

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, information on warbands, running a campaign, 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

Since Mordheim was long discontinued by Games Workshop, nowadays it is not as easy to start as in the past. On the other hand today there are many more Miniature producers or 3D printable miniatures where you can find the right fit for your warbands. And of course the whole Games Workshop model range is at your disposal.

There are a lot of local Mordheim communities, that might be a bit harder to find. A good starting point is usually your friendly local hobby store. Ask around and you might just find a Mordheim play group.

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.

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.

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.

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.

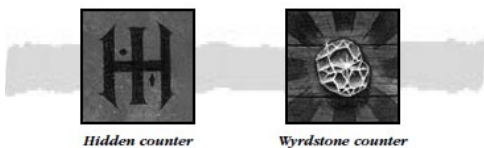
Whatever you use, you will find that a square area approximately 4 x 4' is about right for most battles.

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.

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. Here 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.

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.*



The Turn

In Mordheim you are in a 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

Recovery.

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

Movement.

- 2 During the Movement Phase you may move the warriors of your warband according to the rules given in the **Movement section**

Shooting.

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

Hand-to-hand combat.

- 4 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

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:

Movement Sequence

Charge!

- 1 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.

Compulsory moves.

- 2 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.

Remaining moves.

- 3 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.

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 (e.g., 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 (i.e., 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 below. 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.

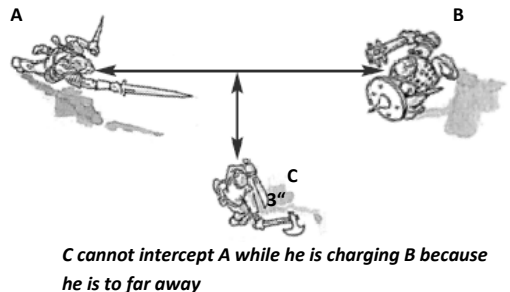
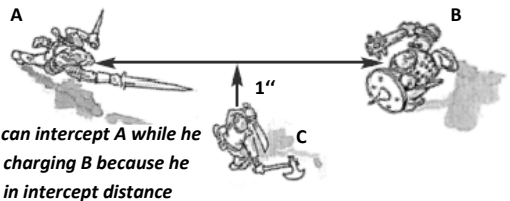
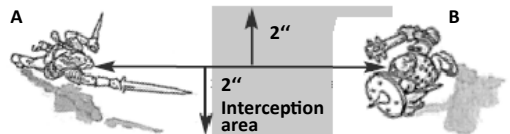
Models cannot be moved into hand-to-hand combat except by charging – any move that brings a warrior into hand-to-hand combat is a *charge* by definition.

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!



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.

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 crawl holes 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.

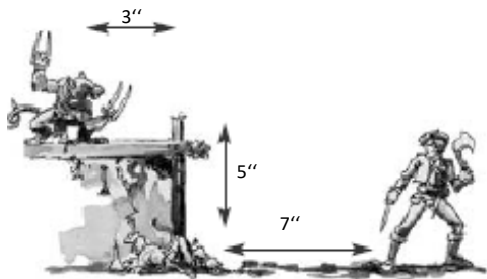
To climb, a model must take an Initiative test. If he fails it whilst climbing up, he cannot move that turn. If he fails it while climbing down, he falls from where he started his descent (see the Falling section).

Jumping down

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).



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 SS 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".

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.

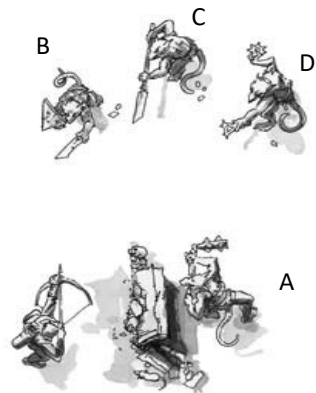
Closest target

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



Here, the closest target (A) is behind cover and so is harder to hit than the more distant targets B, C and D. In this situation the firer may shoot at target B even though he is further away than A.

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.

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!

Shooting from an elevated position

A model situated in an elevated position (i.e., 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.

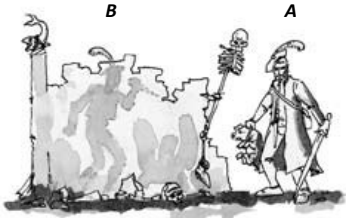
Hitting the target

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:

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

Targets in cover



Target A in the open – no to Hit modifier for cover
Target B out of sight – cannot be shot at



The pictures on the left and below show examples of warriors in cover. It does not matter how much of the target is in cover, the model that is shooting always suffers a -1 To Hit modifier.



