only the basics of seamanship but also the more important lessons of how to run a pirate ship. Assuming the live through the years of training, they will go on to become feared Captains of their own!

Profile M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons and Armour: Cabin Boys may be equipped with items chosen from the Pirate Equipment list.



Pirate Warbands



Henchmen (Bought in groups of 1-5)



Crew

25 Gold Crowns to hire

The backbone to the ship, the crew are drawn together by the lure of the sea as well as the lure of plunder! As sailors, crewmen are experts in seamanship and ship operations. As pirates, they also quickly become proficient in swordplay and in using a variety of weapons especially pistols. It is said a good pirate crewman needs to know how to read the skies, weather, and winds, but most importantly the moods of his Captain!

Profile M WS BS S T W I A Ld

4	3	3	3	3	1	3	1	7
---	---	---	---	---	---	---	---	---

Weapons and Armour: Crew members may be equipped with weapons and armour chosen from the Pirate Equipment list.



02 Gunners

25 Gold Crowns to hire

Gunners tend the artillery and ammunition of the ship. Their keen knowledge of blackpowder weapons is essential to prevent the potential disaster of a cannon bursting, overheating, or recoiling out of control. In battle, Gunners oversee the banks of cannon, and on land they tend to be armed with the best pistols and other blackpowder weapons from the ship's stores.

Profile M WS BS S T W I A Ld

4	3	3	3	3	1	3	1	7
---	---	---	---	---	---	---	---	---

Weapons and Armour: Gunners may be equipped with weapons and armour chosen from the Gunner Equipment list.

SPECIAL RULES

Swivel Guns is Dangerous, Matey! Gunners are known to be amongst the bravest of pirates, given their close proximity to blackpowder weapons, but even among themselves they stand in awe of any Gunner who takes a Swivel

Gun into battle. Usually they stand in awe quite far away from him – even they can't be sure when one might blow! If a Pirate Warband includes a Swivel Gun, the Gunner wielding it will always be considered an individual and can never have anyone else with him. Since a Pirate Warband may only have one Swivel Gun, if a Gunner is equipped with one then he must either be a new Gunner, or split from an existing unit. If the latter, he retains all Experience and Skills he had previously.

05 Boatswains

32 Gold Crowns to hire

Boatswains (or Bosons as they are often called) are responsible aboard the vessel for the upkeep of the rigging, the hundreds of lines and cables throughout the ship which keep the sails operating properly. They are experts at moving throughout the ship's maze of ropes, swinging from one yardarm to another to ensure the overall soundness of the rigging. In the ruins of Mordheim, these same skills serve them well in moving throughout the building wreckage and craters which litter the former city.

Profile M WS BS S T W I A Ld

4	3	3	3	3	1	3	1	7
---	---	---	---	---	---	---	---	---

Weapons and Armour: Boatswains start with a Rope & Hook, and may be equipped with weapons and armour chosen from the Pirate Equipment list. Note that they can never sell off or give away their Rope & Hook – a Boatswain would never be without his ropes!

SPECIAL RULES

Expert Riggers: Boatswains are highly trained in using their ropes, as they are the ones who maintain the complex network of rigging throughout the ship. They may re-roll failed Initiative tests Leaping over Gaps, Jumping Down, and performing a Diving Charge, as well as the normal test for Climbing Up or Down that a Rope allows.

05 Swabbies

Special Recruitment rules (see above)

Not all members of a Pirate Warband are there entirely voluntarily. Some have been captured from enemy vessels, or rounded up on the docks or harbour fronts when the ship was in need of extra men. Kept under a watchful eye by

the Mates, the Swabbies know they had better carry out their duties as assigned, lest they face a keel-hauling or worse! Many have grown accustomed to their lot, but given a chance many will run for it, even into the unknown dangers of the hellish city ruins.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons and Armour: Swabbies may be equipped with weapons and armour chosen from the Swabbie Equipment list.

SPECIAL RULES

Not Hired: Swabbies are not hired, they follow the special 'recruitment' rules above.

Never Gain Experience: Swabbies generally aren't interested in proving their worth to the crew, they are interested in survival and hopefully escape! Swabbies never gain experience in games.

Rabble: Swabbies do not need to be armed all the same. Each may be given different equipment, but only items listed in the Swabbie equipment list. Swabbies can never use magic, or cast spells of any sort, no matter their original background or abilities.

'Blimey, they got away!' If the Pirate Warband itself Routs, any Swabbies who have already left the table in previous turns are presumed to have made a successful escape, and are never seen from again. Remove them from your warband roster as if they had been killed.



'Don't mind them mates, they ain't true pirates!' The rest of the crew barely notice if any Swabbies run away or go *Out of Action* – they know they'll find them later on and give them 30 lashes if they're lucky! Any Swabbies who are running away or have been taken out of action do not count towards the need to take a Rout test for the warband.

Pirate Special Skills

Pirate Heroes may use the following Skill table instead of any of the standard Skill tables available to them.



Sea Shanty Singer

The pirate is renowned throughout the seas as one of the greatest singers aboard a ship, able to raise the spirits of any crew with his stirring renditions of 'The Sloop Johan Bee', 'What do you do with a Drunken Halfling?', and other famous pirate ditties. At the start of his Close Combat phase he can suddenly burst out in song, distracting one opponent in base contact of his choosing. That enemy must pass a Leadership test, or loose 1 Attack that turn. This does not effect Undead or other non-living

creatures, such as Possessed.

Sea Legs

Even in the strongest seas, the pirate has learned to keep his footing and equilibrium. If he Falls during a battle, he may ignore the effects of the D3 hits on a roll of 4+ (make a single roll to see if the any of the hits take effect or not). In addition, if he is knocked down or stunned within 1" of a precipice he may re-roll his Initiative test to see if he falls down or not.

Pirate Warbands



Cutlass Master

These short, single bladed swords are the mainstay weapon of any pirate crew, and in the hands of a trained seaman they are superb weapons for close quarters fighting. If the pirate is equipped with a Sword, this skill will give him the additional benefit of also being able to parry successfully if the player rolls equal to number rolled to hit, not just higher as normal. This extra ability only applies if the Pirate is not in the open; ie., only when in cover or in a building, within 2" of a terrain feature like a wall or tree, etc.

Booming Voice

(Captain only) The Captain has spent many a battle bellowing orders to his crew, yelling above the roar of the cannons and the screams of the enemy. Once per turn, the captain may

shout encouraging words (or threats) at any one pirate within 8" who just failed his test to see if he runs away from combat, or to stop running away if he was already fleeing. That pirate may then re-roll the test. This can only be done if the Captain is on his feet, but not if the Captain is in close combat himself.

Hardy Constitution

Many months at sea, and especially many months eating hardtack, have hardened the pirate's body to effects that would cause a lesser man to collapse. During the battle, the pirate may ignore any Critical Hits on a roll of 5+ (the wound is treated as normal if the roll is successful). If the roll is failed, the Critical Hit is worked out as normal.

Swashbuckler

The pirate cuts a dashing figure in combat, mixing dazzling swordplay and acrobatic feats with charm and witty comments. Even the basest villains in Mordheim respect (and curse) his ability to always seem to effortlessly slip from their grasp. The pirate may make a Leadership Test at the end of any Hand-to-Hand phase (pirate's or enemy's turn) if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (he may not run or charge), without the enemy striking any blows on him. If he fails the test he remains in combat and must fight as normal in the following turn.

Price Chart

The following chart gives the cost of all the aforementioned pirate items of equipment including whether items are rare or common.

WEAPONS & ARMOUR			MISCELLANEOUS EQUIPMENT		
Item	Cost	Availability	Item	Cost	Availability
Belaying Pin	3gc	Common	Compass	45+2D6gc	Rare 9
Boat Hook	8gc	Common	Hardtack Biscuits	5gc	Common
Cat O' Nine Tails	3gc	Common (Heroes Only)	Hook Hand	4gc	Common
Swivel Gun	65gc	Rare 8 (Gunners Only)	Jolly Roger	40+2D6gc	Rare 9
Toughened Leathers	7gc	Common	Parrot	15gc	Rare 8
			Peg Leg	8gc	Common
			Spy Glass	206gc	Rare 8
			Treasure Map	75+4D6gc	Rare 10

Pirate Warbands

PIRATE WEAPONS & ARMOUR

Pirate Warbands make use of trading between ships at sea, as well as the regular trading & merchant locations on land. Also, the landing parties can bribe their mates on the ship to rig up special weapons or items for them with the gold they gain in their adventures on land. Thus Pirates may also purchase the following in their after-game trading. Note that some items are included in the equipment lists above, meaning they can be bought in initial Warband creation as well.

Belaying Pins

A typical ship contains hundreds of these short lengths of carved wood. They are set up in racks in convenient places in the ship, around which the running rigging can be secured or belayed. These also make good weapons, and pirates quickly become proficient with burling them as short range weapons.

Range: 6"

Strength: As User -1

Special Rules: +1

SPECIAL RULES

Brown Weapon, +1 Enemy Armour Save. Models using Belaying Pins do not suffer any penalties for range, but still suffer a -1 to hit penalty if they use them after moving that turn. They also do not hit very hard, so strike at User Strength -1 and give the target +1 to its armour save (or a 6+ if they have none), exactly as if the enemy had been hit by a bare fist.

Boat Hook

These are normally used to pull in ropes or other objects from the water, but their long reach and wicked metal catches makes them also useful in combat.

Range: Close Combat

Strength: As User -1

Special Rules: Strike First, Two-handed

SPECIAL RULES

Strike First, Two Handed. Boat Hooks are used in Close Combat. They allow the user to Strike First in the first round of any close combat, no matter which model charged, but require both hands to use. Models using a Boat Hook in combat cannot use any other weapons, or gain benefit from a shield or buckler, while in close combat.

Cat O' Nine Tails

Order is often maintained aboard the ship with

the threat of the lash. In battle the long barbed whip of the Cat is also seen, but this time dealing out punishment to the enemy!

SPECIAL RULES

Like the Steel Whips of the Sisterhood, Cats cannot be parried by swords or bucklers, have a 4" range, and hit with the user's Strength. However, since they are made of rope and not steel, they give the enemy model a +1 to his armour save (6+ for no armour), like a hit from a fist or dagger. Other than this exception Cats follow all the rules for Steel Whips.

Swivel Gun

Pirate Gunners sometimes construct and carry into battle a smaller and lighter version of the real swivel cannons normally attached to pivoting mounts on the ship's railing or sides. Though smaller than regular cannons, swivel guns are larger than normal handguns, so big that they must be held up with the support of wooden support. They are cumbersome, and prone to failure due to imperfect castings or poorly mixed blackpowder, but most gunners agree that they make up for it in sheer power.

SPECIAL RULES

Swivel Guns follow most of the rules for Blackpower weapons, *Move or Fire, Prepare Shot*, but have some exceptions as noted below. A Pirate Warband may have only one Swivel Gun at a time, due to the time it takes the ship's Master Gunner to construct one. *Cumbersome:* The user is at -1 Initiative and -1 Movement throughout the battle. Also, Swivel Guns may never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have. *Blackpowder Rules:* The normally optional rules for Blackpowder weapons on page 164 are always in effect for Swivel Guns, due to unpredictable nature of the local materials used in their construction.

Special Ammunition: Swivel Guns use non-standard ammunition types, which must be bought for each game. Each type only lasts one game, so if it is used in a game it cannot be used again until another supply is bought. Before firing, the Gunner must declare which type is being used, if he has more than one type available in the game.

Ball Shot

Range: 36"

Strength: 5

Armour Save: -2

A Swivel Gun firing these heavy lead balls can stop even a charging Ogre dead in his tracks!

Pirate Warbands

Concussion: The impact of the heavy lead projectile is enough to rattle even the hardiest warrior. Treat any resulting Injury Rolls of 2-4 as a Stunned result.

Chain Shot

Range: 24" **Strength:** 4 **Armour Save:** -1

These lengths of chain and linked metal don't cause as much damage, but can entangle an enemy model and bring him to his knees.

All Wrapped Up! Enemy hit by Chain Shot which are not wounded are Knocked Down on a roll of 4+, even if they normally can never be Knocked Down.

Grape Shot

Range: 24" **Strength:** 3 **Armour Save:** -

Very small pellets, rocks, metal scrap, even rock salt are poured into the barrel from prepared canisters, producing a cloud of shrapnel when fired.

It's Everywhere! If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically take a single hit. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in *Hiding* will also count towards being close to the target, and can be hit as well. There is no Armour Save modifier from Grape Shot hits. Pirates know to duck out of the way when they hear a Swivel Gun going off, and thus are never hit by friendly Grape Shot.

Toughened Leathers

There is nothing like many months at sea to really toughen up clothing! Covered with crusted salt, spilled rum, and other less savoury materials, many a pirate has found his long coat to have stiffened up to a very hard finish, and even offers some protection in combat.

SPECIAL RULES

Toughened Leathers work exactly like Light Armour, giving the wearer a 6+ Armour Save, but cannot be combined with the effects of any other armour except a Helmet or Buckler. This includes using a shield – most pirates find they get in the way when fighting in the stiff leather, resulting in falling into the briny deeps when trying to board a ship!

Whew, that's ripe Matey! Once bought (or broken in), a pirate's Toughened Leathers cannot be given to another pirate or sold back at the Trading Posts – the stench alone is enough to drive away even the most desperate of new owners!

SPECIAL PIRATE EQUIPMENT

Compass

A compass can be a big help on the land as well as at sea, by helping the pirates navigate faster and more accurately around the seemingly random ruins of the blasted city. In any scenarios where players roll to see which side deploys first, then his warband may re-roll their result. This can only be done if the pirate with the compass is not missing the game though! Note that only one re-roll is allowed, even if multiple pirates have a Compass, and if both sides have one then no re-rolls are allowed.

Hardtack Biscuits

(one per model, one use only)

Any Pirate may bring some of these dense breads to eat during a battle, filling him with... well, something pretty dense and bread-like (the ship's cook refuses to divulge the exact ingredients). At the start of any one of his turns the pirate may pop some in his mouth as long as he is not already in hand-to-hand combat. His Toughness is temporarily increased by +1 for the duration of that turn and the following enemy turn, with the effects generally wearing off afterwards. Roll a D6 after that turn; on a 1 his biscuits were tainted and filled with maggots (yuck!). Make a note of his name – the pirate must miss the next game as he recovers (and thumps the cook a few times to boot!). If the Pirate winds up missing a game because of other effects, the losses will add together and he will miss the next two games.

Hook Hand

(one per model)

Pirates who have lost a hand or arm due to a Hand Injury or Arm Wound can be fitted with a sharpened metal hook. The wearer of the stylish new device cannot use any two-handed weapons, but will always count as having a close combat weapon in that hand. The hook strikes in close combat in the same manner as a dagger. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Hook Hand. If the wearer gets a Hand Injury or Arm Wound in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Hook Hand instead.

Jolly Roger (one per Warband)

Ah, the sight of the Jolly Roger waving in the wind is enough to bring a tear to the eye of even the toughest old salty dog. Any Hero may carry the Jolly Roger; the cost represents the effort to have the ship's sail makers create a smaller version that one man may carry on a long pole. Any Pirates within 12" of the Jolly Roger never count as being All Alone in combat. Carrying the banner takes up one hand though, so that model may not carry or use any two-handed weapons during the game. Note that Swabbies, lacking the true Pirate spirit, do not gain any benefit from the Jolly Roger.

Parrot (Captain and Mates only)

Squawk! Pieces of Wyrdstone, Pieces of Wyrdstone! A well trained parrot is excellent at distracting opponents, either by shouting out loud at them or flying around getting in their way. All enemy in base contact with the owner will be at -1 to hit in their first round of combat with the pirate unless they can pass a Leadership Test.

Peg Leg (one per model)

Any Pirate suffering a Leg Wound or Smashed Leg can opt to have his ruined leg replaced with a stout wooden peg leg. This will reduce his Movement (and maximum possible Movement characteristic) by -1, but offers a chance that stray hits will strike the leg instead. This gives him a special saving throw of 6+, which can be taken whenever he fails any other saving throws allowed against any wounding shooting or hand-to-hand hits. This save is not modified, and can be used even if no saving throw is normally allowed. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Peg Leg. If the wearer gets a Leg Wound or Smashed Leg in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Peg Leg instead.

Spy Glass

A pirate can use his trusty spy glass to examine the combat ground, spotting any yellow dogs who try to sneak about! At the start of his turn, the owner can try to detect one Hidden enemy model to which he has normal Line of Sight. On a roll of 4+, the model loses his Hidden status. The spying Pirate can move as normal in that turn, but cannot run or charge.

Treasure Map (one use only)

Pirates may use a Treasure Map instead of regular exploration of the city ruins. It represents the location (possibly) of a treasure stash another pirate band was forced to bury, before they could bring the booty to a safe hide away. Roll a D6 after the game to determine where the map leads you (note that any gold crowns found represent the profit after all shares have been given to the crew).

1. The map turns out to be a fake! However, you do manage to return and trounce the bilge-drinking swine who sold it to you, and he gives your Warband D6x5 gold crowns to make amends (and prevent himself getting keel-hauled!).
2. The map leads your crew to a minor stash. After some hours digging, the find a chest containing 1 shard of wyrdstone and some jewels worth 2D6x10 gold crowns.
3. The map reveals one of the fabled ale-stashes of Long Drong Slayer himself! You uncover several barrels of the finest rums, ales, and other assorted spirits. One is a barrel of Bugman's XXXX, which can be used as per the rules for Bugman's Ale. After 'sampling' many of the other barrels, the remainders are sold off for 2D6x10 gold crowns (after the crew wakes up, of course).
4. Buried deep in the ruins of an unassuming hovel you find several chests filled with fine clothes, plus several notebooks outlining blackmail information for many of the local trading merchants. You realise this must be one of the stashes left by Facio, the great Tilean trickster and rogue. Armed with your new clothing and information, on your next visit to the trading posts you may buy any one item listed on the regular Price Chart as if it was Common (except any other Pirate Warband unique items, such as Swivel Guns or Treasure Maps), assuming you have the money. Once the transaction is complete, you turn around and sell the notebooks to his competitors for 2D6x10 gold crowns, and make any other trading post purchases as normal.

Also, if in your next game your warband captures anyone, or finds any Stragglers or Prisoners, the fine clothing impresses them quite a bit! The Captain's Leadership is increased by +1 when testing to see if any join your warband.

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5. The treasure chest that is found has been carefully booby-trapped! One of your Heroes must try to penetrate the maze of poisoned dart-shooters and collapsing pathways that surround the chest by passing an Initiative test. If he passes, his expert approach reveals a Lucky Charm near the chest (which he claims for himself!), and 3D6x10 gold crowns in the chest itself. If he fails the test, he must sit out the next game as he recovers, but the crew do manage to open the chest now that the traps have been set off and gain the gold as above. They do not find the Lucky Charm though as it is drawn back into its hiding place, there to await a more careful adventurer.

6. Your crew bow their heads in reverent silence, as the map has lead them to one of the legendary secret burial spots used by Black-Wyrd the Pirate King, first and finest pirate to ever ravage Mordheim. Known for tying shards of Wyrdstone into the thick strands of his hair and beard and then setting them alight so they set off sparks of unholy fire, he was rightly feared by all Warbands throughout the land and sea. Though only a small chest is found at the site, when opened it reveals 2+D3 shards of Wyrdstone, plus a Mordheim Map!

Some Player Notes

When making my own Pirate Warband the goal here was a good mix of shooting and hand-to-hand fighters. I also wanted a Warband that could be very mobile. With these in mind, I went for a ‘classical pirate captain’ armed with sword and pistol, plus light armour to help him out as he advances into combat. I upgraded his pistol to a Dueling Pistol as an afterthought – nothing but the best for the Captain! He’ll be accompanied by two Cabin Boys, lightly armed but with weapons that should give them an edge. The Cat O’ Nine Tails will allow one to attack even if not in base contact, essentially extending his attack range by 4 inches. The Boat Hook will allow the other to strike first, and hopefully get a lucky hit in before the enemy can strike back. Their main goal in the first few games though is survival – they need to build up their characteristics before they are ready to strike out on their own!

As Mate, I went with a Peg Leg (as the model would simply be fun to create!) and armed him with a crossbow. He’ll be hanging back mostly, and hopefully not seeing any actual hand-to-hand-combat. He’ll be working with a Crewman

armed with a Bow. Ideally they will find a good shooting spot and not move too much during the game.

The two Gunners will indeed be moving, as I want to get them into good firing positions for their Blunderbusses. Since they only get one shot per game, they have to count!

Lastly, I have two more hand-to-hand fighters. My other Crewman, armed with a sword and pistol, will be able to move around as needed and lend a hand. Ideally, he may even get some shots off with his pistol! The Boatswain will be working the buildings with his sword, using his own skills to leap about from rooftop to rooftop, and maybe get some Diving Charges in as well.

This leaves 22 gc for spending after the first game. If I’m lucky, I’ll pick up a Swabbie after the game, or even a Crewman. I’ll also be putting some gold aside for a Swivel Gun too – no Pirate Warband should be without one!

A gentleman and scholar...

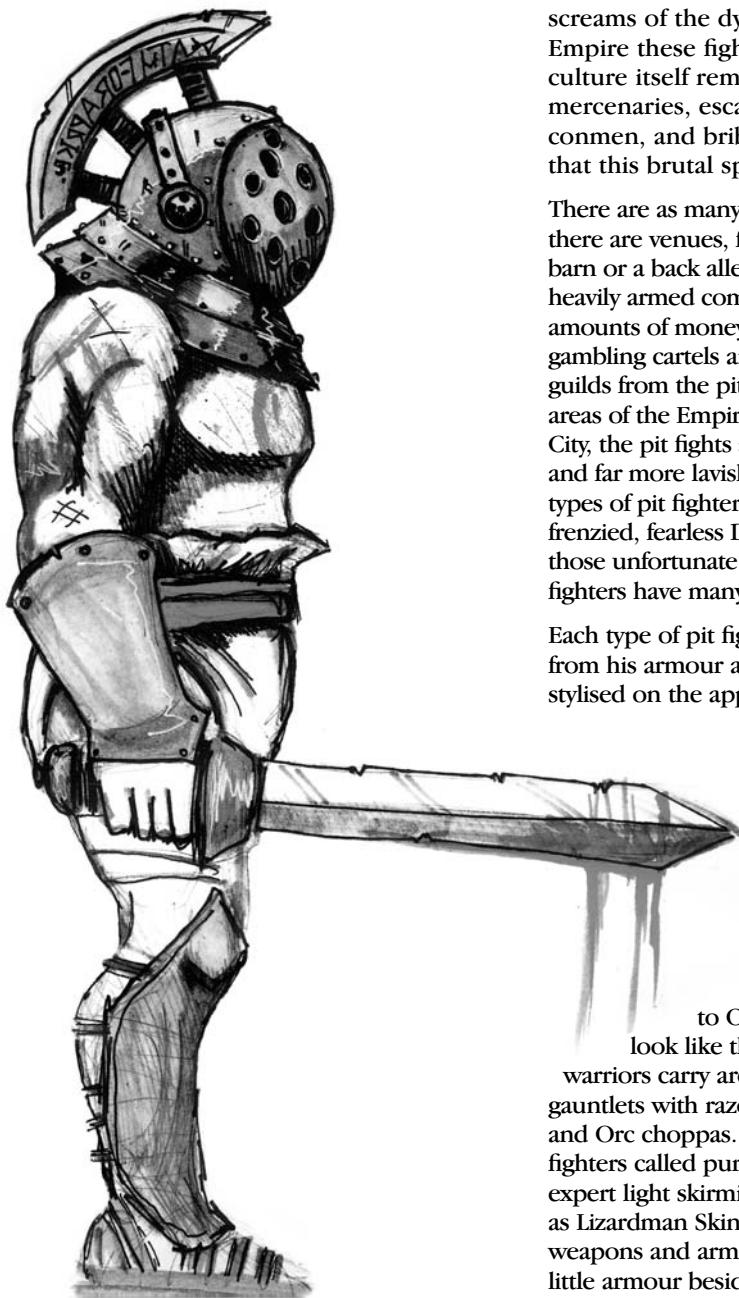
Tim Huckelberry is head of the Games Workshop USA Customer Service Department, and also serves as the GW Internet rep. He graduated from MIT with a degree in Physics, and served 10 years with the US Air Force in Space Command launching rockets and flying satellites. He now is having much more fun working for GW (just passed his 5 year mark!), even though his parents are a bit confused by it all. In the Customer Service department, he and team get to talk to players from all over North America, helping with product problems, finding them good local stores, and answering lots of gaming questions, plus answering email from all over the world!

Tim was introduced into Games Workshop via Talisman, and rapidly got into all the other games, becoming one of the first Outriders over in the USA.

He plays lots of 40K (Tyrannids, Chaos-Nurgl, and Genestealer Cults are his favourites), but when the Mordheim background mentioned rivers in the City of the Damned he immediately thought – ‘Pirates!’

Pit Fighters

The Pit Fighter warband was first featured in Town Cryer 14. Since then we have playtested and updated the rules exhaustively. We even got the Fanatic miniature designer Mark Bedford to sculpt a complete Pit Fighter warband to accompany this article. So, those who are about to die we salute you!



All across the Empire there are gladiatorial fighting pits where tough warriors are forced to take up arms against each other in brutal hand-to-hand fighting, often to the death, for the bloodthirsty pleasures of the baying crowd. From the vicious pits of Cutthroat's Haven to the Black Pits on the outskirts of the ruined city of Mordheim, there can be heard the clash of steel and the screams of the dying. In most regions of the Empire these fights are outlawed, but the culture itself remains a haven for ex-mercenaries, escaped convicts and itinerant conmen, and bribes to local officials ensures that this brutal sport continues unabated.

There are as many different types of pit fight as there are venues, from small fistfights in an old barn or a back alley, to huge conflicts with many heavily armed combatants. There are vast amounts of money to be made by the illegal gambling cartels and on the sly by the merchant guilds from the pit fights. In the more lawless areas of the Empire, such as around the Cursed City, the pit fights are bigger, more widespread and far more lavish. There are many different types of pit fighter: huge and brutish Ogres; frenzied, fearless Dwarf Troll Slayers and even those unfortunate humans who are sold as pit fighters have many different fighting styles.

Each type of pit fighter is easily recognisable from his armour and weapons which are heavily stylised on the appearance of the Empire's many foes. Close combat

specialists wear heavy plates of armour across their shoulders, thick iron gauntlets and heavy greaves. They also wear heavy horned helms that caricature warriors of Chaos, helmets with fake tusks and leering faces akin

to Orcs or skull-faced helmets that look like the Undead. The weapons these

warriors carry are invariably heavy flails, gauntlets with razor-sharp iron claws like Ghouls and Orc choppas. There are also specialist pit fighters called pursuers that are based upon the expert light skirmish troops of other races such as Lizardman Skinks or Witch Elves, and their weapons and armour reflect this. They wear very little armour besides a stylised helm and often



By Scribes of ill repute and twisted rumour Gert Joris & Stephanus Harburgh

carry two light swords, a spear and net or several javelins. Unlike the heavy pit fighters, these warriors harry their foes with hit and run attacks, using speed and agility over brute strength.

The most feared and respected type of pit fighter is the Pit King – a veteran fighter of many bouts, a heavily scarred killing machine with muscles like iron. Pit Kings are often dressed in heavy armour reminiscent of Empire heroes of old, adorned with a laurel wreath which is the symbol of his status. These dynamic warriors have access to many weapons, often favouring great axes and swords which they wield with consummate skill.

The vast majority of fighters are slaves who work for the so-called ‘circuit’ and they have to go through rigorous training before they are let loose in the bloody world of the fighting pits as they are considered an expensive investment by their owners. They strive to survive long enough to earn their freedom by paying off their owners with a large cut of the winnings. Most successful pit fighters live for the sport (and, of course, often die for it also!) because they know of little else.

Enough pit fighters either earn their freedom or, as is more often the case, escape and form bands of fugitives on the run from their former owners. These bands of outcasts make ideal warbands for hire to those shady characters who wish to explore the ruins of Mordheim. The warriors in a pit fighter warband are very dangerous adversaries indeed even for the most rugged, experienced of mercenaries for they are entirely ruthless and offer no quarter.

Pit fighters are especially adept at fighting in close quarters with little room to manoeuvre such as the cluttered streets and ruined houses of Mordheim and this makes them much-feared opponents amongst the denizens and warbands of the Cursed City.

Appearance: Pit Fighters are grizzled veteran warriors covered with many scars of battle, they are armed with special pit weapons and Armour, their bodies well developed and muscular. They wear little clothing and only partial armour known as Pit Armour.



Choice of Warriors

A Pit Fighter Warband must include a minimum of 3 models. You have 500 Gold Crowns that you can use to recruit your initial Warband. The maximum number of warriors in the Warband is 15, though some buildings in the Warband’s encampment may increase this.

Pit King: Each Pit Fighter Warband must have one Pit King: no more, no less!

Pit Fighter Troll Slayer: Your Warband may include a single Pit Fighter Troll Slayer.

Pit Fighter Veterans: Your Warband may include up to two Veterans.

Ogre Pit Fighter: Your Warband may include a single Ogre Pit Fighter.

Pursuers: Your Warband may include up to seven Pursuers.

Pit Fighters: Your Warband may include any number of Pit Fighters.

Starting Experience

A **Pit King** starts with 20 experience.

Pit Fighter Veterans start with 8 experience.

A **Pit Fighter Troll Slayer** starts with 8 experience.

Henchmen start with 0 experience

Weapons & Armour

Unlike other warbands that may chose which weapons and armour to equip their warriors with, Pit Fighters have to chose a specific fighting style which dictates their weapons and armour configuration. This is with the exception of Trollslayers and Ogres that may chose from a limited selection of equipment. The fighting style does not restrict Heroes from using items not on their list if they learn the appropriate skills.

Pit Fighters may chose to change their fighting style at any stage by either swapping with another warrior in the warband or by simply buying a new style (or the separate components). Pit Fighter warbands also differ from other warbands in that a Henchman group may contain a mix of several different fighting styles and does not have to equip all of its warriors in the same manner.

Pit Fighters

Pit Fighter Equipment List

The following lists are used by Pit Fighter warbands to pick their weapons & armour:

PIT FIGHTER EQUIPMENT LIST

Orc Style

Helmet/Dagger/
Axe/Shield 20gc

Undead Style

Helmet/Dagger/
Spiked Gauntlet/Sword 35gc

Empire Style

Helmet/Dagger/Double-handed Weapon/
Light Armour 45gc

Chaos Style

Helmet/Dagger/Flail/
Shield/Light Armour 50gc

PURSUER EQUIPMENT LIST

Skink Style

Helmet/Dagger/Trident or Javelins/
Net or Buckler 25gc

Witch Elf Style

Helmet/Dagger/
2 x Swords or Spear & Net 30gc

OGRE & SLAYER EQUIPMENT LIST

Hand-to-hand Combat Weapons

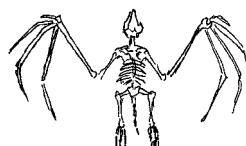
Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe5 gc
Dwarf Axe*15 gc
Sword	10 gc
Flail15 gc
Spiked Gauntlet15 gc
Gromril Weapon*	3 times the cost

*Only available to the Dwarf Trollslayer

Armour

Helmet*	10 gc
Light Armour*	20 gc

*Only available to the Ogre



Pit Fighter skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Pit King	✓			✓	✓	✓
Veteran	✓			✓	✓	✓
Troll Slayer	✓			✓		✓





Heroes



1 Pit King

80 gold crowns to hire

The Pit King is the leader of the warband. He is a very renowned warrior; a spectacular fighter used to pleasing the baying crowd with his martial display and bloody triumphs. He has managed to buy or free enough fellow pit fighters to start a warband of his own. He's the smartest and toughest pit fighter around and will fight anybody who puts his position in danger. He is held in a mixture of awe and fear by his fellows and his loyalty to his men is undisputed.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit King	4	4	3	4	4	1	4	2	8

Weapons/Armour: A Pit King may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the King may use his Leadership instead of their own.

Pit Fighter: See Strength Skill section.

0·1 Dwarf Troll Slayer

50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarf kind. Troll Slayers are insanely dangerous individuals, psychopathic and violent. There are, however, few better fighters in the known world, so which place would be more fitting for them than the dangerous fighting pits then! Battling against the most hardened veterans and monsters in the Old World, it appears that they have truly found their vocation.

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Troll Slayer may be equipped with weapons and armour chosen from the Ogre & Slayer Equipment list. Slayers may never carry or use missile weapons or any form of armour.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of

action on a roll of a 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

Hard Head: Dwarfs ignores the special rules for maces, clubs, etc. They are not easy to knock out!

Hate Orcs and Goblins: All Dwarfs hate Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of *Hatred*.

Grudgebearers: Dwarfs hold an ancient grudge against Elves from the days when the two races fought for the supremacy of the Old World. If the Pit Fighters ever hire any kind of Elven Hired Sword, he will leave the Warband immediately, he refuses to fight alongside these pansy Elves!

Death Wish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

0·2 Pit Veterans

35 gold crowns

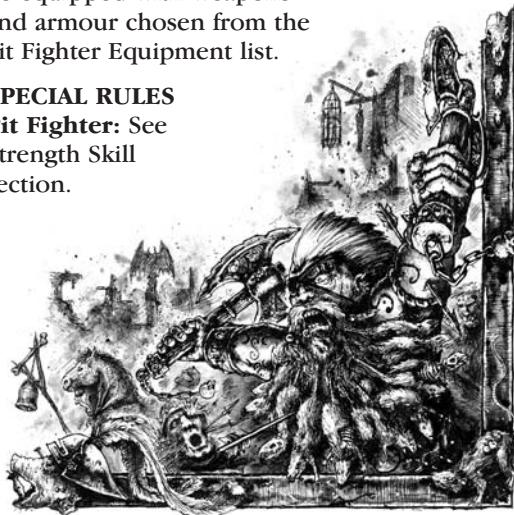
Pit fighter veterans are experienced fighters who carry out the orders of the Pit King with ruthless efficiency. These men ensure that the warband is held together with iron-hard discipline and always keep a watchful eye on the Pit King's back lest an over ambitious fellow pit fighter gets any ideas.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit King	4	4	3	4	3	1	4	1	7

Weapons/Armour: A Pit Fighter Veteran may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.



Pit Fighters



01 Ogre Pit Fighter

165 gold crowns to hire

Ogres are large brutish creatures standing some ten feet tall, and all of it is bone and muscle. It is unsurprising then that they are one of the most brutal and feared of all pit fighters. These massive, savage fighters are often called upon to fight such fearsome beasts as captured Trolls in some of the most incredible bouts held at the pits.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	3	2	7

Weapons/Armour: An Ogre Pit Fighter may be equipped with weapons and armour chosen from the Ogre & Slayer Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

Fear: Ogre Pit Fighters are large, threatening creatures that cause *Fear*. See the Psychology section for details.

Large: Ogre Pit Fighters are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at the Ogre Pit Fighter, even if he is not the closest target.

Skills: An Ogre Pit Fighter who becomes a Hero as a result of The Lad's Got Talent may choose from the Combat, Strength and Pit Fighter Special Skills.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves, they are not the smartest creatures. Ogres only gain advances at half the rate of everyone else (ie, they must accrue twice as much experience as normal to get an advance).

Pit Fighters

35 gold crowns to hire

Pit fighters are close combat specialists armed with a variety of weapons and armour. Usually they are fairly heavily armoured and equipped with sword and shield, although sometimes they will be skilled in the use of two-handed weapons.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit Fighter	4	4	3	3	3	1	3	1	7

Weapons/Armour: A Pit Fighter may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

07 Pursuers

25 gold crowns to hire

Pursuers are a special martial type of pit fighter often used for 'warm-up fights' before the main show. These men are usually lightly armed with spears, nets and javelins with which they harry their enemies in a hit and run style of warfare. This style of fighting dates back to ancient times in Tilea when gladiators, as they were known in the Tilean tongue, would fight in massive stone arenas to huge crowds of citizens baying for blood.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pursuer	4	3	3	3	3	1	3	1	7

Weapons/Armour: A Pit Fighter Pursuer may be equipped with weapons and armour chosen from the Pit Fighter Pursuer Equipment list.

SPECIAL RULE

Pit Fighter: See Strength Skill section.

Evade: Pursuers are agile and athletic, well adept at avoiding the heavier Pit Fighters' charges. When an enemy charges a Pursuer he may choose to try and evade. On a successful Initiative test it is considered a failed charge and the normal rules apply.



Hired Swords

Pit Fighters may hire all Hired Swords available except for the Elf Ranger, who feels working with such dirty and brutish individuals would just not do!

Warband Special Rules

All Pit Fighters have the *Pit Fighter* skill as described in the Strength Skill List (+1 WS, +1 A when fighting in ruins, buildings and The Pit).

Free the Slaves!

Pit Fighters hate all slavers. The Pit Fighters will never sell their captured opponents to the slavers.

In the Pit!

Pit Fighters who capture an opponent may decide to let him fight in the infamous fighting pits of Cutthroat's Haven (use the rules that appeared earlier in this magazine).

The Pit Fighter warband may decide to send in one or more of their own fighters to fight the captive, if the Pit Fighter wins he gains +2 Experience, the warband gets all the captive's armour and weapons +50gc, if the Pit Fighter loses then roll to see whether he is dead or injured as normal (ignore all following results: Robbed, Captured, Hardened, Sold to the Pits and Survives against the Odds), he will not lose his armour or weapons, the captive will get the 50gc and the +2 Experience when he wins. If the captive wins, the audience decides whether he gains his freedom. Roll a D6 on a 4+ the audience raise their thumbs and he is free. A 1-3 means he remains the Pit Fighters captive and may be fielded in the pits after future games.

Troll Slayer Special Skills List

Dwarf Slayers may use the following Skill table as well as any of the standard Skill tables available to Dwarfs.

Ferocious Charge: The Slayer may double his attacks on the turn that he charges. He will suffer a -1 to hit penalty on that turn.

Monster Slayer: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc) would mean that a lower roll than this is needed.

Berserker: The Slayer may add +1 to his close combat to hit rolls during the turn which he charges.
(may not be used with *Ferocious Charge*).

Pit Fighter Weapons

Trident

Cost: 15 gold crowns

Availability: Rare 7 (Pit Fighters only)

The Trident as a Pit Fighter weapon originates in Tilea from the ancient days when gladiators, as the Tileans called them, would fight in the massive public arenas. This weapon is similar to a spear and has all of its advantages in length but it has three spear points, allowing an adept user to catch blades between them and turn them aside.