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

To-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:

Modifier	Reason	Explanation
-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).

Roll to wound

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

To determine whether the 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 below 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.

		Wound Chart									
		Targets Toughness									
Weapons Strength		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

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.

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.

Critical Hit Chart

D6	Result
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.

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.

For a warrior without armour, the needed dice roll is 7+. Improve that roll by the armour modifier granted by the worn armour. The table on the side summarises the most common armour types and the armour bonus they grant.

E.g. a warrior carrying a shield and wearing a light armour will save on an armour save roll of a 5+.

Armour	Armour Modifier
Light armour	+ 1
Heavy armour	+ 2
Gomril armour	+ 3
Shield	+ 1

Armour save modifiers

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

The higher a creature’s Strength or the strength of a weapon 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	1 - 3	4	5	6	7	8	9 +
Save modifier	None	- 1	- 2	- 3	- 4	- 5	- 6

Some melee weapons also confer a bonus to the user’s Strength, making it more likely that any hits will pierce the opponent’s armour. Ranged weapons have the Strength of the shot given in their profile. For both, see the weapons description given in 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+ (i.e., 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.

Injury Chart

D6	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 <i>knocked down</i> .
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 <i>stunned</i> .
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**). 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 *serious injury chart*).



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.

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.

Hitting 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.

		To Hit Chart									
		Opponent's weapon skill									
Attacker's weapon skill		1	2	3	4	5	6	7	8	9	10
	1	4	4	5	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4	4
	7	3	3	3	3	3	3	4	4	4	4
	8	3	3	3	3	3	3	3	4	4	4
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

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**.

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.

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, causing critical hits, armour and armour modification as in the ***Shooting section***.

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.

Fear

Fear is a natural reaction to huge or unnerving creatures. A model must take a Fear test (i.e., test against his Leadership) in the following situations:

A.) If the model is charged by a warrior or a creature which causes <i>Fear</i>	B.) If the model wishes to charge a <i>Fear</i> - causing enemy
If a warrior is charged by an enemy that he <i>fears</i> then he must take a test to overcome that fear.	If a warrior wishes to charge an enemy that it <i>fears</i> then it must take a test to overcome this.
Test when the charge is declared and is determined to be within range.	If it fails the model may not charge and must remain stationary for the turn.
If the test is passed the model may fight as normal.	Treat this as a failed charge.
If it is failed, the model must roll 6s to score hits in that round of combat.	

Note that creatures that cause *Fear* themselves can ignore these tests.

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.

i.e. 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:

D6	Result
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 <i>Falling</i> 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.
- 2 **Allocate experience.**
Heroes and Henchmen groups gain experience for surviving battles. See the *Experience 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 step 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/pray user 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.

Henchmen with serious injuries

Roll a D6 for every Henchman who is *Out of Action* at the end of the battle.

On a roll of **1 - 2** he is permanently removed from the roster sheet.

On a roll of **3 - 6** they can fight in the next battle as normal.

Heroes with serious injuries

For Heroes, you need to roll on the following *Heroes Serious Injuries chart*. 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.

To use the chart, 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

Heroes Serious injury chart

D66	Result	Effect
11-15	Dead	All the weapons and equipment he carried are lost. Remove him from the warband’s roster.
16-21	Multiple Injuries	Roll D6 times on this table. Re-roll any ‘Dead’, ‘Captured’ and further ‘Multiple Injuries’ results.
22	Leg Wound	The warrior suffers a -1 Movement characteristic penalty from now on.
23	Arm Wound	Roll again: 1 = The warriors loses the arm and may only use a single one-handed weapon from now on. 2-6 = The warrior must miss the next game.
24	Madness	Roll a D6. On a 1-3 the warrior suffers from <i>stupidity</i> ; on 4-6 the warrior suffers from <i>frenzy</i> 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 recovers but is weakened by the injury so his Toughness is reduced by -1.
31	Blinded in one Eye	The warrior loses an eye and suffers a -1 Ballistic Skill characteristic penalty from now on. If the warrior is subsequently blinded in his remaining good eye he must retire from the warband.
32	Old Battle Wound	The warrior must roll a D6 at the start of any battle from now on. On a roll of 1, the warrior misses the next battle.