Traditionally, the trident is a weapon that is combined with a net and used by a lightly armoured Pit Fighter against the more heavily armed Swordsmen.

Weapon	Range	Strength
Trident	Close Combat	As User

SPECIAL RULES

Strike first, Parry

Spiked Gauntlet

See P148 of Mordheim rulebook.

Javelins

Cost: 10 gold crowns

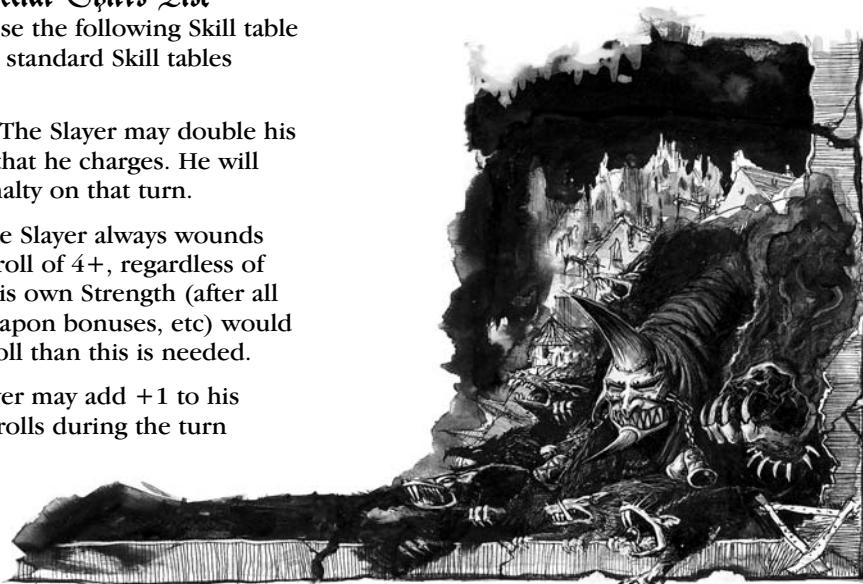
Weapon	Range	Strength
Javelin	10"	As User

SPECIAL RULES

Thrown Weapon: Does not suffer from to hit penalties for moving and shooting. May not be used in Close Combat.

Ogre maximum limits

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	5	4	6	6	4	5	4	7



Pit Fighters

Special Skills:

Pit Fighter Heroes may use the following skill table instead of any of the standard skill tables available to them.

Pit Fighter Skills

Bulging Biceps: The Pit Fighter may ignore the entire 'heavy' weapons special rule penalty. The Strength bonus will now apply to all rounds in Close-Combat. So a Morning Star will give +1 Strength in all turns not only the first one.

Force of Will: When the Pit Fighter loses his last wound and is taken Out-of-Action, he must roll a D6 equal or under his Toughness, each following round he has to roll again on his toughness but then with a -1 modifier for each subsequent round. If he succeeds he gets up and may continue to fight, when he gets taken Out-of-Action a second time he'll be removed as normal.

Arms master: The Pit Fighter may now ignore all 'difficult to use' rules for all weapons. This enables him to combine certain types of weapons, he can combine a Morning Star with buckler, or even a Morning Star with a Morning Star.

Body Slam: Instead of making a normal charge, the Pit Fighter may attempt to slam his opponent to the ground, he burrows his shoulder deep into his opponent's stomach. Instead of making his normal attacks the Pit fighter may make a single attack resolved as following: +1Str, +1 to Hit, no weapon bonuses or abilities. Critical hit on a 5+.

Grizzled Veteran: The Pit Fighter is used to fighting fearsome monsters and being cornered in the pit when there's no escape. He has been close to death so many times that he has made his peace and the thought of death no longer bothers him. The Pit Fighter is immune to all psychology.



New Rules



The Sons of Nagarythe

Shadow Warrior Warbands

Nagarythe was once one of the most prosperous and beautiful of the kingdoms of the High Elven land of Ulthuan. When the Witch King Malekith and his mother Morathi led the kingdom of Nagarythe astray into worship of the Chaos gods, not all of their people followed. When Malekith led his people in a rebellion against the rightful Phoenix King, those who had not been converted to depravity remained loyal to the throne of Ulthuan and waged a secret war, a war of shadows, against the Witch King and his armies. When the Witch King was defeated and forced to flee, most of these 'shadow warriors' were killed, drowned by the sea as their land was torn asunder by the Witch King's foul magics.

The people of Nagarythe that survived became a nation of wanderers, moving from place to place and never really welcomed by other High Elves. For these Shadow Elves as they became known had gained a reputation for being a fierce and warlike people, full of cruelty. This reputation, while probably only partially true, sets the Shadow Elves apart from other members of their race. This, along with their grim attitude and generally dark presence, makes other High Elves feel ill at ease around them. In Ulthuan, they are misfits and outcasts, and many of these proud people seek their fortunes outside Ulthuan entirely. They truly are a race 'in the shadows' between the cruel darkness of the Dark Elves, and the beautiful light of the other High Elves.

Some of the Elves of Nagarythe have been driven mad by this condition, but most have

accepted their existence, and are driven on by a desire for revenge against their arch nemesis the Witch King and his perverse mother. The Shadow Elves form themselves into warbands and travel the lands of Ulthuan and the Known World, sometimes fighting Dark Elves (and other forces of Chaos) when they find them, and fighting just to survive the remainder of the time. Some still work in the service of the Phoenix King, acting as scouts and trackers for his armies. Sometimes, small units of these warriors will be sent by their king to distant lands on a special mission for Ulthuan – assisting the recovery of ancient artifacts left behind when the High Elves abandoned the Old World, or to sabotage a rumoured plot of the Dark Elves. When sent on such a mission, these bands bring their military trappings with them – standards and war horns, unit insignia fiercely emblazoned on their shields – for the Shadow Elves take pride in their loyalty to the Phoenix King. Other warbands represent small groups of warriors seeking their fortune... though still loyal to Ulthuan, they may no longer feel welcome in their island home, or perhaps they represent a family pursuing a personal vendetta against a particular Dark Elf leader. Whatever the case, bands of Shadow Warriors may occasionally be seen roving the lands of the Old World, exploring the steamy jungles of Lustria or the desert sands of Khemri.

Due to their wandering nature, it's not uncommon to see Shadow Warriors travelling the lands of the Empire, so they should fit right into your normal games of Mordheim. However, the Empire is not the only land these tireless warriors travel to in their quest to rid the world of Dark Elves. As more settings are introduced the game, you will be able to take your Shadow Warriors to other lands, such as the jungles of Lustria as introduced in Lustria – Cities of Gold. You should not feel constrained to keep the Shadow Warriors in one city, it is their nature to wander.

Special Rules

Hate Dark Elves: All warriors in a Shadow Warrior warband (excluding any Hired Swords) have an unyielding *Hatred* for Dark Elves.

A story of that ancient and fey race, the Elves of Ulthuan, as translated here by
the renowned scholar and wit Markus De Havener

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves in a Shadow Warrior warband can spot *Hidden* enemies from twice as far away as other warriors (ie, twice their Initiative in inches).

Distaste for Poison: The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by Shadow Warriors, even more so than by other High Elves. Warriors in a Shadow Warrior warband may not use poisons of any type.

Unforgiving: In addition to their hatred of their corrupt kin, the folk of Nagarythe have a long history of struggle against the forces of Chaos. In multiplayer games, a Shadow Warrior warband may never forge an alliance with any warband of a Chaotic nature (eg, Possessed, Skaven, Beastmen, Dark Elves, etc).

Tolerant: Due to their outsider status with their own people, the Elves of Nagarythe have learned to stifle their distaste for 'lesser races', and have even been known to work alongside them from time to time. A Shadow Warrior warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc). They also shun the company of anyone specialising in the use of poison (so no Assassins!).

Choice of Warriors

A Shadow Warrior warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors in the warband is 12.

Heroes

Shadow Master: Each Shadow Warrior warband must have one Shadow Master: no more, no less!

Shadow Walkers: Your warband may include up to 3 Shadow Walkers.

Shadow Weaver: Your warband may include one Shadow Weaver.

Henchmen

Shadow Warriors: Any number of models may be Shadow Warriors.

Shadow Novices: Any number of models may be Shadow Novices.

Starting Experience:
Shadow Master starts with 20 experience.

Shadow Walkers: start with 12 experience.

Shadow Weavers: start with 12 experience.

All **Henchmen**
start with 0
experience.



Crew Rules



New Rules

Shadow Warriors



Shadow Warrior equipment lists

The following lists are used by Shadow Warrior warbands to pick their weapons:

SHADOW WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Ithilmar weapon*	2 x price

Missile Weapons

Bow	10 gc
Longbow	15 gc
Elf Bow	35 gc

Armour

Helmet	10 gc
Light armour	20 gc
Shield	5 gc
Ithilmar armour*	60 gc

Miscellaneous

Standard of Nagarythe*	75 gc
War Horn of Nagarythe*	25 gc
Elven Cloak	75 gc
Elven Wine*	30 gc
Elven Runestones*	50 gc

* *Heroes only.* These special prices represent the lower rarity of these items in Ulthuan; when attempting to purchase these items in Mordheim, Shadow Warriors pay the same prices as other warbands, and must roll to find them as normal. No roll is necessary to find these items when first starting a Shadow Warrior warband.



Shadow Warrior skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Shadow Master	✓	✓	✓		✓	✓
Shadow Walker	✓	✓			✓	✓
Shadow Weaver	✓	✓	✓		✓	✓

New Equipment

Elven Wine (30+3D6 gc / Rare 10): High Elven wines are well known to be the best in the world, and some are even rumoured to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior.

A Shadow Warrior warband that drinks Elven Wine before a battle will be immune to Fear for the whole of the battle.

(Shadow Warriors Only/One use only).

Elven Runestones (50+2D6 gc / Rare 11): High Elven mages are well known as the masters of defensive magic. To aid them, they have developed several mystic runes of power. They often inscribe these runes on semi-precious stones, which can help strengthen an Elven Mage's magical defenses.

A Mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll equal to or above the successful caster's score. If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

(Shadow Weavers Only).

Standard of Nagarythe (75 + 3D6 gc / Rare 9): While many Shadow Warrior warbands are simply wandering, some represent groups that have been sent from Ulthuan on a special mission for the Phoenix King. Such bands are really closer to military units than loose bands of warriors. As such, they tend to retain their unit insignia and other trappings. Chief among these is the unit standard. A unit's colours can hold a lot of meaning,



Shadow Warriors

particularly when the warriors in that unit lack a true home. A Shadow Warrior band normally makes their standard by hand; cost and rarity represent the difficulty of finding the proper materials (fine silks and thread of gold, for example).

A Standard of Nagarythe can serve as a second rallying point (the Shadow Master is the first, represented by his Leader skill) for the unit. Any members of the Shadow Warrior warband within 12" of their standard may re-roll any failed Leadership tests, should the standard be captured by the enemy (model holding the standard is taken *Out of Action*), all members of the warband will be subject to *Hated* for the remainder of the game, and may not voluntarily *Rout*. Note that these effects do not affect any Hired Swords in the warband, only actual Shadow Warriors (including Shadow Warrior heroes) are affected. A model carrying a standard requires one hand free to do so, so no weapons, shields, etc, may be carried in this hand, and no double-handed weapons may be used while the standard is carried. A standard may be used in close combat as a makeshift spear (use the rules for a spear but with -1 on the to hit rolls). A standard may only ever be purchased when the warband is created and may never be added later to the warband. (Shadow Warriors Only).



War Horn of Nagarythe (25+1D6 gc / Rare 6):
Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around.

The rules for the War Horn of Nagarythe are the same as for a normal War Horn from Town Cryer issue 7 (except for Rarity and price, see above), and are restated here for your convenience:

A War Horn of Nagarythe may be sounded once during the game at the start of any Shadow Warrior turn. Until the start of the next turn, all members of the warband gain a +1 to their Leadership (maximum Leadership 10). The War Horn may be used just before the warband takes a Rout test. (Shadow Warriors Only).

Elven Cloak (75 + D6x10 gc / Rare 12):
Being from Ulthuan, Shadow Warriors have access to items that are rarely seen by other races.

Familiar (20+1D6 gc / Rare 8):
Wizards are often solitary, usually shunned by those who can barely conceive of much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favour different types of familiars, depending on their environment: Shadow Weavers tend to favour darkly-coloured animals that can blend into the shadows easily; ravens or darkly-coloured cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic.

Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the ritual to summon and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the Rarity roll is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. If a familiar is found, it should be modelled on the spellcaster as with any other piece of equipment. A familiar may be placed on a separate base (in fact many of the familiars that GW sells come this way), but if this is done the familiar must always remain in base-to-base contact with the wizard, and it is ignored for game purposes (so it may not attack enemy models or be attacked itself, may not intercept attackers, does not increase the wizard's base size, etc.), other than the effect below.

A Wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails, and remember that you may never re-roll a re-roll. Spell-users only (does not include users of Prayers). Note that unlike many of the items above, this item is equipment that any warband with a spell-user may use, if he can summon it successfully.



New Rules



New Rules

Shadow Warriors



1 Shadow Master

70 Gold Crowns to hire

Shadow Master is a very honourable title among the warriors of the Shadow Elves. It is given to one who has fought in the Shadow War for so long that he rules the darkness that he fights from. Often a member of the former Nagaryte nobility, the captain of a Shadow Warrior warband is known by the honourable title 'Shadow Master'. These proud and strong-willed warriors often gather a small band of their followers and seek a life away from the hesitant charity and distasteful stares of Ulthuan.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	3	3	1	6	1	9

Weapons and Armour: A Shadow Master may be equipped with weapons and armour chosen from the Shadow Warrior equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Shadow Master may use his Leadership characteristic when taking any Leadership tests.



Heroes

0/3 Shadow Walker

45 Gold Crowns to hire

One step down from the title of Shadow Master is Shadow Walker. A walker in the shadows is considered to have made friends with the darkness, and while he does not command it, it gives him aid when asked. Shadow Walkers are seasoned veterans in the war against the Dark Elves. They are skilled trackers and hunters, and the most trusted lieutenants of the warband's captain, the Shadow Master.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons and Armour: Shadow Walkers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

0/1 Shadow Weaver

55 Gold Crowns to hire

All High Elves have some aptitude for magic, and those with the greatest aptitude are taught how to bend the Winds of Magic to their will. Shadow Weavers are the mages of Nagaryte. Due to the nature of their unending war against the Dark Elves, the mages of Nagaryte tend to specialise in magics that use shadows to conceal their presence and confound their enemies. In fact the title Shadow Weaver comes from the nature of their magic... like a talented tailor, the Shadow Weaver takes the threads of shadow and fashions them into shapes and forms of his choosing.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons and Armour: Shadow Weavers may be equipped with weapons and armour chosen from the Shadow Warrior equipment list, but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Shadow Weaver is a Wizard and may use the Shadow Magic list.



Shadow Warriors

Henchmen (Bought in groups of 1-5)

Shadow Warriors

35 Gold Crowns to hire

Most of the warriors in the Shadow Warrior warband are veterans of at least one battle, and all have lost loved ones to the depravity of the Dark Elves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons and Armour: Shadow Warriors may be equipped with weapons and armour chosen from the Shadow Warrior equipment list.

The racial maximums for Shadow Warriors is the same as for all Elves as indicated on page 121 of the Mordheim rulebook.

Shadow Warrior Novices

25 Gold Crowns to hire

These are untested Shadow Elves, newly inducted into the warband. Often these warriors are younger cousins who are setting out from Ulthuan for the first time. Due to their hard existence, it is often a quick progression from novice to full warrior, however.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	7

Weapons and Armour: Shadow Novices may be equipped with weapons and armour chosen from the Shadow Warrior equipment list.



Shadow Warrior Special Skills

Shadow Warrior Heroes may use the following Skill table instead of any of the standard Skill tables available to them.



Infiltration

This skill is exactly the same as the Skaven skill of the same name.

See in Shadows

The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4").

Hide in Shadows

Over time, Shadow Warriors have learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is *Hidden* must halve his Initiative before measuring the distance.

Sniper

Long years of guerrilla warfare against the Dark Elves have taught Shadow Warriors how to strike from the shadows without being seen. If *Hidden*, a warrior with this skill may shoot or cast spells and still remain *Hidden*. If his target is not immediately taken out of action by the Sniper they get to test against their Initiative in

an attempt to spot him. A successful test means that the Sniper has been spotted and is no longer hidden.

Powerful Build

The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the people of Ulthuan. A warrior with this skill may choose skills from the Strength skills table from now on. This skill may not be taken by Shadow Weavers. Only two members of the warband may ever have this skill at any one time.

Master of Runes

The Shadow Weaver has learned to harness the power of the High Elven runes of power (see Elven Runestones) to a degree few mages attain. When using Elven Runestones, the mage is +1 to his Dispel roll. In addition, the Mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the warband may re-roll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by Shadow Weavers.

New Rules



Shadow Warrior Magic

Shadow Weavers use a strange blend of magic that differs in many ways to the traditional High Magic of their cousins of the Tower of Hoeth.

Author's note: Several of the following spells mention that the target must be within a certain distance of a 'wall'. This is not literally restricted to walls, but may include any piece of terrain that could be expected to cast a man-sized shadow.

D6 Result

1 Pool of Shadow

Difficulty 7

The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.

This spell allows the mage and all within 6" of him to *Hide*, exactly as if there were a wall or other obstruction between them and their enemies. They may *Hide* even after marching. Their Hiding is disrupted if any enemy enters the area of effect. This spell lasts until the start of the Shadow Weaver's next turn.

2 The Living Shadows

Difficulty 7

Shadows around the target suddenly writhe as if alive and move to strike the victim.

The Shadow Weaver may cast this spell at any enemy model within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

3 Wings of Night

Difficulty 6

Wings of darkness unfurl from the Shadow Weaver's back and engulf him. He disappears, only to reappear in nearby shadow.

This spell may only be cast if the Shadow Weaver is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Shadow Weaver counts as charging in the first round.

4 Cloak of Darkness

Difficulty 7

The Shadow Weaver appears to be swallowed by shadows that even the sharpest senses cannot pierce.

The Shadow Weaver is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Shadow Weaver attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

5 Shadowbind

Difficulty 9

Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Shadow Weaver.

The Shadow Weaver may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 1D6+1 at the start of his turn (before the Recovery phase). This spell lasts until the Shadow Weaver suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were *Stunned*.

6 Shield of Shadow

Difficulty 7

Shadows congeal and become a solid barrier in front of the Shadow Weaver, or one of his comrades, protecting the target from enemy attacks.

The Shadow Weaver may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Shadow Weaver's next turn.



The Sisters of Sigmar

For centuries the nobility of the Empire has sent its wayward or troublesome daughters to the Holy Convent of the Order of Merciful Sisters of Sigmar in Mordheim to be initiated into the only order of priestesses dedicated to the Empire's patron god. The Sisters of Sigmar, as they are commonly called, have traditionally travelled the Empire administering to the sick and poor, tending to the needs of orphans, curing the diseased and mending broken bodies. As well as the healing arts, which they practise with expert knowledge of herb-lore and prayer, their advice is frequently sought by those about to make an important decision, for the Sisters of Sigmar are famed for their ability to predict the fickle course of fate.

Though once much loved by the common people, the Sisters have seen their popularity wane in recent years. Rabble-rousing Witch Hunters have denounced them as witches and heretics, so that even in the countryside they are attacked and driven away by the very peasants they seek to help. Many of Sigmar's priests wish to disband the order altogether, claiming that women have no right to teach the holy word of Sigmar. Even the Grand Theogonist, ostensibly the chief authority over the order, has cooled towards the sisterhood, denying the throne to Magritta of Marienburg who was brought up by the Sisters and said to be sympathetic to their cause. These days the Sisters of Sigmar have retreated to their convent situated high on the craggy island of Sigmar's Rock in the river Stir in Mordheim.

Of all the inhabitants of Mordheim only the Sisters of Sigmar were prepared for its destruction. Seeress Cassandra foretold of the disaster and at their nightly vigil the Maidens of Sigmar heard the voice of Sigmar speaking in their dreaming minds. Thus they knew that they would be safe in their fortress high above the city, raised as it is above the polluted vapours, if only they were prepared to survive the fire of Sigmar's Fury.

While the rest of Mordheim fell under a spell of madness the Sisters of Sigmar offered prayer after prayer, scourging themselves to drive out all thoughts of sin, fervently accepting a punishing penitential regime to harden their minds against the wantonness running rampant outside their walls. When the blow finally came the Sisters gathered beneath the great temple dome of their convent which, well built and fortified as it was by the prayers of the Sisters, protected them from the fire and heat of their master's ire.

The Sisters believe they have a holy mission, a task that they have been set by Sigmar himself and to which they must submit themselves body and soul. Their sacred duty is to gather up the shards of wyrdstone and hide it deep beneath Sigmar's Rock in the vaults of their convent where, shielded by a great depth of solid granite and guarded by the eternal prayers of the sisterhood, it will cause no harm to Sigmar's people. It is a nigh hopeless task, for there are few Sisters and countless shards of stone. Worse still, there are many who want the stone for themselves, to take it from Mordheim and spread its contagion amongst the cities of the Empire.

The warbands of the sisterhood are led by tough Matriarchs, each accompanied by a body of warrior sisters. The training and harsh discipline of the convent includes mastery of martial as well as ecclesiastic skills, for mastery of the body is but the first step towards the mastery of the soul. Their favoured weapon is the warhammer, the instrument of Sigmar, seen as his holy symbol, alongside the twin-tailed comet.

Choice of warriors

A Sisters of Sigmar warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Sigmarite Matriarch: Each Sisters of Sigmar warband must have one Matriarch to lead it: no more, no less.



Sister Superior: Your warband may include up to 3 Sister Superiors.

Augur: Your warband may include a single Augur.

Novices: Your warband may include up to 10 Novices.

Sisters: Any number of models may be Sisters.

Starting experience

A **Matriarch** starts with 20 experience.

Sisters Superior start with 8 experience.

An **Augur** starts with 0 experience.

Henchmen start with 0 experience.

Special skills

The Sisters of Sigmar may use the following skill list instead of the standard skill lists.



Sign of Sigmar

The Sister is favoured by the great god Sigmar. Possessed or Undead opponents lose their first attack against the Priestess in the first round of hand-to-hand combat (down to a minimum of 1).

Protection of Sigmar

The Sister has been blessed by the High Matriarch. Any spell which would affect her is nullified on a D6 roll of 4+. Note that if the spell is nullified it will not affect any other models either.

Utter Determination

Only the Matriarch may have this skill, which allows her to re-roll any failed Rout tests.

Righteous Fury

The Sister feels cold fury and utter contempt towards any evil that pollutes the soil of the holy Empire with its presence. The model *hates* all Skaven, Undead or Possessed warbands and all models in them.

Absolute Faith

The Sister puts her faith in Sigmar, and faces dangers unflinchingly. She may re-roll any Fear tests and does not have to test if she is fighting alone against several opponents.



Sisters of Sigmar skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Matriarch	✓		✓	✓	✓	✓
Sister Superior	✓		✓	✓	✓	✓
Augur			✓		✓	✓

Sisters of Sigmar equipment lists

The following lists are used by the Sisters of Sigmar to pick their equipment.

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Sigmarite warhammer	15 gc
Flail	15 gc
Steel whip	10 gc
Double-handed weapon	15 gc

Missile Weapons

Sling	2 gc
-------	------



Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

Miscellaneous Equipment

(Heroines only)

Holy tome	120 gc
Blessed water	10 gc
Holy relic	15 gc

Heroines

1 Sigmarite matriarch

70 gold crowns (dowry to the temple)

The Sigmarite Matriarchs, of whom there is an inner circle of twelve, are answerable to the High Matriarch of the temple. Each must lead a warband of Sisters in frequent searches of the city in order to purge the ruins. Matriarchs are driven by a zealous devotion to the Cult of Sigmar and a relentless determination to redeem the Sisterhood in His eyes.

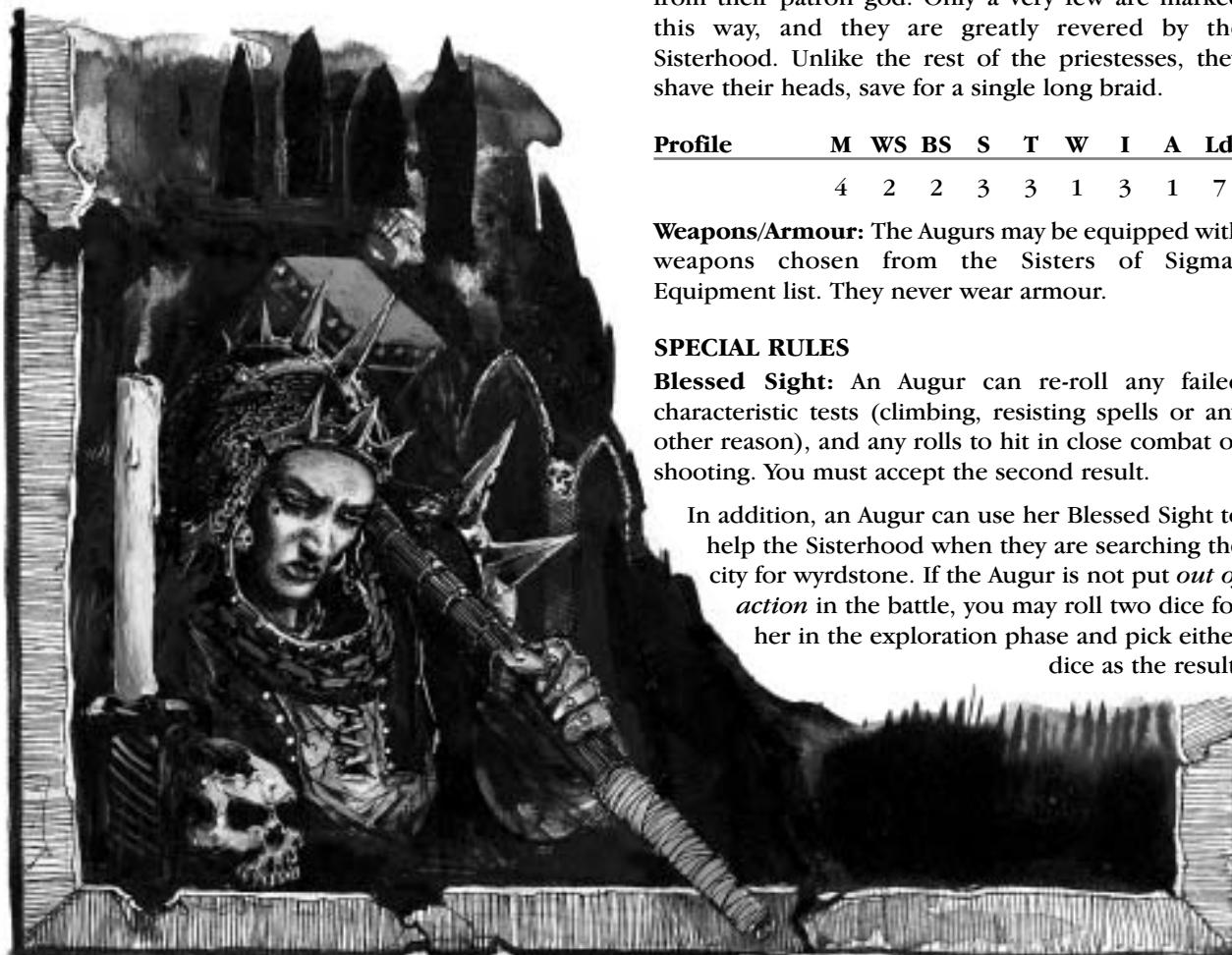
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Sigmarite Matriarch may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

SPECIAL RULES

Leader: Any warband member within 6" of the Sigmarite Matriarch may use her Leadership characteristic when taking any Leadership tests.

Prayers of Sigmar: The Matriarch has studied the Prayers of Sigmar. See the Magic section.



0-3 Sister superior

35 gold crowns (dowry to the temple)

Each of the Sisters Superior is a long-serving priestess of the Cult of Sigmar, well versed in the rituals of the temple and an example to the younger Sisters and Novices. The Sisters Superior are entrusted with maintaining the faith and fervour of the order. Any peril or foe that may lurk in the ruins of Mordheim is as nothing compared to the wrath of a Sister Superior.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: A Sister Superior may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

0-1 Augur

25 gold crowns (dowry to the temple)

The blind Augurs of the Sisterhood are blessed beyond their comrades. By giving up their sight they have gained something far more, second sight – a gift from their patron god. Only a very few are marked this way, and they are greatly revered by the Sisterhood. Unlike the rest of the priestesses, they shave their heads, save for a single long braid.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

Weapons/Armour: The Augurs may be equipped with weapons chosen from the Sisters of Sigmar Equipment list. They never wear armour.

SPECIAL RULES

Blessed Sight: An Augur can re-roll any failed characteristic tests (climbing, resisting spells or any other reason), and any rolls to hit in close combat or shooting. You must accept the second result.

In addition, an Augur can use her Blessed Sight to help the Sisterhood when they are searching the city for wyrdstone. If the Augur is not put *out of action* in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

Henchmen (bought in groups of 1-5)

Sigmarite sister

25 gold crowns (dowry to the temple)

Sigmarite Sisters know that their entire order is shamed in the eyes of their Lord Sigmar. Every one of them is sworn upon His altar to pacify the city and thereby redeem themselves. Whatever the perils and horrors that stand in their way, they will be overcome!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: The Sigmarite Sisters may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

**0-10 Novices****15 gold crowns (dowry to the temple)**

By tradition, the Sisters draw their recruits only from the most noble houses of the Empire, and families consider it a great honour to have their daughter accepted into the order. Only maidens of noble lineage can be relied upon to have the devotion to duty and innate sense of honour. Few though the recruits may be, they must endure several years as Novices during which time their devotion will be tested to the full. All are eager to prove themselves worthy to be the handmaidens of Sigmar.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: The Novices may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

Special weapons

sigmarite warhammer

15 gold crowns

Availability: Common (Sisters of Sigmar only).

One of the traditional weapons of the Sisterhood, the warhammer echoes Ghal-Maraz, the great hammer of Sigmar himself.

Range	Strength	Special rules
Close Com	As user +1	Concussion, Holy

SPECIAL RULES

Concussion: Warhammers are excellent at striking people senseless. When using a warhammer in close combat a roll of 2-4 is treated as *stunned* when rolling on the Injury chart.

Holy Weapon: Each warhammer is blessed by the High Matriarch herself before it is handed to the Sisters. The warhammer has a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.

steel whip

10 gold crowns

Availability: Common (Sisters of Sigmar only).

Another weapon unique to the Sisterhood is the steel whip, made from barbed steel chains.

Range	Strength	Special rules
Close Com	As user	Cannot be parried, whipcrack

SPECIAL RULES

Cannot be parried: The steel whip is a flexible weapon and the Priestesses use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a steel whip may not make parries with swords or bucklers.

Whipcrack: when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

Prayers of Sigmar

Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.

The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.

D6 Result

1 The Hammer of Sigmar

Difficulty 7

This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (eg, 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

2 Hearts of Steel

Difficulty 8

As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, ie, the maximum bonus to Rout tests remains +1.

3 Soulfire

Difficulty 9

The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

4 Shield of Faith

Difficulty 6

A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

5 Healing Hand

Difficulty 5

Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

6 Armour of Righteousness

Difficulty 9

Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes fear in his enemies and is therefore immune to fear himself.

The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.



Skaven



Unbeknownst to man, for thousands of years he has shared his world with another and altogether different race. There have always been signs for those who cared to see them: a scurrying black shadow, an inhuman scream from the sewer, scuttling shapes at the back of the cellar.

All these years these creatures have worked away in secret, burrowing beneath the world of man, undermining his great cities, infiltrating his sewers and cellars, and joining all up into a vast world-spanning labyrinth of tunnels and nests. These creatures call themselves Skaven and they are ratmen, the mutant spawn of an older age of chaos and mutation.



Doubtless one day the Skaven will be ready to emerge from their tunnels and wage open war

upon mankind. For centuries they have been content to feed upon his ruins, to seed plague in his cities, and spread contagion amongst his lands. At least they were content to wait and watch, for now everything has suddenly changed. Now the destruction of Mordheim has created new opportunities in the secret war against mankind.

Since ancient times the Skaven have searched the world for the stones of power that men in their ignorance call wyrdstone but which Skaven have long since known as warpstone, blackstone, or seerstone. It was as a result of gnawing upon this magic stone in ages past that commonplace rats began the slow process of mutation that spawned the Skaven race. Wyrdstone is quite literally in their blood, for they feed upon it and make use of it in their foul sorceries. Until now the ratmen's search for wyrdstone has been difficult and time-consuming as the stone has grown increasingly rare, but now a new and abundant source has appeared – a dark blessing from the skies!

For the Skaven of Clan Eshin, this is an especially opportune time for such a thing to happen, for, just as the Empire is divided, so the Skaven race is divided amongst itself. Clan fights clan the world over, each struggling for domination of the Council of Thirteen whose masters rule the Skaven race. Mordheim's secret is not yet revealed to all the clans, or else the City of the Damned would already be overrun with ratmen. The Nightmaster of Clan Eshin is keen to guard this secret, and for this reason has not sent his multitudinous armies into Mordheim. Instead, he has sent small warbands of Skaven skittering through secret tunnels into the city to gather up the shining stones and bring them back to the clan nests.

The Skaven of Clan Eshin are supremely adapted to their task. Masters of the art of bringing silent death to their foes, they are skilled in the use of poison and trained in the thousand secrets of the assassin.

Since birth Skaven warriors practise martial crafts in the ruinous temples of the Horned Rat, their ever-hungering and hideous god. There are none better amongst their verminous kind to gather up the treasure of Mordheim, but they must be silent, swift and efficient. Were rival Skaven clans to discover the secret of Mordheim there would come not hundreds, not thousands, but millions upon millions to contend for the wyrdstone in the City of the Damned.

Skaven equipment lists

The following lists are used by the Skaven to pick their equipment.

HEROES EQUIPMENT LISTS

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Flail	15 gc
Spear	10 gc
Halberd	10 gc
Weeping Blades	50 gc
Fighting Claws	35 gc

Missile Weapons

Sling	2 gc
Throwing stars	15 gc
Blowpipe	25 gc
Warplock pistol	35 gc (70 for a brace)

Armour

Light armour	20 gc
Buckler	5 gc
Helmet	10 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	2 gc
-------	------

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Choice of warriors

A Skaven warband must include a minimum of three models. You have 500 gold crowns (representing your resources) which you can use to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 20.

Assassin Adept: Each Skaven warband must have one Assassin Adept: no more, no less!



Eshin Sorcerer: Your warband may include a single Eshin Sorcerer.

Black Skaven: Your warband may include up to two Black Skaven.

Night Runners: Your warband may include up to two Night Runners.

Verminkin: Any number of models may be Verminkin.

Giant Rats: Your warband may include any number of Giant Rats.

Rat Ogre: Your warband may include a single Rat Ogre.

Starting experience

An Assassin Adept starts with 20 experience.

Eshin Sorcerers and Black Skaven start with 8 experience.

Night Runners start with 0 experience.

Henchmen start with 0 experience.



Skaven special equipment

This equipment is only available to Skaven, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

blowpipe

25 gold crowns

Availability: Rare 7, Skaven only

The blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison used by the Skaven can cause searing agony and eventual death.

The other advantage of a blowpipe is that it is silent, and a well-hidden shooter can fire the darts undetected.

Range	Strength	Save modifier	Special rules
8"	1	+1	Poison, Stealthy

SPECIAL RULES

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe **cannot** cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur or the like.



Stealthy: A Skaven armed with a blowpipe can fire while *hidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Skaven. If the test is successful, the Skaven no longer counts as *hidden*.

warplock pistol

35 gold crowns (70 for a brace)

Availability: Rare 11, Skaven only

Warplock pistols are terrifying weapons, testimony to the mad genius of Clan Skryre engineers. Warplock pistols shoot ammunition made of magically treated warpstone and wounds caused by warplock pistols are horrible to behold and often cause infections.

Range	Strength	Save modifier	Special rules
8"	5	-3	Fire every other turn

fighting claws

35 gold crowns per pair

Availability: Rare 7, Skaven only

The martial arts practised by Clan Eshin employ many unusual weapons. The most famous of these are the Eshin Fighting Claws: sharp metal blades attached to the paws of a Skaven warrior. It takes a real expert to use them effectively, but an adept of Clan Eshin is a fearsome opponent when armed this way.

Range	Strength	Save modifier	Special rules
Close Com.	As user	-	Pair, Climb, Parry, Cumbersome

SPECIAL RULES

Pair: Fighting Claws are traditionally used in pairs, one in each hand. A warrior armed with Fighting Claws gets an additional attack.

Climb: A Skaven equipped with Fighting Claws can add +1 to his Initiative when making Climbing tests.

Parry: A Skaven armed with Fighting Claws may parry blows and can re-roll a failed attempt once, in the same way as a model armed with a sword and buckler.

Cumbersome. A model armed with Fighting Claws may not use any other weapons in the entire battle.

weeping blades

50 gold crowns (per pair)

Availability: Rare 9, Skaven only

The adepts of Clan Eshin use weapons called Weeping Blades, murderous swords constructed with a small amount of warpstone in their structure. A Weeping Blade constantly sweats a deadly corrosive venom.

Range	Strength	Special rules
Close Com.	As user	Pair, Venomous, Parry

Pair: Weeping Blades are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.

Venomous: The venom of Weeping Blades will enter the blood of the victim and ravage his organs and muscles. These weapons count as being permanently coated in black lotus (see the Equipment section). No additional poison may be applied to Weeping Blades.

Parry: Weeping Blades are swords and can be used for parrying.

Skaven skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Adept	✓	✓	✓	✓	✓	✓
Black Skaven	✓	✓		✓	✓	✓
Eshin Sorcerer			✓		✓	✓
Night Runners	✓	✓				✓

Skaven special skills

Skaven Heroes may choose to use the following Skill list instead of any of the standard Skill tables available to them.

black hunger

The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

tail fighting

The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

wall runner

The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces.