Heroes Serious injury chart

D66	Result	Effect										
33	Nervous Condition	The warrior’s Initiative is permanently reduced by -1.										
34	Hand Injury	The warrior’s 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 makes a full recovery.										
		From now on the warrior gains <i>Hatred</i> against the following (roll a D6):										
		<table><tr><th>D6</th><th>Result</th></tr><tr><td>1 - 3</td><td>The individual who caused the injury. If it was a Henchman, he hates the enemy leader instead.</td></tr><tr><td>4</td><td>The leader of the warband that caused the injury.</td></tr><tr><td>5</td><td>The entire warband of the warrior responsible for the injury.</td></tr><tr><td>6</td><td>All warbands of that type.</td></tr></table>	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.
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.											
56	Bitter Enemy											
		<p>The warrior regains consciousness and finds himself held captive by the other warband.</p> <p>He may be ransomed at a price set by the captor or exchanged for one of their warband who is being held captive.</p> <p>Captives may be sold to slavers at a price of D6 x 5 gc.</p> <p>Undead may kill their captive and gain a new Zombie.</p> <p>The Possessed may sacrifice the prisoner. The leader of the warband will gain +1 Experience if they do so.</p> <p>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.</p>										
61	Captured											
62—63	Hardened	The warrior from now on is <i>Immune to Fear</i> .										
64	Horrible Scars	The warrior gains the <i>Fearsome</i> skill from the Strength skill list.										
		<p>The warrior must fight against a Pit Fighter (see the Pit Fighter Hired Sword).</p> <p>Roll to see which side charges, and fight the battle as normal.</p> <p>If the warrior loses, roll to see whether he is dead or injured (i.e., a D66 roll of 11-35).</p> <p>If he is not dead, he is thrown out of the fighting pits without his armour and weapons and may re-join his warband.</p> <p>If the warrior wins he gains 50 gc, +2 Experience and is free to re-join his warband with all his weapons and equipment.</p>										
65	Sold to the Pits											
66	Survives against the odds	The warrior 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 roll**.

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. However 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!

Look at the scenario descriptions for details of how Experience points can be 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.

Underdog bonus

When a warband fights against an enemy warband with a higher rating, its warriors earn extra Experience points as shown on the table here.

The higher the opposing warband's rating the more points the underdog earns just for showing up.

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 advances

2D6	Result
2 - 5	New Skill. Select one of the Skill tables available to the Hero and pick a skill. If he is a spellcaster or pray user he may choose to randomly generate a new spell or prayer instead of a skill.
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 spellcaster or pray user he may choose to randomly generate a new spell or prayer instead of a skill.

Henchmen advances

2D6	Result
2 - 4	Characteristic Increase. +1 Initiative.
5	Characteristic Increase. +1 Strength.
6 - 7	Characteristic Increase. Choose either +1 WS or +1 BS.
8	Characteristic Increase. +1 Attack.
9	Characteristic Increase. +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.

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 charateristic is rolled.
All warriors in the group gain the same advance.

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.
Spellcaster and Pray user may choose to learn a new spell or prayer instead of learning a new skill. See the Allocated spells part of the **Magic Section** for instructions on how to learn new spells or prayers.

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.

Maximum Characteristics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
Elf	5	7	7	4	4	3	9	4	10
Dwarf	3	7	6	4	5	4	5	4	10
Ogre	6	6	5	5	5	5	6	5	9
Halfling	4	5	7	3	3	3	9	4	10
Gor	5	7	6	4	5	4	6	4	9
Possessed	6	8	0	6	6	4	7	5	10
Vampire	6	8	6	7	6	4	9	4	10
Skaven	6	6	6	4	4	3	7	4	7
Clan Pestilens	5	6	6	4	5	3	7	4	7
Ghoul	5	5	2	4	5	3	5	5	7
Goblin	4	5	6	4	4	3	6	4	7
Tomb Lord	4	6	6	5	5	5	5	4	9
Liche Priest	4	6	6	4	4	3	6	4	9
Acolyte	4	6	6	4	4	3	6	4	9

Skill lists

The Skill lists are used to pick skills earned as advances. 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. Some warbands also have access to a unique Skill list, which is clearly indicated in their entry.

Combat skills

Strike to Injure	The warrior adds +1 to all injury rolls caused in hand-to-hand combat.
Combat Master	If the warrior 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 may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.
Web of Steel	The warrior gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.
Expert Swordsman	This warrior 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	Each time the warrior 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.
Whip Master	The hero may re-roll all to-hit rolls when using a whip.

Shooting skills

Quick Shot	The warrior may shoot twice per turn with a bow or crossbow (but not a crossbow pistol).
Pistolier	If the warrior 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 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 ignores all modifiers for cover when using missile weapons.
Hunter	The warrior may fire each turn with a handgun or Hochland long rifle.
Knife-Fighter	The warrior can throw a maximum of three of throwing knives and throwing stars 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.

Strength skills

Mighty Blow	The warrior 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 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	Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers.
Fearsome	The warrior causes <i>Fear</i> in opposing models.
Strongman	The warrior 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	The warrior 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.
Sprint	The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.
Acrobat	The warrior 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 may ignore <i>knocked down</i> results when rolling for injuries, unless he is <i>knocked down</i> because of a successful save from wearing a helmet or because he has the No Pain special rule.
Dodge	A warrior 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 can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.

Academic skills

Battle Tongue (Leaders only)	This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill.
Sorcery (Spellcasters only)	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	The may add +2 to the roll that determines his chances of finding rare items (see the <i>Trading</i> section).
Haggle	The warrior 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.
Wyrdstone Hunter	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.
Warrior Wizard (Spellcasters only)	The wizard may wear armour and cast spells.
Scribe (Spellcasters and Pray users only)	The warrior may inscribe a spell or prayer on a scroll before the battle. 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. The scroll can only be used once. Scrolls may not be saved up from battle to battle if they are not used.
Mind Focus (Spellcasters and Pray users only)	When using a spell or prayer the warrior with this skill may re-roll one dice roll used in the difficulty roll.
Tactican (Leaders only)	In any scenario the warband leader may reposition his warriors after his opponent has set up and may even advance them up to 12 inch onto the board instead of 8 inch.
Hunch (Leaders only)	In any scenario the warband leader may position up to 3 of his men capable of earning experience in any ruined building on the board that is at least 12 inch away from an enemy model and not in the enemy deployment zone.
Magical Aptitude (Spellcasters only)	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 he must roll on the injury table immediately with no saves treating Out Of Action results as Stunned instead.
Trap Expert	<p>This Hero is able to detect traps in the tombs with relative ease. A character who possesses this skill will never set off traps himself (but may be subject to their effects if he is too close to one if it goes off). He can attempt to disarm any traps he comes across. He must stop at the trap during his Movement phase, and may do nothing else that turn. To disarm a Simple trap, he must roll 6+ on 2D6. To disarm a Complex trap, he must roll 8+ on 2D6. If unsuccessful, he must test against his Initiative. A failed test means he has inadvertently set off the trap himself!</p> <p>He is also able to restore dud traps or previously de-activated traps back into active traps. To determine what a Dud trap becomes, roll a D6: 1-4: Simple, 5-6: Complex. Obviously a previously disarmed trap will revert back to what it was. If restoring a Simple trap, he must roll a 6+ on 2D6. If restoring a Complex trap, he must roll an 8+. Failure will mean that the trap has failed to activate.</p>

Cavalry skills (optional)

Ride (Animal)

E.g. Ride (Horse)

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.

Cavalry Commander

(Leaders only)

The warband leader 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

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. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill.

Warriors without the **Ride** skill may not use this skill.

Combat Riding

A warrior with this skill may make a single additional S4 attack when charging an unmounted opponent.

Evade

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 the **Ride** skill may not use this skill.

Running Dismount

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".

Note that the rider then counts as dismounted, gaining no further assistance from his mount.

Warriors without the **Ride** skill may not use this skill.

Athletic Mount

The warrior may mount his steed even after moving. 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 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 the **Ride** skill may not use this skill.

Mounted Combat Master

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 the **Ride** skill may not use this skill.



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.

Exploration procedure

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.

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.

If you rolled any doubles, triples, etc, you have found an unusual location in Mordheim. Consult the **Exploration chart of the campaign** to see what you find. Refer to the **Rolling multiples section** below for further information.

Add the results together and consult the **Number of Wyrdstone shards found chart** 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 Chart

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

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.

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! costs. The profit is added to warband’s treasury.

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.

Selling Wyrdstone Chart

		# Warriors in Warband					
		1-3	4-6	7-9	10-12	13-15	16+
# Shards Sold	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, piety, 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 hiring 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*.

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 charts on the following pages 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.

Close Combat Weapons (A - B)

Axe	Range: Close Combat	Strength: As user	Price: 5 gc	Availability: Common
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Cutting edge: This weapon has an extra save modifier of -1 (e.g. a model with Strength 4 has a -2 save modifier with this weapon).

Ball and Chain	Range: Close Combat	Strength: As user +2	Price: 15 gc	Availability: Common / Goblins Only
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Two-handed: A model using this weapon 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.

Cumbersome: Not other weapons may be carried by this warrior. Additionally only models under the influence of Mad Cap Mushrooms may carry this weapon.

Extremely Tiring: If the wielder was not taken out of action, roll on the Injury chart as if it was taken out of action.

Incredible Force: A warrior wounded by this weapon receives no armour save whatsoever. In addition any hit that successfully wounds will do D3 wounds instead of 1.

Random: The first turn the wielder starts using this weapon, 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	Effect
1	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. Throw a Scatter dice to determine directions.