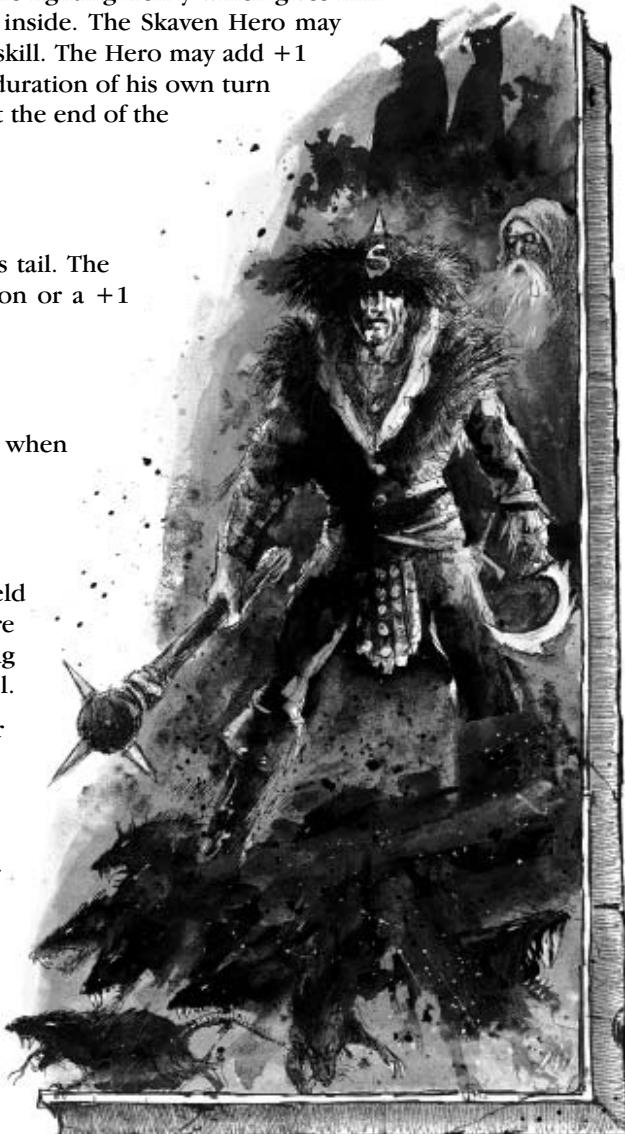
infiltration

A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

art of silent death

The Skaven has patiently mastered the deadly art of open-hand fighting, as taught by the mystics of Cathay in the temples of the far East. In hand-to-hand combat, the Skaven can fight with his bare paws without any penalties and counts as having two weapons (ie, +1 attack). In addition, a Skaven Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Eshin Fighting Claws (+2 Attacks instead of +1).



Heroes

1 Assassin adept

60 gold crowns to hire

The Nightmaster of Clan Eshin has sent the Assassin to collect precious wyrdstone. Success means many breeders, wealth and a better position amongst the clan. Failure, on the other hand, is best not contemplated...

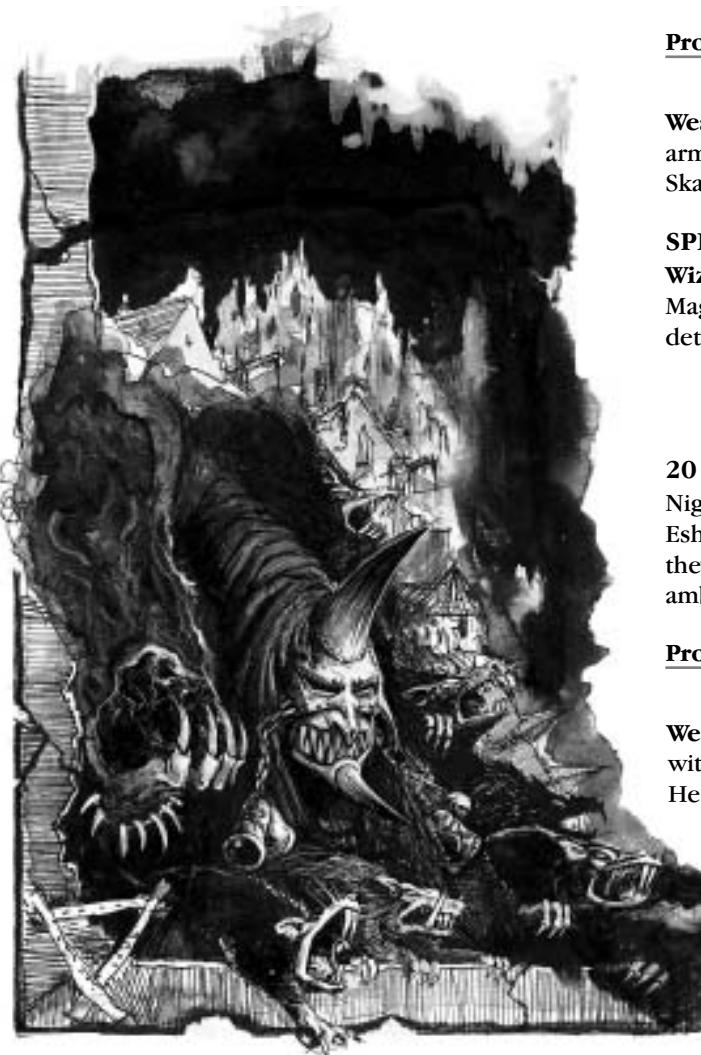
Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	3	1	5	1	7

Weapons/Armour: An Assassin Adept may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Assassin Adept may use his Leadership instead of his own.

Perfect Killer: An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).



0-2 Black skaven

40 gold crowns to hire

Black Skaven are the most powerful fighters of Clan Eshin: black-furred killers trained in the martial arts of their clan. In Mordheim they excel at ambushing and assassinating man-things.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	3	4	3	1	5	1	6

Weapons/Armour: A Black Skaven may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

0-1 Eshin sorcerer

45 gold crowns to hire

The Sorcerers of Clan Eshin are black magicians who manufacture the enchanted weapons of the Assassins. Though their power is slight compared to the Warlocks of Clan Skryre or the mighty Grey Seer, their black sorcery is still potent.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	4	1	6

Weapons/Armour: A Skaven Eshin Sorcerer may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

SPECIAL RULES

Wizard: An Eshin Sorcerer is a wizard and uses the Magic of the Horned Rat. See the Magic section for details.

0-2 Night runners

20 gold crowns to hire

Night Runners are the young apprentices of Clan Eshin. Recently initiated into the secrets of the clan, they make up for their lack of knowledge with their ambition and energy.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	3	3	3	1	4	1	4

Weapons/Armour: Night Runners may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.





Henchmen (bought in groups of 1-5)



Verminkin

20 gold crowns to hire

Verminkin are the Clanrats of Clan Eshin. The strongest amongst them are initiated into the secrets of the clans and begin their training to become Assassins, the most feared warriors of the Skaven warbands. All the Clanrats of Clan Eshin dream of rising to the status of an Assassin one day.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	4	1	5

Weapons/Armour: Verminkin may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.

Giant rats

15 gold crowns to buy

Giant Rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

Weapons/Armour: None. Giant Rats never use any armour or weapons.

SPECIAL RULES

Pack size: You can recruit as many Giant Rats as you wish.

Experience: Giant Rats are animals and do not gain experience.

210 gold crowns to buy

These horrible monsters are much in demand as bodyguards to important Skaven.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	5	5	3	4	3	4

Weapons/Armour: Jaws, claws and brute force! Rat Ogres can never use weapons or armour.

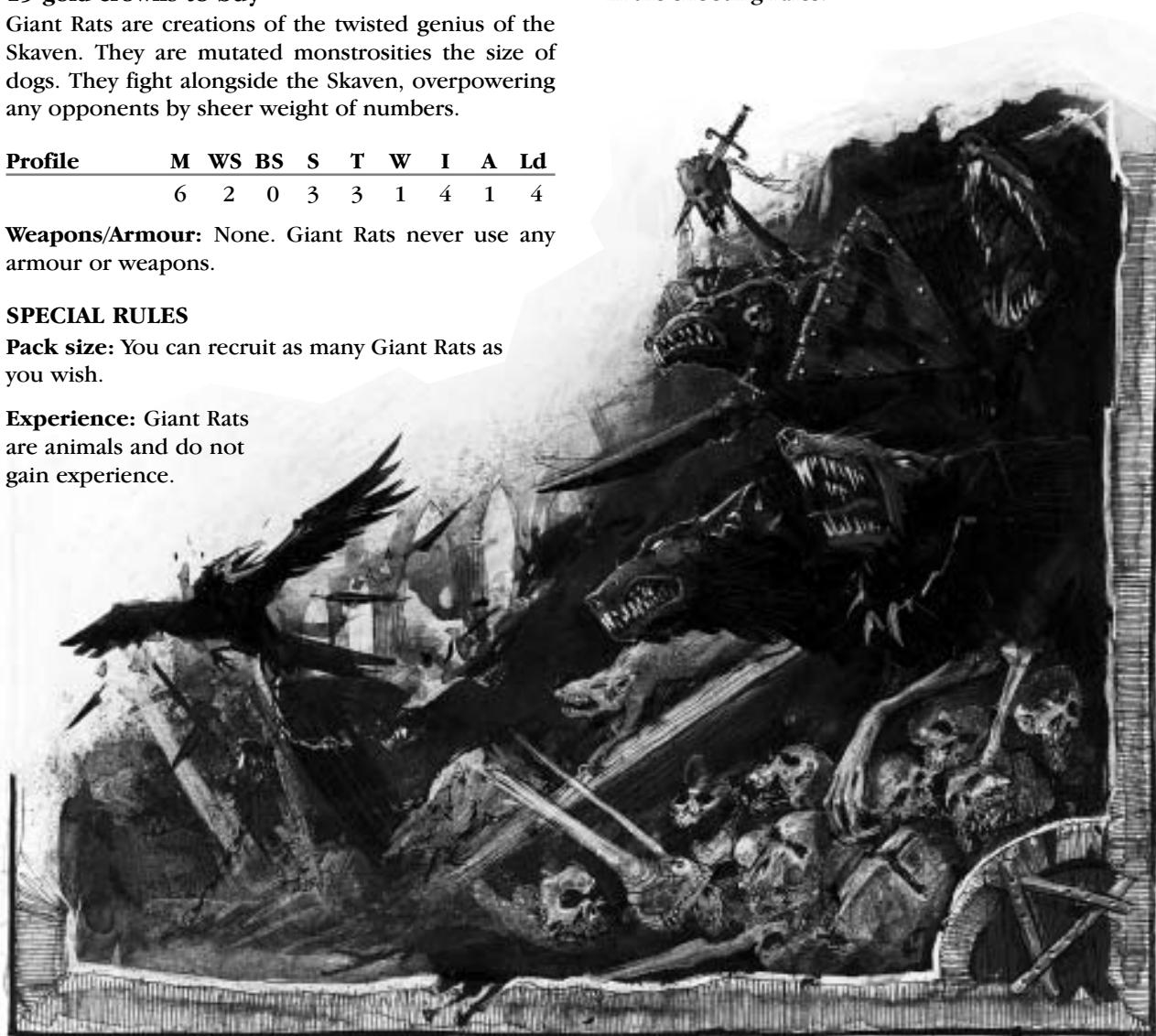
SPECIAL RULES

Fear: Rat Ogres are so frightening they cause *fear*.

Stupidity: A Rat Ogre is subject to *stupidity* unless a Skaven Hero is within 6" of it.

Experience: Rat Ogres do not gain experience.

Large Target: Rat Ogres are Large Targets as defined in the shooting rules.



Magic of the Horned Rat

This brand of sorcery is used by the Skaven. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

D6 Result

Difficulty 8

1 Warpfire

A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.

The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.

Difficulty Auto

2 Children of the Horned Rat

The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.

This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband.

Difficulty 7

3 Gnawdoom

The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.

The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.

Difficulty 8

4 Black Fury

With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.

The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.

Difficulty 8

5 Eye of the Warp

Gaze into the eye of the warp and despair!

All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.

6 Sorcerer's Curse

The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.

The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.



The Outlaws Of the Stirwood Forest

To the north of the River Stir lies the Great Forest, a vast expanse of woodland that fills the very heart of the Empire. Bounded along its southern edge by the river, this, the largest forest of the known world, extends league upon league as far as any man can see. Just at its southernmost, the River Stir separates a small part of the forest from the main bulk of the woodland and this smaller area of forest is known locally as Stirwood. Small though Stirwood may be – indeed, this part of the forest is not even on the same scale as the sacred Forest of Loren, but, as many say, size isn't everything – Stirwood Forest is nevertheless still large enough to get lost in, and many have done so, some by accident and some by design.

Stirwood lies just north of the noble city of Nuln and to the west of Wurtbad, where law and order are strictly enforced, at least they are strictly enforced once the City Guards have finally managed to catch up with those who break the Count's law. The Elector Count of Stirland was well known as a man that one should not cross. Those that did so were inevitably declared as 'outlaws' and were pursued from the cities. Even the most petty of criminals, some still quite young, could be declared 'outlaw' and had little option but to flee to the countryside. Many perished, both young and old, but some made it to Stirwood where they could lay low.

During their time in Stirwood, some would band together and become groups of outlaws, rather than just attempting to survive on their own. The forest was a perfect training ground to develop their skills, particularly in archery, where even the hunting of the wild deer, the Count's deer, was a crime in itself. Illicit deer-hunting was not their only past-time as many an unwary traveller, passing unsuspectingly through the forest, would find themselves ambushed and relieved of their goods.

Clerics also lived in these parts, holy men who spent their time in devotion to the blessed Sigmar. Usually they dwelt alone in contemplation, but were often trusted by the local groups of outlaws that they came into contact with and attended to their spiritual needs, and, when the occasion arose, also attended to their wounds.

In the years that followed the sighting of the twin-tailed star in the sky, it was inevitable that tales of Mordheim would have travelled down the waters of the River Stir. Tales of strange sights and great riches would easily have reached the inhabitants of Stirwood Forest. Temptations of this enormous wealth that was rumoured to be in the shattered city would have been hard for any group of outlaws to resist.

Special Rules

All warriors in an Outlaws warband may be equipped with only one missile weapon at any time. All warriors must carry a type of bow, but not crossbows, as part of their equipment. So, even if an Outlaw acquires skills that allow him to use additional ballistic weaponry, he cannot do so. The only exception to this is the Cleric who may choose to carry a bow, but is not compelled to do so.

Hired Swords

The following Hired Swords are not available to the Outlaws: Bounty Hunter, Wolf-Priest of Ulric, Norse Shaman, Dark Elf Assassin.

Choice of Warriors

An Outlaw warband must include a minimum of three models. You have 500 gold crowns that you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Bandit Leader: Each Outlaw warband must have one Bandit Leader: no more, no less!

Champion: Your warband may include up to two Champions.

Petty Thieves: Your warband may include up to two Petty Thieves.

Cleric: Your warband may include up to one Cleric, but he can only be taken instead of either a Champion or a Petty Thief.



An Alternative House Rules Mordheim Warband

by Jon Davis

Henchwomen

Marksmen: Your warband may include up to a maximum of seven Marksmen.

Outlaws: Your warband may include any number of Outlaws.



Starting Experience

The **Bandit Leader** starts with 20 experience.

Champions start with 8 experience.

A **Cleric** start with 8 experience.

Petty Thieves start with 0 experience.

Henchmens start with 0 experience.

Outlaws equipment lists

The following lists are used by Outlaws warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Staff/Clubb/Mace3 gc
Axe5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	30 gc

Armour

Light armour*	20 gc
Helmet	10 gc
Shield5 gc

Special Equipment

Hunting arrows*	30gc
Forest cloak*	50gc

Missile Weapons

Shortbow	5 gc
Bow	10 gc
Longbow*	15 gc



* Available to Heroes and Marksmen only



Outlaws skill tables

	Combat	Shooting	Academic	Strength	Speed
Bandit Leader	✓	✓	✓	✓	✓
Champion	✓	✓		✓	
Cleric			✓		
Petty Thieves	✓	✓			✓



1 Bandit Leader

60 Gold Crowns to hire

A Bandit Leader is a professional cutthroat, a hardened criminal. His presence along the shadowy forest tracks of Stirwood has often meant the untimely demise of many a passing traveller. Other Outlaws will follow him, inspired as much by his ruthlessness as by his prowess.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Bandit Leader may be equipped with weapons chosen from the Outlaws equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Bandit Leader may use her Leadership instead of their own.

0·2 Champions

35 Gold Crowns to hire

All groups of Outlaws will often have a few who are more experienced than others. Loyal to their Leader they are usually rewarded with the choicest pickings of any loot.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	3	1	7

Weapons/Armour: Champions may be equipped with weapons chosen from the Outlaws equipment lists.

0·1 Cleric

35 Gold Crowns to hire

A Cleric would usually spend most of his time alone in the forest in contemplation of his devotion to Sigmar. However, some will see that Sigmar's work can also be achieved by the purging of all that is corrupt from the Empire. Many will, therefore, willingly join in the activities of groups of outlaws. Their knowledge of healing is often valued by other members.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Can be chosen from the Outlaws equipment list. As Prayers are not considered to be Spells, a Cleric may wear armour, if he wishes.

Disciple of Sigmar: The Cleric has devoted his life in the constant service to Sigmar and as such he would start a campaign knowing one of the Prayers of Sigmar (see Mordheim rulebook page 57). As with a Witch-Hunter's Warrior Priest, he is also subject to some of the restrictions of being a follower of the Lord Sigmar and may learn neither Sorcery nor Arcane Lore..

0·2 Petty Thieves

20 Gold Crowns to hire

Many youths who are caught by the City Guards in the act of thieving are compelled to flee the city and take up a place among the trees of Stirwood Forest. Although young, they are still keen enough to prove their worth to their fellow outlaws.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Petty Thieves may be equipped with weapons chosen from the Outlaws equipment list.



Henchwomen

07 Marksmen

25 Gold Crowns to hire

These are the best archers in the group and their skill with the bow is legendary. They are more than capable of picking off any enemy before they get too close.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	3	1	7

Weapons/Armour: Marksmen can be armed with weapons and armour chosen from the Outlaws Equipment list.



Outlaws

25 Gold Crowns to hire

These warriors form the basis of any group of bandits. Ruthless to the core, any of these would be more than happy to slip a sharp knife between somebody's ribs for the promise of just a few groats.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Outlaws can be armed with weapons and armour chosen from the Outlaws Equipment list.

Outlaws Special equipment

Hunting Arrows: These are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Forest Cloak: Some Outlaws use Forest Cloaks to camouflage themselves against being seen by their enemies. Any wearer of such a cloak would appear to blend into the surrounding forest making it almost impossible to be seen.

So long as the wearer is beside a tree, bush or hedge, any enemy using any kind of missile weapon at a warrior wearing a Forest Cloak is at an additional -1BS to hit (in addition to all other modifiers). Similarly, if any spellcaster wishes to target a magical attack against an Outlaw camouflaged in this way, he can only do so by successfully rolling a 4+ on a D6. The only exception to this is if the shooting warrior or the spellcaster is already within their Initiative range in inches.

Forest Cloaks are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Availability: 50gc, Rare 10, Outlaw Heroes only.



Prayers of Sigmar

Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.

The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.

D6 Result

1 The Hammer of Sigmar

Difficulty 7

This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (eg, 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

2 Hearts of Steel

Difficulty 8

As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, ie, the maximum bonus to Rout tests remains +1.

3 Soulfire

Difficulty 9

The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

4 Shield of Faith

Difficulty 6

A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

5 Healing Hand

Difficulty 5

Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

6 Armour of Righteousness

Difficulty 9

Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes fear in his enemies and is therefore immune to fear himself.

The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.