Beastlash	Range: Close Combat	Strength: As user -1	Price: 10 + D6 gc	Availability: Rare 8 / Dark Elves Only
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Beastbane: Any animal charged or wishing to charge the wielder of this weapon must first take a Fear test as mentioned in the psychology section of the Mordheim rules.

Whipcrack: The wielder of this weapon gains +1A when charging or being charged. When being charged, this attack gains "Strike First". If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. When using two of these weapons, only the first will get the +1A. The second one will only get the normal +1A from using an additional weapon.

Boat Hook	Range: Close Combat	Strength: As user -1	Price: 8 gc	Availability: Common / Pirates Only
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Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

Two-handed: A model using this weapon 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.

Boss Pole	Range: Close Combat	Strength: As user	Price: 20 gc	Availability: Common / Forest Goblins Only
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Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

Brazier Iron	Range:	Strength:	Price:	Availability:
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Two-handed: A model using this weapon 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.

Fire: Whenever you score a successful hit roll a D6. On 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 out if they wish. They must move into base-to-base contact and score a 4+ in the Recovery phase.

Close Combat Weapons (C - D)

Cat O' Nine Tails	Range: Close Combat	Strength: As user	Price: 8 gc	Availability: Common / <i>Pirate Heroes</i> Only
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Cannot be parried: A model attacked by this weapon cannot use the parry rule.

Whipcrack: The wielder of this weapon gains +1A when charging or being charged. When being charged, this attack gains "Strike First". If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. When using two of these weapons, only the first will get the +1A. The second one will only get the normal +1A from using an additional weapon.

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

Censer	Range: Close Combat	Strength: As user +2	Price: 40 gc	Availability: Rare 9 / <i>Skaven</i> Only
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Heavy: The +2 Strength bonus applies only in the first turn of each hand-to-hand combat.

Two-handed: A model using this weapon 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.

Fog of Death: A model hit by the censer must take a Toughness test. When the test is failed he will suffer an automatic wound in addition to the censer hit. A result of 6 always inflicts a wound. The wielder must roll a D6 and suffer an automatic wound on a roll of 6. Models of undead and possessed are immune to the fog of death and do not take the test.

Claw of the Old Ones	Range: Close Combat	Strength: As user +1	Price: 30 gc	Availability: Rare 12 / <i>Amazons</i> Only
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No save: A warrior wounded by this weapon receives no armour save whatsoever.

Dagger	Range: Close Combat	Strength: As user	Price: 1st free / 2 gc	Availability: Common
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Enemy armour save: An enemy wounded by this gains a +1 bonus to his armour save and a 6+ armour save if he normally has none.

Disease Dagger	Range: Close Combat	Strength: As user	Price: 12 gc	Availability: Rare 9 / <i>Skaven</i> Only
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Enemy armour save: An enemy wounded by this gains a +1 bonus to his armour save and a 6+ armour save if he normally has none

Infecting: A natural 6 on an hit roll means that the model hit has been infected with the disease and that he must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the dagger hit. Models of undead and possessed are immune to this disease and do not take the test. A model wielding two Disease Daggers gains a+1 Attack bonus for wielding two weapons and there is no further effect, except that the chances of rolling an infecting 6on the hit rolls are higher.

Double-handed Weapon	Range: Close Combat	Strength: As user +2	Price: 15 gc	Availability: Common
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Two-handed: A model using this weapon 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.

Strike last: A warrior with this weapon always strikes last, even when charging.

Dwarf Axe	Range: Close Combat	Strength: As user	Price: 15 gc	Availability: Rare 8 / <i>Dwarves</i> Only
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Cutting edge: This weapon has an extra save modifier of -1 (e.g. a model with Strength 4 has a -2 save modifier with this weapon).

Parry: See the respective rule in the Close Combat section of this rulebook.

Close Combat Weapons (F - M)

Fighting Claws

Range:

Close Combat

Strength:

As user

Price:

35 gc (per pair)

Availability:

Rare 7 / *Skaven* Only

Pair: Only used in pairs, one in each hand. A warrior armed with Fighting Claws gets an additional attack.

Climb: Add +1 to your Initiative when making Climbing tests.

Parry: See the respective rule in the Close Combat section of this rulebook. The wearer can re-roll a failed attempt once, in the same way as a model armed with a sword and buckler.

Cumbersome: Not other weapons may be carried by this warrior.

Fists

Range:

Close Combat

Strength:

As user -1

Price:

-

Availability:

Common

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

Flail

Range:

Close Combat

Strength:

As user +2

Price:

15 gc

Availability:

Common

Heavy: The +2 Strength bonus applies only in the first turn of each hand-to-hand combat.

Two-handed: A model using this weapon 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.

Halberd

Range:

Close Combat

Strength:

As user +1

Price:

10 gc

Availability:

Common

Two-handed: A model using this weapon 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.

Hammer, Mace, Club or Staff

Range:

Close Combat

Strength:

As user

Price:

3 gc

Availability:

Common

Concussion: When using this weapon a roll of 2-4 on the injury table is treated as **Stunned**.

Horseman's Hammer

Range:

Close Combat

Strength:

As user +1

Price:

12 gc

Availability:

Rare 10

Two-handed: A model using this weapon 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.

Cavalry bonus: A mounted warrior armed with this weapon receives an additional +1 Strength bonus in the turn he charges.

Lance

Range:

Close Combat

Strength:

As user +2

Price:

40 gc

Availability:

Rare 8

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

Cavalry bonus: A mounted warrior armed with this weapon receives the +2 Strength bonus only in the turn he charges.

Main Gauche

Range:

Close Combat

Strength:

As user

Price:

7 gc

Availability:

Rare 7 / *Hochland Bandits* Only

Parry: See the respective rule in the Close Combat section of this rulebook.

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

Morning Star

Range:

Close Combat

Strength:

As user +1

Price:

15 gc

Availability:

Common

Heavy: The +1 Strength bonus applies only in the first turn of each hand-to-hand combat.

Difficult to use: A model using this weapon may not use a second weapon or buckler in his other hand but may carry a shield.

Close Combat Weapons (P - S)

Pike	Range:	Strength:	Price:	Availability:
	Close Combat	As user	12 gc	Rare 7 / Tilean Only

Always Strike First: A warrior with a Pike strikes first in the first turn of hand-to-hand combat, even if charged with a model with 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. For that turn he gains +1 Initiative representing the pike's long shaft that allows him to attack even before the enemy reaches him.

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.

Length: Can only be used by models of man-sized or larger creatures. Skaven, Skinks, Halflings, etc cannot.

Rapier	Range:	Strength:	Price:	Availability:
	Close Combat	As user	15 gc	Rare 5 / Reiklanders, Marien-burgers, Hochland Bandits Only

Parry: See the respective rule in the Close Combat section of this rulebook.

Barrage: 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.

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

Sigmarite Warhammer	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	15 gc	Common / Sisters of Sigmar Only

Concussion: When using this weapon a roll of 2-4 on the injury table is treated as **Stunned**.

Holy Weapon: Gain 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.**

Spear	Range:	Strength:	Price:	Availability:
	Close Combat	As user	10 gc	Common

Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

Unwieldy: A model using this weapon may only use a shield or a buckler in his other hand but not a second weapon.

Cavalry bonus: A mounted warrior armed with this weapon receives a +1 Strength bonus in the turn he charges.

Spiked Gauntlet	Range:	Strength:	Price:	Availability:
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Parry: See the respective rule in the Close Combat section of this rulebook.

Squig Prodder	Range:	Strength:	Price:	Availability:
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Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

Unwieldy: A model using this weapon may only use a shield or a buckler in his other hand but not a second weapon.

Cavalry bonus: A mounted warrior armed with this weapon receives a +1 Strength bonus in the turn he charges.

Control Squigs: The wielder of this weapon 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)

Close Combat Weapons (S - Z)

Steel Whip	Range: Close Combat	Strength: As user	Price: 10 gc	Availability: Common / <i>Sisters of Sigmar</i> Only
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Cannot be parried: A model attacked by this weapon cannot use the parry rule.

Whipcrack: The wielder of this weapon gains +1A when charging or being charged. When being charged, this attack gains “Strike First”. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. When using two of these weapons, only the first will get the +1A. The second one will only get the normal +1A from using an additional weapon.

Sword	Range: Close Combat	Strength: As user	Price: 10 gc	Availability: Common
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Parry: See the respective rule in the Close Combat section of this rulebook.

Sword Breaker	Range: Close Combat	Strength: As user	Price: 30 gc	Availability: Rare 8
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Parry: See the respective rule in the Close Combat section of this rulebook.

Trap Blade: 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.

Trident	Range: Close Combat	Strength: As user	Price: 15 gc	Availability: Rare 7 / <i>Pit Fighters</i> Only
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Parry: See the respective rule in the Close Combat section of this rulebook.

Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

Weeping Blades	Range: Close Combat	Strength: As user	Price: 50 gc (per pair)	Availability: Rare 9 / <i>Skaven</i> Only
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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.