TILEAN WARBAND

From the Alcatani Fellowship to the Venators of Voland, the Tileans have scoured the Warhammer world for centuries in search of riches. Hiring themselves out for any job that will bring a gold ducat and doesn't offend their handful of morals, the Tilean adventurer seeks fame, fortune and to satisfy his lust for battle.



The land of Tilea is home to some of the most wealthy and aloof people in the Old World. A land that is divided by its own competition of trade and separated by personal feuds and warring city-states. It is civic pride and a desire for financial status that drives each and every Tilean. To this end, the Tileans have become proficient sailors and explorers. They set sail for all ports in the Old World and drop anchor off the shores of far distant lands in search of gold and precious artifacts that can often bring a hefty price in any market of the world.

Marco Columbo discovered Lustria in 1492, and since that time many great explorers and merchants have travelled to Lustria to seek their fortunes. In Lustria - Cities of Gold, the Tileans have made their claim to the New World. They seek the treasures of the ruined Lizardmen cities.

A Tilean warband is unlike any other warband that is present in Lustria. A player can theme a Tilean war band to suit the needs of his campaign.

Tilean warbands are often hired to explore the steamy jungles either by their patron city-state

or by wealthy merchants or guilds. There are many city-states in Tilea to base a warband's history on although only the most prominent three will be dealt with here. You can create a pirate warband hailing from Sartosa or a warband of acolytes of the patron god Lucan from Luccini if you so desire. Whatever warband suites your fancy you'll find that the land of Tilea is rich with history to base it upon. You'll also find a Tilean warband to be structured much like the mercenary warbands of Mordheim but there are subtle differences that reflect the rich Tilean history.

Due to the historical nature of the Tilean rules a conversion chart will be published in the future to convert your Tilean warband for exploring the ruins of Mordheim.

SPECIAL RULES

MIRAGLEANS

The Miragleans are deadly accurate with the city's official weapon, the crossbow. Therefore Miraglean Heroes have a +1 to hit when using crossbows only. Marksman get a +1 to hit with any missile weapon they use (this is included in the marksman's profile). All Miragleans have a deep-seated hatred toward Skaven. This dates back to the red pox outbreak of 1812 when three quarters of the population of the city perished. When fighting Skaven a Miraglean warband will be affected by the rules for *Hatred* towards them. Hired swords are not affected by the *Hatred* rule.

REMASENS

In 1487 a fleet of Dark Elf warships invaded the coastal city of Remas and ever since the people of that city have a deep dislike of the Druchii. A warband from Remas will fight to the death against any Dark Elf warband they encounter. To represent this, the Remasen player is allowed to re-roll any rout test one time and must abide by the second roll. This only applies when fighting Dark Elves. Remasen officers are steadfast individuals whose years of training have afforded them excellent leadership. The leadership value of a Remasen captain, champion and young blood are always one point higher regardless of whom they are fighting.

TRANTIOS

A warband hailing from Trantio will be the best-equipped and most experienced human

warband in Lustria. To represent this a Trantio war band will always start a one-off match with an extra 100 gc and in a Lustrian campaign they will start with an extra 20% gc added to their total.



CHOICE OF WARRIORS

Your warband must include a minimum of 3 models to a maximum of 15 models. You have 500 points to assemble your warband with. The maximum characteristics for each type will be the same as any Mordheim mercenary war band.

HEROES

Captain: Each Tilean Warband must have one Captain to lead it – no more, no less.

Champion: Your Warband may include up to two Champions.

Youngbloods: Your Warband may include up to two Youngbloods.

HENCHMEN

Warriors: Your Warband may include any number of Warriors.

Duellists: Your Warband may include up to five Duellists.

Marksman: Your Warband may include up to seven Marksman.

STARTING EXPERIENCE

A Captain starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.

HIRED SWORDS

A Tilean warband can use any Hired Sword available to the Mercenary warbands in the Mordheim rulebook including the following:

Shadow Warrior (Town Cryer 13).

Big Game Hunter (Town Cryer 13).

Expert Marksman (The Best of Town Cryer as the 'Tilean Marksman').

Unless noted otherwise, Hired Swords cannot benefit from individual city-state rules given to each warband.

TILEAN SKILL TABLES

MIRAGLEANS

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Champion	✓	✓			✓
Youngblood	✓	✓		✓	

REMASENS

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Champion	✓		✓	✓	
Youngblood	✓		✓		✓

TRANTIOS

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Champion	✓	✓			✓
Youngblood	✓	✓		✓	



TILEAN EQUIPMENT LISTS

The following lists are used by Tilean warbands to pick their weapons:

EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Halberd	10 gc
Pike	12 gc
Double-handed weapon	15 gc
Morning Star	15 gc
Rapier (Town Cryer 7)	15 gc

Missile Weapons

Pistol (30 for brace)	15 gc
Duelling Pistol (50 for brace)	25 gc
Bow	10 gc
Crossbow	25 gc

Armour

Helmet	10 gc
Light armour	20 gc
Shield	5 gc
Buckler	5 gc

MARKSMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

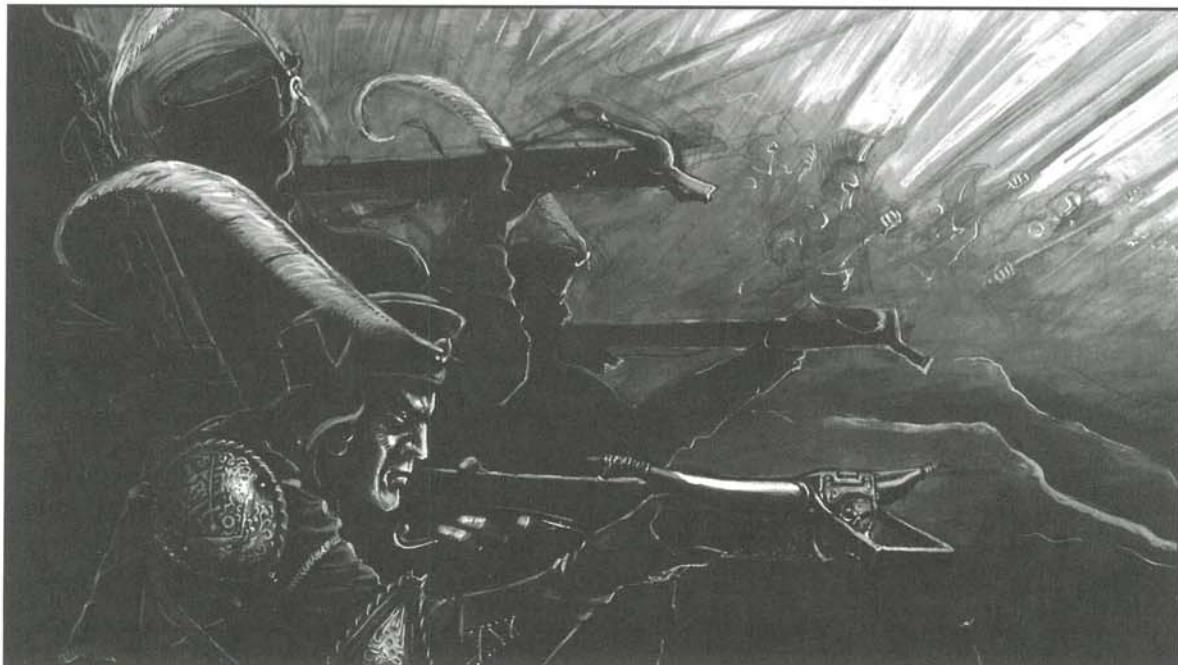
Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Mace	3 gc
Sword	10 gc

Missile Weapons

Pistol (30 for brace)	15 gc
Duelling Pistol (50 for brace)25 gc
Long Bow15 gc
Crossbow25 gc
Handgun35 gc
Hunting Rifle200 gc

Armour

Helmet	10 gc
Light armour	20 gc



SPECIAL EQUIPMENT**Pike (12 gcs Rare 7)**

The Pike is a special weapon in Lustria – Cities of Gold. It is somewhat longer than a spear and is weighted so that it can be wielded efficiently between the trees and underbrush that is so common in the jungle.

A model wielding a pike can strike first in the first round of combat even when charged by a model wielding a spear. After the initial round of combat resolve strikes in Initiative order. The model can change to normal hand-to-hand weapons after the initial round.

Due to its considerable length, a model that has a pike can attack another model from up to 3" away without being a part of a hand-to-hand melee.

Pikes have to be used with both hands therefore only 1 attack is allowed. The model also cannot take advantage of a shield or buckler while using a pike.

Only man-sized or larger creatures

can use pikes. Skaven, Skinks, Halflings, etc, cannot.

**I CAPTAIN****60 Gold Crowns to hire**

A Tilean Captain is a tough professional soldier and has more often than not fought for years in the regular inter city-state conflicts of his homeland. These men are used to the carnage and suffering of the battlefield and seek to claim riches in the new world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	2	8

Weapons/Armour: The Captain can be armed with weapons and armour chosen from the Tilean Equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the Captain may use his Leadership instead of their own.

O-2 CHAMPIONS**35 Gold Crowns to hire**

Champions are often the trusted sergeants of

the warband captain and are entrusted with ensuring the iron-hard discipline necessary to keep a warband together in a foreign land.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	7

Weapons/Armour: Champions can be armed with weapons chosen from the Tilean Equipment list.

O-2 YOUNGBLOODS**15 Gold Crowns to hire**

These are young fighters who are still inexperienced but eager for the untold riches that Lustria has to offer.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: Youngbloods may be equipped with weapons and armour from the Tilean Equipment list.



WARRIORS

25 Gold Crowns to hire

These are the grim, veteran soldiers that usually make up the mercenary armies of the warring Dukes of the Tilean City States.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Warriors can be armed with weapons and armour chosen from the Tilean Equipment list.

0-5 DUELLISTS

35 Gold Crowns to hire

Tilea is famous for its many vendettas from the rich noble houses down to even the poorest families. The notorious cloak and dagger duellists of the darkened alleys of Tilea find their way to the remotest parts of the world selling their unique killing abilities to the mercenary companies.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	7

Weapons/Armour: Duellists can be armed with weapons and armour chosen from the Tilean Equipment list.

SPECIAL RULES

Cloak & Dagger: Duellists are adept at fighting using their billowing cloaks to swirl at an enemy distracting him and warding off blows. The Duellist counts as using a shield in close combat.

0-7 MARKSMEN

25 Gold Crowns to hire

Tileans are renowned as experts with the crossbow and these soldiers are the missile backbone of the warband. In a savage and merciless world it pays well to be able to despatch your foe from a distance.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	4	1	7

Weapons/Armour: Marksmen can be armed with weapons and armour chosen from the Marksmen Equipment list.



Tilean Trantios



Tilean warriors armed with Pikes

Tomb Guardians

The hordes of the dead are terrible to behold walking resolutely forward, bones rattling, dry flesh creaking, and clutching ancient and rusty weapons or those torn from the grip of defeated enemies. How can you kill what is already dead?

The first true human civilisation, Nehekara arose around the Imperial year -2500, in the area now called the Land of the Dead. This ancient kingdom was built along the river valleys of northern Nehekara. From the earliest period of their civilisation, the Nehekharans buried their dead in pyramid cities in the desert outside their townships and in the belief that the soul and spirit lived on for as long as the body remained intact. Their priests began to experiment with mummification so that the body would be preserved forever as would the soul giving eternal life. The Mortuary Cult was formed to study the arts of mummification and perform the rituals of awakening. After many centuries the priests discovered the secret and were able to mummify and preserve the bodies of their kings.

The king, his family, and trusted advisors were entombed in great sarcophagi, which were laid at the heart of the huge pyramids. As each generation passed, larger and more elaborate tombs were built as each king tried to out-do his predecessor. Eventually, in the deserts beyond each of the great cities, stood a necropolis – a city of the dead. As the years passed, these eerie cities grew even larger than the towns of the people who had built them. The tombs were guarded by titanic statues and fortified like great keeps, built to keep their inhabitants secure through all eternity from those who would disturb their graves. So vast and maze-like were these cities that bridges and walkways were built to span the gaps between the pyramid tops enabling easier access for the priests who maintain these sprawling conurbations.

The preservation of the body depended on the wealth and status of that person; a farmer would be buried in a small family tomb, while the kings, their family, and trusted advisors were entombed in great sarcophagi and huge pyramids. Every Nehekaran was buried with a number of items that they held dear; a rattle from childhood or perhaps the tools

of an artisan. The more wealthy the person, the more precious the items buried with him.

Not all mummies were once wealthy merchants or mighty warriors; artisans were highly regarded in the old Nehekaran Empire. These people were the builders and architects of the tombs. Indeed many were entombed in the structures they had worked on – a final reward from their patron.

Choice of Warriors

The Warriors of the Dead must include at least three models. You have 500 Gold Crowns with which to form your warband. The maximum number of models in the warband is 15.

Heroes

Tomb Lord: Your warband must include a Tomb Lord.

Liche Priest: Your warband may include a single Liche Priest.

Acolytes: Your warband may include up to two Acolytes.

Henchmen

Skeleton Warriors: Your warband may include any number of Skeleton Warriors.

Tomb Guards: Your warband may include up to two Tomb Guards

Giant Scorpions: Your warband may include up to three Tomb Scorpions.

Starting Experience

A Mummy Prince starts with 20 experience.

A Liche Priest starts with 8 experience.

Acolytes starts with 0 experience

Henchmen start with 0 experience

Undead Maximum Characteristics

Maximum characteristic values for Mummies, Liche Priests and Acolytes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Lord	4	6	6	5	5	5	5	4	9
Liche Priest	4	6	6	4	4	3	6	4	9
& Acolyte									

Tomb Guardian Equipment List

The following lists are used by Tomb Guardian warbands to pick their weapons:

UNDEAD EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Halberd	10 gc
Spear	10 gc
Morning Star	15 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Bow	10 gc
Asp Arrows*	10 gc
Nehekharan Javelin*	10 gc

* Tomb Lords only

Armour

Shield5 gc
Light Armour	20 gc



LICHE PRIEST EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Staff	3 gc
Sword	10 gc
Morning Star	15 gc
Serpent Staff*	30 gc

* Liche Priests only

Missile Weapons

None

Armour

None



Tomb Guardian skill tables

	Combat	Shooting	Academic	Strength	Speed
Mummy	✓	✓	-	✓	-
Liche Priest	-	-	✓	-	-
Acolyte	✓	-	✓	-	-

Undead Special Rules

The warriors of the Tomb Kings are already dead and are unaffected by wounds that could daze or cripple a living warrior. Their lack of emotion means that they look upon Ogres and Youngbloods with equal ambivalence. These special rules apply to all warriors in the warband that have the special rule Undead.

Cause Fear: All Undead warriors cause *Fear*.

Immune to Psychology: All Undead warriors are immune to psychology and never leave combat.

No pain: All Undead warriors treat a Stunned result as Knocked Down.

May not run: No Undead warrior may run, but may charge as normal.

Immune to poison: No Undead warrior is affected by poison.

No Brain: Skeletons are not alive, thus they never gain experience.

Note: Tomb Lords don't actually learn new skills, rather they remember the skills they knew when they were alive. Liche Priests and Acolytes are also Undead but they have

Khemri - The Land of the Dead

retained a form of living mind and are capable of learning from their experiences.

Flammable: The Tomb Lord is as dry as tinder and wrapped in bandages soaked in highly flammable resins and preservatives. A hit from a fire-based attack will cause double the normal number of wounds on it.

Do not Drink: Undead models do not need food and water. However any living animals that accompany the Mummies follow the water rules as normal.

Home Ground: The Tomb Guardians live in the Necropolises and have no trouble locating the hidden tombs in search of weapons and armour to help them defend their homes. A Tomb Guardian warband always roll one extra dice in the Exploration phase.

Special Equipment

Nehekharan Javelins

These warriors throw javelins equipped with a becket; a string wound around the javelin. When it is thrown, the javelin spins like a bullet increasing its accuracy.

Range: 8" **Strength:** As user

Special Rules: +1 to hit

Asp Arrows

Made from the mummified remains of poisonous snakes, these are guided through the air by ancient magic.

Special Rules: +1 to hit.

Serpent staff

The highest Liche Priests of their order carry staffs adorned with a serpent head as their badge of office. The staff is used with two hands and may be used to *Parry*. However, the Liche Priest may forgo all his normal attacks and parries in a round to use the power contained within the staff. A single word of command brings the serpent to life to attack their enemy. The staff always attacks first in close combat and makes a single attack with WS4 and S4.

0-1 Skeleton Chariot Cost: 200+10D6gcs

A Skeleton Chariot is made from the bones of the dead, pulled by two Skeleton Steeds and ridden by a member of the warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	4	4	3	-	-	-
Steed	8	2	2	3	3	1	2	1	5

SPECIAL RULES

Mounting – A charioteer may mount and dismount a chariot in the same way as a ridden steed.

Movement – A Skeleton Chariot normally moves at 8" and may not *run*. However, it may double its normal move when charging.

Difficult Ground – If a chariot moves over difficult ground it suffers D3 Strength 4 hits. If the chariot is charging over difficult ground, it suffers 2D3 Strength 6 hits.

Steeds – If one steed dies, the chariot is reduced to half movement but may still charge (also at half normal charge distance). However impact hits will no longer be effective. If both steeds die, the chariot is immobile and the charioteer must fight on foot.

Combat – Chariots are feared for their devastating charges that make use of their horrible scythed wheels that will cut down any warriors in their path. A charioteer is allowed to charge any enemy warrior that he can see who is in the open, he is not forced to charge the closest warrior. If the chariot moves more than half its normal move, it may make impact hits. Anyone directly in the path of a charging chariot is permitted an Initiative test to dodge out of the way and avoid being hit. The charioteer must roll to hit as normal, a successful hit causing a single wound at Strength 4 with a -2 armour save. At the end of the charge move, the charioteer may fight any enemy models in base contact, as if he had charged normally.

In combat, enemy warriors in contact may elect to strike the chariot or its driver. If hitting the chariot, the attacker must still make a to hit roll against the charioteer. If in base contact with only a Skeletal Steed, then only the steed can be hit.



Shooting – A chariot is a large target and a warrior gains +1 to hit when shooting at a chariot. If the chariot is hit, roll a D6 to see where it is hit: 1-2 steed, 3-4 chariot, 5-6 charioteer.

New Skill

Drive Chariot (academic)

Chariots are very difficult to control and a warrior must have this skill to drive a chariot effectively in combat. A charioteer without this skill cannot charge.