Close Combat Weapon Upgrades

Gromril Weapons	Price: 4x weapons price	Availability: Rare 11
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A Gromril weapon has an extra -1 save modifier. You may choose which type of hand-to-hand weapon is offered to you as explained in the Trading section.

Ithilmar Weapons	Price: 3x weapons price	Availability: Rare 7
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An Ithilmar weapon gives its user +1 Initiative in hand-to- hand combat. You may choose which hand-to-hand weapon is offered to you as explained in the Trading section

Dark Elf Blade (Dagger or Sword)	Price: +20 gc	Availability: Rare 9 / <i>Dark Elves</i> only Only
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Critical Damage: Add +1 to any roll on the critical hit chart

Wicked Edge: When using this weapon a roll of 2-4 on the injury table is treated as **Stunned**.

Missile Weapons (A - M)

Belaying Pins	Range:	Strength:	Price:	Availability:
Thrown weapon: Do not suffer any penalties for range.				
Enemy armour save: An enemy wounded by this gains a +1 bonus to his armour save and a 6+ armour save if he normally has none.				
Blowpipe	Range: 8"	Strength: 1	Price: 25 gc	Availability: Common / <i>Forest Goblins</i> only Rare 7 / <i>Skaven</i> only
Poison: Counts as covered in Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe cannot cause critical hits.				
Enemy armour save: An enemy wounded by this gains a +1 bonus to his armour save and a 6+ armour save if he normally has none.				
Stealthy: Can be fired while hidden without revealing the position to the enemy. The target model can take an Initiative test in order to try to spot the firing warrior. If the test is successful, the warrior no longer counts as hidden.				
Bolas	Range:	Strength:	Price:	Availability:
Dangerous: If the to hit roll is a natural 1, the wielder takes an automatic S3 hit.				
Entangle: A model hit by this weapon isn't hurt, but is entangled and the model is unable to move and suffers a WS penalty of -2 in hand-to-hand combat. The model may still shoot and may try to free itself in the recovery phase. If he rolls 4+ on a D6 he is freed and may move and fight normally.				
Bow	Range:	Strength:	Price:	Availability:
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Crossbow	Range:	Strength:	Price:	Availability:
Move or fire: You may not move and fire on the same turn, other than to pivot on the spot to face your target or to stand up.				
Crossbow pistol	Range: 10"	Strength: 4	Price: 35gc	Availability: Rare 9
Shoot in hand-to-hand combat: 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				
Elf Bow	Range:	Strength:	Price:	Availability:
Save modifier: An Elf bow has a -1 save modifier on armour saves against it.				
Javelins	Range:	Strength:	Price:	Availability:
Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.				
Javelins	Range: 10"	Strength: As user	Price: 10gc	Availability: Common / <i>Pit Fighter</i> Only
Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.				
Longbow	Range: 30"	Strength: 3	Price: 15 gc	Availability: Common
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Missile Weapons (N - Z)

Nehekharan Javelins	Range: 8"	Strength: As user	Price: 10gc	Availability: Common / Tomb Lords Only
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Unerring: +1 to hit

Repeater Crossbow	Range:	Strength:	Price:	Availability:
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Fire twice: May choose to fire twice per turn with an extra -1 to hit penalty on both shots.

Short Bow	Range:	Strength:	Price:	Availability:
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Sling	Range:	Strength:	Price:	Availability:
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Fire twice at half range: May choose to fire twice per turn with an extra -1 to hit penalty on both shots, but only when the warrior did not move and the target is within half range (9").

Sunstaff	Range:	Strength:	Price:	Availability:
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Accurate: The Sunstaff does not suffer the usual -1 modifier to hit for long range.

No save: A warrior wounded by a Sunstaff receives no armour save whatsoever.

Sun Gauntlet	Range:	Strength:	Price:	Availability:
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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.

Hand-to-hand: The Sun Gauntlet can be used with another close combat weapon in handto-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.

Throwing star / Knife	Range:	Strength:	Price:	Availability:
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Thrown weapon: Do not suffer penalties for range or moving. Cannot be used in close combat.

Missile Weapon Upgrades

Composite / Compound (Short bow, Longbow, Bow)	Price: 2x weapons price	Availability: Rare 6
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Increase the weapons range by 50% (i.e. +8" for Short bows, +12" for Bows and +15" for Longbows).

Strength as user instead of its normal Strength.

Fire Arrows (can be used with any type of bow)	Price: 30 + D6 gc	Availability: Rare 9
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Fire: Whenever you score a successful hit roll a D6. On 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 out if they wish. They must move into base-to-base contact and score a 4+in the Recovery phase.

Hunting Arrows (can be used with any type of bow)	Price: 25 + D6 gc	Availability: Rare 8
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Add +1 to all Injury rolls.