Heroes

1 Tomb Lord

150 gold crowns to hire

The legions of the dead are led by Tomb Lords, trusted officers and captains in the Nehekharan armies. But not all Tomb Lords were soldiers in life and some were the great engineers and artisans who constructed the Necropolises and were granted mummification for their accomplishments

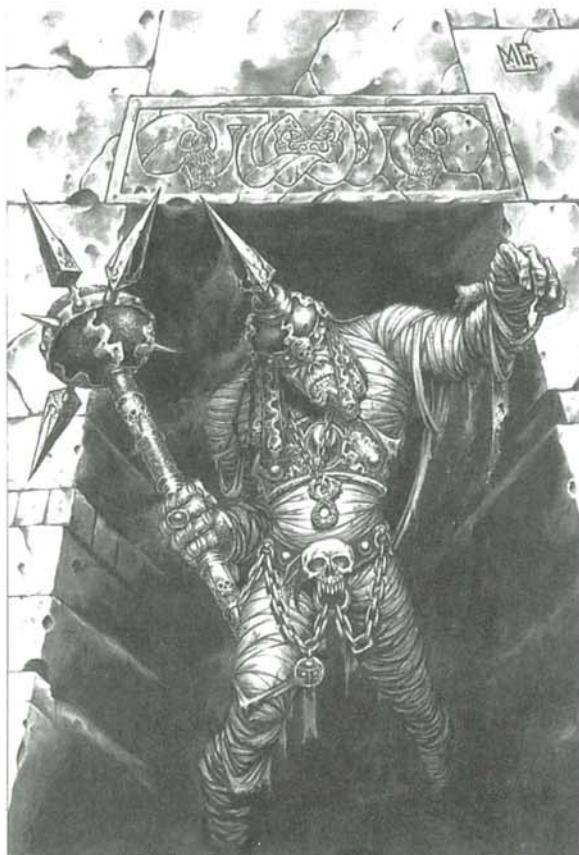
Profile	M	WS	BS	S	T	W	I	A	Ld
Mummy	4	4	3	4	5	3	3	2	8

Weapons and armour: The Tomb Lord may have equipment from the Undead Equipment list.

SPECIAL RULES

Leader: The Tomb Lord is the warband's Leader and follows all the rules for Leaders.

Undead: The Tomb Lord is undead and follows all rules for the Undead.



0-1 Liche Priest

55 gold crowns to hire

The Mortuary Cult perfected their magic over a thousand years until the Cult could cheat death itself. The priests now hold a unique kind of power, standing by the Tomb King's side – they alone are able to invoke the power that allows the Tomb King's armies to march to war.

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest	4	2	2	3	3	1	3	1	7

Weapons and armour: The Liche Priest may have equipment from the Liche Priest Equipment list. Note he may not wear armour as it interferes with his spell casting.

SPECIAL RULES

Wizard: The Liche Priest is a Wizard and uses Liche Priest scrolls (see the Liche Priest section for more details).

Undead: The Liche Priest is undead and follows all rules for the Undead.



0-2 Acolytes

20 gold crowns to hire

The Mortuary Cult has been a very large influential priesthood in the Land of the Dead for centuries. Acolytes to the Cult have to study long and hard (even beyond death!) before they can assume the mantle of Liche Priest. During their apprenticeship to the Liche Priests, Acolytes have to perform all of the menial tasks as well as protect their masters from harm.

Profile	M	WS	BS	S	T	W	I	A	Ld
Acolyte	4	2	2	3	3	1	3	1	7

Weapons and armour: The Acolyte may have equipment from the Liche Priest Equipment list.

Undead: The Liche Priest is undead and follows all rules for the Undead.

Henchmen (bought in groups of 1-5)

Skeleton Warriors

20 gold crowns to hire

With the coming of Nagash and his great ritual, the inhabitants of the Necropolises were brought back to the land of the living. The kings and lords once more command their legions, but this time the legions are made up of skeletons rather than living soldiers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	5

Weapons and armour: Skeletons may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: Skeletons are undead and follow all rules for the Undead.

0-2 Tomb Guardians

30 gold crowns to hire

As the kings and lords were awakened, so too were their bodyguards, the Tomb Guards; faithful in death as they were in life. Often armed with the best armour and weapons, they are always at their lord's side.

Profile	M	WS	BS	S	T	W	I	A	Ld
Guard	4	3	2	4	3	1	3	1	5

Weapons and armour: Tomb Guards may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: The Tomb Guards are undead and follow all rules for the Undead.



0-3 Tomb Scorpions

15 gold crowns to hire

Vast nests of scorpions infest the ancient Necropolises of Khemri, dwelling in the dark cracks and niches of the tombs, aggressively defending their home. Liche Priests can summon these poisonous creatures and direct them to attack any invaders.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scorpion	5	2	-	2*	2	1	4	1	4

Weapons and armour: Scorpions don't use weapons or armour.

SPECIAL RULES

Living: Scorpions are living beings and are affected by Psychology as normal. However as they are small desert creatures they do not need water.

Animals: Scorpions are animals and do not gain experience points.

Scorpions sting*: Scorpions attack using the poisonous sting in their tails. This attack is worked out exactly as if the scorpion was attacking with Black Lotus as explained on page 52 of the Mordheim Rulebook.

The Mortuary Cult

The Mortuary Cult was formed long ago to learn the mysterious arts of mummification and perform the hidden rituals of awakening. After many centuries, the priests discovered the secrets they were seeking and were able to mummify and preserve bodies. The Mortuary Cult perfected their magic over a thousand years until the cult could cheat death itself. When Nagash performed his Great Ritual, raising the dead of Nehekhar, the priests rose as Liche Priests, undead beings with a mind of their own. Their experiments had given them eternal unlife. The Liche Priests now hold a position of great power, standing by the Tomb King's side – they alone are now able to invoke the power that allows the Tomb King's armies to march to war.

The Mortuary Cult Liche Priests do not use the evil Necromancy spells, instead they use a system of ancient scrolls. In game terms, the scrolls work just like normal spells and the Priest must test to see if he can read the incantation out correctly, as normal; not an easy task in the middle of a fight.

Khemrian Names

The following is a list of names of Egyptian Pharaohs you can use and at the end are a few other names that I have found. These were taken from a Swedish book so the spelling might be different in English. Female names have been marked with (f). In the Egyptian

society, females were equal to males in many areas; there were female temple-priests, artisans, merchants and Pharaohs.

Nebka, Djoser, Snefru, Khaba,
Huni, Cheops, Khufu,
Radjedef, Kefren, Menkaure,
Shepseskaf, Userkaf, Sahure,
Neferirkare, Shepseskare,
Neferefe, Niuserre,
Menkauhor, Djedkare, Unas,
Teti, Pepi, Merene, Nitocris (f),
Qakare, Neferkaure, Neferkauhor,
Mentuhotep, Inyotef, Amenemhat, Senusret,
Sebeknefru (f), Ahmose, Amenhotep,
Tuthmosis, Hatshepsut (f), Akhenaton,
Smenkhare, Tutankhamon, Ay, Horemhab,
Ramses, Seti, Merneptah, Amenmesse, Siptah,
Tawosret (f), Sethnakht, Lynaferet (f),
Senedjem, Imhotep.



If you want to design your own names that will sound Egyptian or tweak the name of a Pharaoh, I found these trends in the names above. Many names start with Men-, Mer-, Mern-, Kef-, Nef- and Tut-. Many names end with -kaure, -kaf, -kare, -khare, -kauhor and -hotep. Some names end with Ptah or start with Set- or Seth- and these are names of Egyptian gods. You can use er, an, tu and e to bind the names together.

NEXT ISSUE...

Fynde here the Guardians of the sands, the Arabian Tomb Raiders warband.



Mortuary Cult Scroll

The Liche Priest's magic is preserved in magical scrolls that date back to Nagash's time as High Priest of the early Nebekbaran civilisation.

D6 Result

1 Menkare's scroll of Urgency

Difficulty 6

The Liche Priest reaches out to urge an Undead warrior forward. A single Skeleton Soldier within 6" may immediately move again up to its maximum Movement distance, ie, 4". If this takes the model into base contact with an enemy model, it counts as charging.

2 Horrebe's Curse of the Mummy

Difficulty 8

The Liche Priest amplifies the curse that all mummies bear, and focuses it against a single enemy model. The target must be in base-to-base contact with a Mummy and within 18" of the Liche Priest. If the spell is cast successfully, the enemy model has a -1 penalty on all to hit, and to wound rolls, and on all armour saves. This lasts until the start of next the Tomb Guardian Shooting phase.

3 Tawosret's Scroll of Tomb Dust

Difficulty 7

The Liche Priest can command the sand around him to assault a single warrior within 12". The warrior is automatically knocked down as he chokes on the sand. This spell only affects a living model.

4 Neferre's Scroll of Quaking Horror

Difficulty 7

The Liche Priest selects a warrior within 12" who is beset by terrible, haunting visions of his own death. The model must pass a Leadership test or flee 2D6" directly away from the Liche Priest. The warrior will continue to flee in each Movement phase until he makes a successful Rally test in the Recovery phase. This spell has no effect on Undead models or models that are immune to psychology.

5 Merneptah's Scroll of the Scarab Song

Difficulty 7

With a short, rasping chant, the Liche Priest summons a swarm of scarabs, which burrow up through the ground, and all over an enemy warrior. A single model within 8" of the Liche Priest suffers 2D6 Strength 1 hits. In addition, that model may not be shot at for the rest of the Tomb Guards Shooting phase, nor may he fight or be fought in hand-to-hand combat. If the model is already in hand-to-hand combat, move him 1" away from the combat as he staggers about in agony. Unless he suffers an actual injury the warrior counts as having just stood up in the next turn.



6 Djedre's summonation of the Vengeful Dead

Difficulty 5

The Liche Priest may re-animate a Skeleton Soldier that went out of action during the last turn. Place the model anywhere within 6" of the Liche Priest, but not straight into hand-to-hand combat with an enemy model.





The Undead

Count Vlad von Carstein and his wife Isabella have ruled the province of Sylvania for as long as anyone can remember – peasants whisper of some dark secret, Witch Hunters revile them, and the Priests of Sigmar shun their court. Indeed, Sylvania has the most dire reputation of all the provinces of the Empire. Few men sent to spy on the rulers of Sylvania have ever returned from those dark Sylvanian forests, and then rarely with their sanity intact.

In the dimly-lit chamber of the Drakenhof castle, on a throne of black obsidian, sits Vlad von Carstein, the ruler of Sylvania. He waits in shadows, having set himself apart from the politics and bickering of the Empire. For he holds a terrible secret: he, and all the ruling aristocracy of his province are Vampires, undying monsters from beyond the grave. Here he patiently waits, drinking the blood of maidens from gold goblets.

For many long years Vlad has gathered his strength and mustered his Undead legions in secrecy. One day soon he will march from the forests of Sylvania at the head of an army of restless dead. The pieces of magic stone that lie scattered among the ruins of Mordheim can give the Count the power to challenge the nobles of the Empire and enslave the men of the Old World.

Wyrdstone holds enough captured magical energy to unleash a great spell of doom to rival that of Nagash the Black. If the Count is successful, he will raise all the dead between the Worlds Edge Mountains and the borders of Stirland, and go to war against the divided rulers of the Empire. His plans laid out, Vlad sends his thralls, the immortal Vampires, to do his bidding.

During dark, moonless nights, black coaches arrive at the gates of Mordheim carrying coffins. Ghouls scuttle from their hiding places to greet them, and corpses are stirred by a command which the living cannot hear. Following the commands of the Vampire, they hunt for shards of wyrdstone.

The night belongs to the Undead, and in Mordheim it is always night.

Choice of warriors

An Undead warband must include a minimum of three models. You have 500 gold crowns to recruit your warband. The maximum number of warriors in the warband may never exceed 15.

Vampire: Each Undead warband must have one Vampire: no more, no less!

Necromancer: Your warband may include a single Necromancer if you wish.

Dregs: Your warband may include up to three Dregs.

Zombies: Your warband may include any number of Zombies.

Ghouls: Your warband may include any number of Ghouls.

Dire Wolves: Your warband may include up to five Dire Wolves.

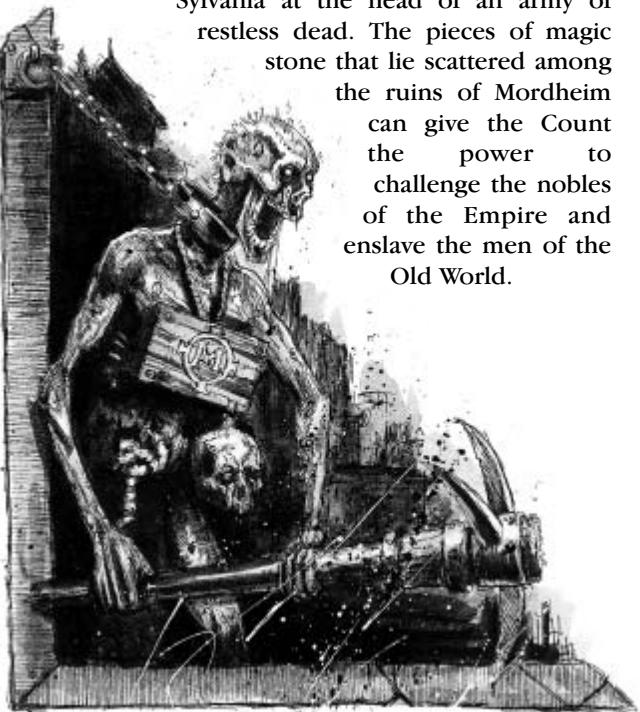
Starting experience

A **Vampire** starts with 20 experience.

A **Necromancer** starts with 8 experience.

Dregs start with 0 experience.

Henchmen start with 0 experience.



Undead skill tables

	Combat	Shooting	Academic	Strength	Speed
Vampire	✓		✓	✓	✓
Necromancer			✓		✓
Dreg	✓			✓	

Undead equipment lists

The following lists are used by Undead warbands to pick their equipment.

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

Bow	10 gc
Short bow	5 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

"All who profit from the spoils of Chaos shalt be doomed.' So quoth Grand Theogonist Vilgrim the Third," Marius said vehemently. "I am not a looter or a thief!"

"It's been three weeks now, Marius!" Hensel argued bitterly. "We've run out of money. We need more men, we need new weapons. For Sigmar's sake, Marius, we'll all starve!" Hensel paused for a moment, and a sly look entered his dark brown eyes. "That broken vault is there, and someone will find it. Others, less righteous than us, will be looking for it. Would you see the wealth of the Empire stolen by wicked creatures or men of no moral virtue. At least we'll be spending it to further our noble cause!"

As the two spoke, Enderlin, one of Leipzig's men, came around the corner, clearly excited.

"We've found the merchant's house. The vault is there, alright!" he told them with a grin. "We better be quick, and grab the hoard before there's any trouble." With that he hurried off again, the Witch Hunter and Hensel following.

Enderlin led them down a narrow alleyway, choked with debris. At the far end, where the alley opened onto a wider street, a skeleton hung from a

gibbet, its rusted metal creaking as the cadaver swung in the stale wind. A corner of a nearby building had broken through its foundations and within the dark confines of the exposed cellar gold glinted in the dim light.

"We'll be taking that!" a voice called out, and from the shadows stepped a dozen men, some carrying crossbows, the others wielding swords and spears. They were all well dressed, in the manner of Marienburgers.

"Dare not oppose me!" cried Marius, pulling forth his own blade. "I am sent here by Sigmar himself. Cross my path and be forever damned. The world around us is in turmoil, Chaos gnaws upon the bones of our lands, foul creatures lurk in our once proud cities. Men should not fight men in these troubled times, for have we not a common foe to fight against?"

"All the same, that gold is ours!" their leader replied, signalling his men to advance.

"Then so be it, you shall be in the arms of damnation before the sun sets!" Marius snarled back, leaping to the attack.

Heroes

1 Vampire

110 gold crowns to hire

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire.

Although but pale shadows when compared to the dread Vampire Lords, the immortal servants of Vlad are still some of the most powerful creatures who fight in Mordheim. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	2	5	2	8

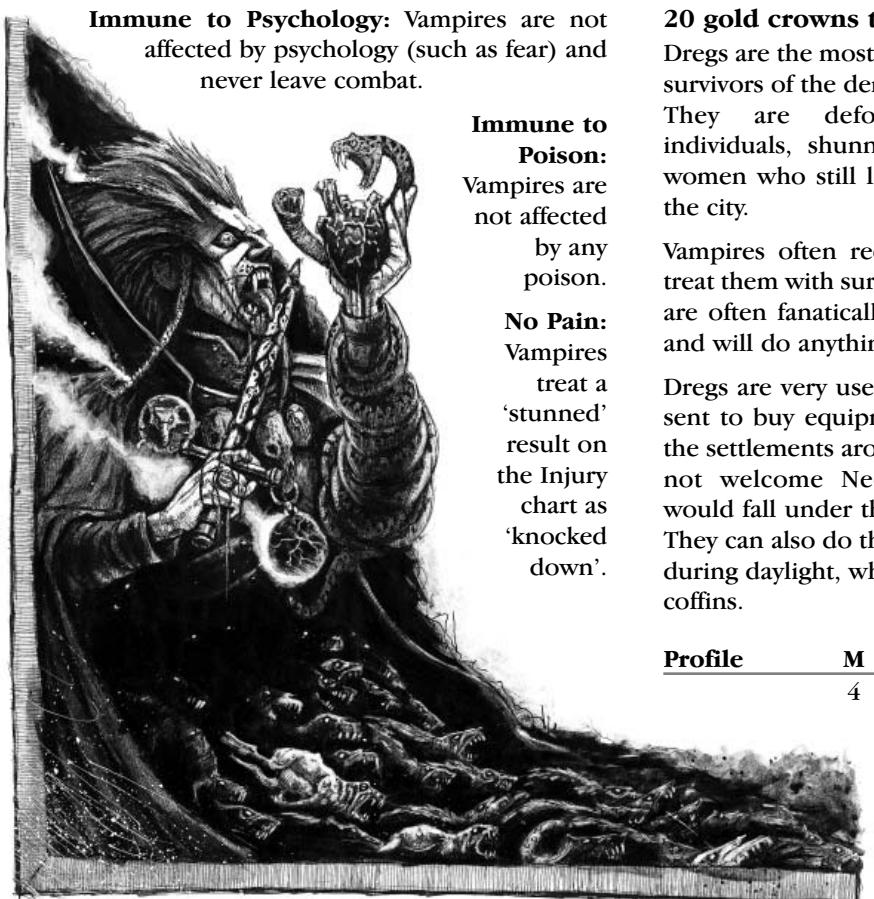
Weapons/Armour: Vampires may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Vampire may use his Leadership instead of their own.

Cause Fear: Vampires are terrifying Undead creatures and therefore cause *fear*.

Immune to Psychology: Vampires are not affected by psychology (such as fear) and never leave combat.



Immune to

Poison:

Vampires are not affected

by any poison.

No Pain:

Vampires treat a 'stunned' result on the Injury chart as 'knocked down'.

0-1 Necromancer

35 gold crowns to hire

Necromancers are evil wizards, studying the corrupt art of Necromancy. Many of them are acolytes and servants of Vlad von Carstein, and follow the agents of their master to the city of the Damned. Others are recruited from amongst wizards and warlocks who have come under the suspicion of the various agents of Sigmar and have fled to Mordheim to avoid persecution.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Necromancers may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Wizard: Necromancers are wizards and so are able to use Necromantic magic. See the Magic section for details.

0-3 Dregs

20 gold crowns to hire



Dregs are the most miserable human survivors of the demise of Mordheim.

They are deformed and rejected individuals, shunned even by the other men and women who still live in the ruins and catacombs of the city.

Vampires often recruit Dregs as their servants and treat them with surprising kindness. As a result, Dregs are often fanatically loyal to their Undead overlords and will do anything to protect and serve them.

Dregs are very useful to their masters as they can be sent to buy equipment, weapons and supplies from the settlements around Mordheim which would often not welcome Necromancers or where Vampires would fall under the suspicion of the Witch Hunters. They can also do the bidding of their vampiric master during daylight, when the Vampires must rest in their coffins.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

Weapons/Armour: Dregs may be armed with weapons and armour chosen from the Undead Equipment list.

Henchmen

Zombies

15 gold crowns to hire

Zombies are the most common of the Undead: creatures animated by the will of their Necromantic masters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	1	1	5

Weapons/Armour: Zombies may not have any weapons or armour and suffer no penalties for this.

SPECIAL RULES

Cause Fear: Zombies are terrifying Undead creatures and therefore cause *fear*.

May not run: Zombies are slow Undead creatures and may not run (but may charge normally).

Immune to Psychology: Zombies are not affected by psychology and never leave combat.

Immune to Poison: Zombies are not affected by any poison.

No Pain: Zombies treat a *stunned* result on the Injury chart as *knocked down*.

No Brain: Zombies never gain experience. They do not learn from their mistakes. What did you expect?

Ghouls

40 gold crowns to hire

(bought in groups of 1-5 models)

Ghouls are the descendants of evil and insane men who ate the flesh of the dead. When the lean and hungry times of famine come upon the Old World, the most depraved and destitute took to feasting on corpses to survive.

Driven by their unspeakable craving for the meat of their fellow men, these creatures have given up their human life and dwell near graveyards, crypts and tombs, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

The destruction of Mordheim attracted many Ghoul clans from the north, and now they have taken up permanent residence in the crypts and cemeteries of the ruined city.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	4	1	3	2	5

Weapons/Armour: Ghouls never carry any equipment, apart from a few bones which they use as primitive weapons.

SPECIAL RULES

Cause Fear: Ghouls are twisted and repulsive creatures and therefore cause *fear*.

0-5 Dire wolves

50 gold crowns to hire

Dire Wolves are slavering Undead hounds, the animated remains of the giant wolves of the Worlds Edge Mountains. Their chilling howls can strike fear into the hearts of even the bravest warriors or most ruthless Dwarf mercenaries. They prowl the streets of Mordheim like shadows, and many men have died with the cold jaws of a Dire Wolf around their neck.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

Weapons/Armour: None.

SPECIAL RULES

Charge: Dire Wolves are slavering creatures that overpower their opponents when they charge. Dire Wolves fight with 2 attacks instead of 1 during the turn they charge.

May not Run: Dire Wolves are slow to react and may not run (but may charge normally).

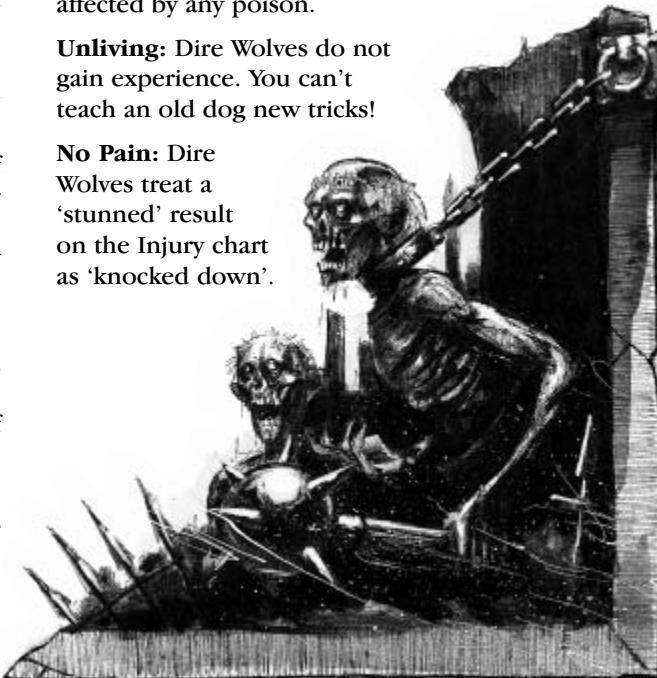
Cause Fear: Dire Wolves are terrifying Undead creatures and therefore cause *fear*.

Immune to Psychology: Dire Wolves are not affected by psychology and never leave combat.

Immune to Poison: Dire Wolves are not affected by any poison.

Unliving: Dire Wolves do not gain experience. You can't teach an old dog new tricks!

No Pain: Dire Wolves treat a 'stunned' result on the Injury chart as 'knocked down'.



Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also to destroy the vitality of the living.

D6 Result

1 Lifestealer

Difficulty 10

The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself.

You may choose a single model within 6". The target suffers a wound (no save allowed) and the Necromancer gains an extra wound for the duration of the battle. This may take the Necromancer's Wounds above his original maximum value. This spell will not affect the Possessed or any Undead models.

2 Re-Animation

Difficulty 5

At the spoken command of the Necromancer, the dead rise to fight again.

One Zombie that went *out of action* during the last hand-to-hand combat or Shooting phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.

3 Death vision

Difficulty 6

The Necromancer calls on the power of Necromancy to reveal the moment of his enemies' death.

The Necromancer causes *fear* in his enemies for the duration of the battle.

4 Spell of Doom

Difficulty 9

The Necromancer whispers to the sleeping dead to rise up from the ground and seize his enemies.

Choose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

5 Call of Vanhel

Difficulty 6

The Necromancer summons the world of the dead to invigorate his Undead servants.

A single Zombie or Dire Wolf within 6" of the Necromancer may immediately move again up to its maximum Movement distance (ie, 9" in the case of Dire Wolves). If this moves them into base contact with an enemy model, they count as charging.

6 Spell of Awakening

Difficulty: Auto

The Necromancer calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.

If an enemy Hero is killed (ie, your opponent rolls 11-16 on the Serious Injury chart after the battle) then the Necromancer may raise him to fight as a Zombie in his servitude.

The dead Hero retains his characteristics and all his weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a Henchman group on his own, and may not gain additional experience. This spell always succeeds (rules for Henchmen and experience are described later). The new Zombie follows all the normal Zombie rules (immune to poison, causes *fear*) except for retaining his profile, weapons and armour.

Witch Hunters

The Order of the Templars of Sigmar, universally known as the Witch Hunters, is an organisation dedicated to the eradication of heretics, be they warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of the dark gods, deviants, mutants, blasphemers, sinners, utterers of profanities, servants of Daemons, or composers of corrupting music. Indeed, there are few who altogether escape the suspicions of the Witch Hunters with the possible exception of other Witch Hunters.

It is wise to remember that the practice of magic in all its forms is deemed a most heinous crime in the Empire. Death by fire is the proscribed punishment for this particular heresy. Many of the Witch Hunters' victims treacherously avoid their fate by perishing under torture before making a full confession. In these troubled times the Witch Hunters are kept busy as more and more men turn to the dark arts. The most dangerous of all these heretics are the followers of the Chaos gods. These depraved individuals practise Daemon worship and (it is claimed) even offer human sacrifices in the name of their vile masters. Of all the enemies of Sigmar they are the most abhorrent!

The destruction of Mordheim has fired the Witch Hunters with a new and irresistible sense of purpose. In the light of events the Grand Theogonist has proclaimed Sigmar's punishment on the City of the Damned. The Witch Hunters rejoice that their crusade against widespread corruption has been vindicated. Now they are ready to complete Sigmar's holy purpose by destroying his enemies within the ruins of the city itself. The Grand Theogonist has commanded the Witch Hunters to go unto that place and recover the wyrdstone for Sigmar's temple. Their crusade also pits them into the same arena as their old enemies the so-called Sisters of Sigmar – those loathsome Daemon-worshipping she-heretics whose very existence is a vile affront to the majesty of Sigmar.

Witch Hunters are charismatic rabble-rousers who can soon turn a crowd to their own ends. They are universally dreaded, for everyone has something or someone to hide, and there are countless individuals who would willingly and enthusiastically hunt down and burn their own kin were a Witch Hunter to command them to do so. Bands of Witch

Hunters are often accompanied by zealous citizens, Flagellants, and even holy Priests of Sigmar as well as the huge



vicious warhounds which the Witch Hunters employ to track and bring down fugitives.

As men accustomed to fighting Witch Hunters are well-armed and sturdy individuals. They favour hooded cloaks and headgear which conceal their appearance from the overly curious. Some wear chains about their throats to remind them of fallen comrades and old rivalries and also, so it is said, so that the iron might serve as protection against witchcraft.

The followers of the Witch Hunters, the rabble that accompany them to Mordheim, are a far more dire sight indeed – crazed and self-mutilated men who have lost or surrendered all their worldly goods and, most likely, their reason as well.

Choice of warriors

A Witch Hunter warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Witch Hunter Captain: Each Witch Hunter warband must have one Witch Hunter Captain.

Warrior-Priest: Your warband may include a single Warrior-Priest.

Witch Hunters: Your warband may include up to three Witch Hunters.



Zealots: Any number of models may be Zealots.

Flagellants: Your warband may include up to five Flagellants.

Warhounds: Your warband may include up to five Warhounds.

Starting experience

A Witch Hunter Captain starts with 20 experience.

Witch Hunters start with 8 experience.

A Warrior-Priest starts with 12 experience.

Henchmen start with 0 experience.

Witch Hunter skill table

	Combat	Shooting	Academic	Strength	Speed
Witch Hunter Captain	✓	✓	✓	✓	✓
Witch Hunter	✓	✓	✓		✓
Warrior-Priest	✓		✓	✓	

Witch Hunter equipment lists

The following lists are used by Witch Hunter warbands to pick their equipment.

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc

Missile Weapons

Crossbow	25 gc
Pistol	15 gc
(30 for a brace)	
Crossbow pistol	35 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

FLAGELLANT EQUIPMENT LIST

This list is for Flagellants only

Hand-to-hand Combat Weapons

Flail	15 gc
Morning star	15 gc
Double-handed weapon	15 gc

Missile Weapons None

Armour None

ZEALOT EQUIPMENT LIST

This list is for Zealots only

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc

Missile Weapons

Bow	10 gc
Short bow	5 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc



Heroes

1 Witch Hunter captain

60 gold crowns to hire

Driven by fanaticism, Witch Hunter Captains are obsessed with cleansing Mordheim and bringing the justice of Sigmar to all. Carrying the edict of the Grand Theogonist himself, they have the divine right to judge and execute warlocks, witches, Chaos worshippers... in fact all who dare to oppose them.

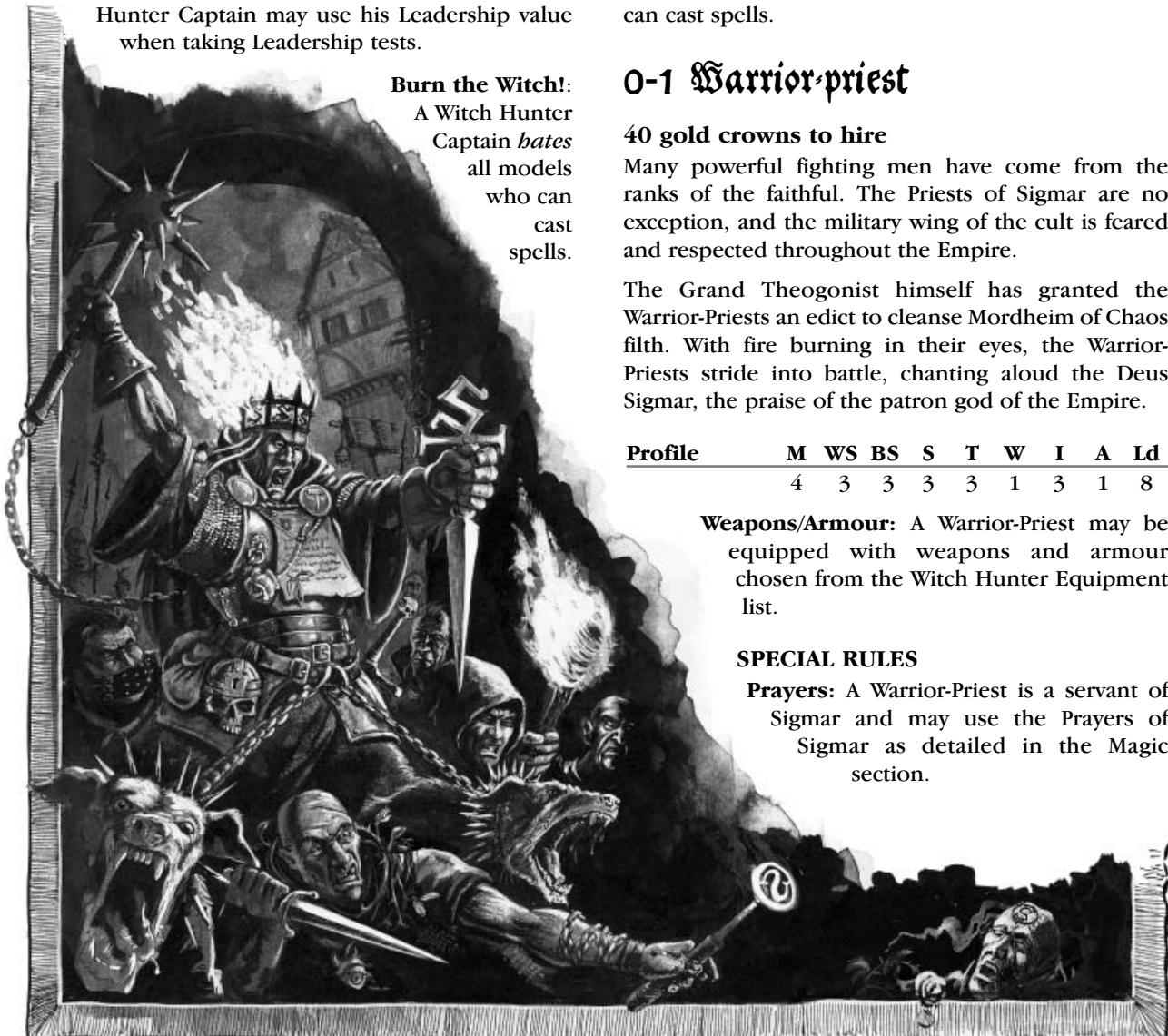
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: A Witch Hunter Captain may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Witch Hunter Captain may use his Leadership value when taking Leadership tests.

Burn the Witch!
A Witch Hunter Captain *hates* all models who can cast spells.



0-3 Witch Hunters

25 gold crowns to hire

Witch Hunters are members of the grim Order of Witch Hunters, dedicated to eradicating Chaos and all its minions. Usually they prowl the Old World individually trying and executing the enemies of Sigmar, but the situation in Mordheim requires them to band together.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Witch Hunters may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULE

Burn the Witch!: Witch Hunters *bate* all models who can cast spells.

0-1 Warrior-priest

40 gold crowns to hire

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exception, and the military wing of the cult is feared and respected throughout the Empire.

The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	8

Weapons/Armour: A Warrior-Priest may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULES

Prayers: A Warrior-Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section.

Henchmen (Bought in groups of 1-5)

0-5 Flagellants

40 gold crowns to hire

Flagellants are fanatics and madmen obsessed with the end of the world. They are often men who have lost their families to war or the ravages of nature, and have also lost their minds. With insane persistence, they travel the length and breadth of the Empire, preaching their view of the end of the world. With their rousing speeches, Witch Hunters can muster these dangerous lunatics to fight in the streets of Mordheim, where no sane man dares tread.

Flagellants are extremely dangerous opponents in close combat, for they have the strength of madmen, and their bodies have become inured to pain because of self-mutilation.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	4	1	3	1	10

Weapons/Armour: Flagellants may be equipped with weapons and armour chosen from the Flagellant Equipment list. Flagellants never use missile weapons, even if they gain an Advance roll which would otherwise allow them to do so.

SPECIAL RULES

Fanatical: Flagellants are convinced that the end of the world is nigh, and nothing in this world holds any terror for them. Flagellants automatically pass all Leadership-based tests they are required to take. A Flagellant may never become a warband leader.

Zealots

20 gold crowns to hire

When a man loses his family, home and all he cared for, religion is often the last refuge left to him. Such men become wandering pilgrims, bitter and dangerous fanatics who are prepared to avenge their loss at any cost. These men are called Zealots.

Zealots have forsaken their former lives and exist only to destroy evil and the minions of Chaos. Whilst they might have been peasants and craftsmen before, and thus may not be as dangerous in a fight as seasoned mercenaries, their determination and fanaticism should not be underestimated. Witch Hunters find ready allies in their ranks, and many a band of Zealots is led by Witch Hunters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

Weapons/Armour: Zealots may be equipped with weapons and armour chosen from the Zealot Equipment list.

0-5 Warhounds

15 gold crowns to buy

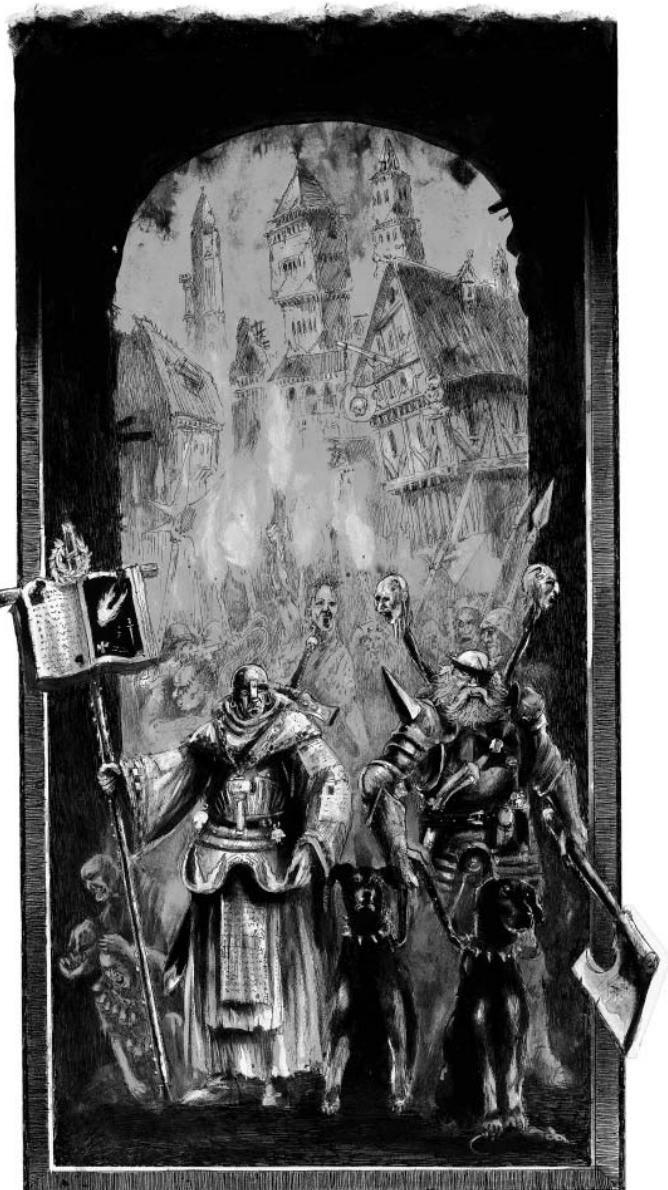
Witch Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any heretics, mutants, deviants and witches.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! Warhounds never use or need weapons and armour.

SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience.



Prayers of Sigmar

Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.

The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.

D6 Result

1 The Hammer of Sigmar

Difficulty 7

This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (eg, 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

2 Hearts of Steel

Difficulty 8

As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, ie, the maximum bonus to Rout tests remains +1.

3 Soulfire

Difficulty 9

The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

4 Shield of Faith

Difficulty 6

A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

5 Healing Hand

Difficulty 5

Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

6 Armour of Righteousness

Difficulty 9

Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes fear in his enemies and is therefore immune to fear himself.

The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.