Blackpowder Weapons (A - O)

Blunderbuss	Range: Special	Strength: 3	Price: 30 gc	Availability: Rare 9
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Shot: When firing the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). If the line becomes obstructed by a wall it will stop. Any and all models in its uninterrupted path are automatically hit by a Strength 3 hit.

Fire Once: It may only be fired it once per battle.

Duelling Pistol	Range: 10"	Strength: 4	Price: 30 gc	Availability: Rare 10
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Accuracy: All shots and close combat attacks have a +1 bonus to hit.

Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn. If he has a brace he may fire every turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Hand-to-Hand: A model armed with this and another close combat weapon gains +1 Attack. This bonus attack can be used only in the first round of combat. If you have a brace, 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 like a shot (S4 with Cutting Edge).

Hand-held Mortar	Range: 24"	Strength: 4	Price: 80 + 2D6 gc	Availability: Rare 12 / <i>Gunnery School Only</i>
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Experimental: Subject to the optional Blackpowder Weapons, 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.

Explosive Radius: Place the small blast template on the final landing spot, any models under the template will each take a single S4 hit from the blast.

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

Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Scatter: If the warrior misses his roll to hit, the shot will land 2D6" in a random direction.

Handgun	Range: 24"	Strength: 4	Price: 35 gc	Availability: Rare 8
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Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Hochland Long Hunting Rifle	Range: 48"	Strength: 4	Price: 200 gc	Availability: Rare 11
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Move or fire: You may not move and fire on the same turn, other than to pivot on the spot to face your target or to stand up.

Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Pick Target: Can target any enemy model in sight, not just the closest one.

Blackpowder Weapons (P - R)

Pistol	Range: 6"	Strength: 4	Price: 15gc	Availability: Rare 8
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Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn. If he has a brace he may fire every turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Hand-to-Hand: A model armed with this and another close combat weapon gains +1 Attack. This bonus attack can be used only in the first round of combat. If you have a brace, 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 like a shot (S4 with Cutting Edge).

Repeater Handgun	Range: 24"	Strength: 4	Price: 60 + 2D6 gc	Availability: Rare 11 / <i>Gunnery School</i> Only
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Experimental: Subject to the optional Blackpowder Weapons, 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.

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

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Fire Thrice: The weapon 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.

Slow Reload: The warrior must do nothing (no moving, no shooting, etc.) for a complete turn in order to reload the weapon.

Repeater Pistol	Range: 6"	Strength: 4	Price: 30 + 2D6 gc	Availability: Rare 9 / <i>Gunnery School</i> Only
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Experimental: Subject to the optional Blackpowder Weapons, 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.

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

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Fire Thrice: The weapon 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.

Quick Reload: 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.

Hand-to-Hand: A model armed with this and another close combat weapon gains +1 Attack. This bonus attack can be used only in the first round of combat. This attack is resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved like a shot (S4 with Cutting Edge).

Blackpowder Weapons (S - Z)

Shivel Gun	Range: depends on ammo	Strength: depends on ammo	Price: 65 gc	Availability: Rare 8 / <i>Pirate Gunners</i> Only
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Move or fire: You may not move and fire on the same turn, other than to pivot on the spot to face your target or to stand up.

Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn.

No Exceptions: May never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have.

Singleton: Only one Swivel Gun may be taken by any Pirate Warband at any one time.

Cumbersome: The model gains -1 Initiative and -1 Movement.

Experimental: Subject to the optional Blackpowder Weapons, even if they are not normally used in your campaign.

Special Ammunition: Swivel Guns use nonstandard 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 user must declare which type is being used, if he has more than one type available in the game.

Ball Shot	Range: 36" Strength: 5
Concussion: When using this ammunition a roll of 2-4 on the injury table is treated as <i>Stunned</i> .	
Chain Shot	Range: 24" Strength: 4
All Wrapped Up!: Enemies hit by this ammunition 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
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. Pirates are never hit by friendly Grape Shot.	

Warlock Pistol	Range: 8"	Strength: 5	Price: 35 gc	Availability: Rare 11 / <i>Skaven</i> Only
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Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn. If he has a brace he may fire every turn or twice every other turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 5 has a -3 save modifier with this weapon).

Blackpowder Weapon Upgrades

Double Barrelled (Pistols, Duelling Pistols, Handguns, Hochland long rifles)	Price: 2x weapons price	Availability: Rare 11 / <i>Gunnery School of Nuln</i> , Ostlander Only
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When firing both barrels, follow these rules:

To hit: Roll a single dice as you would normally.

To wound: Roll for each shot individually, as each shot can wound on its own.

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.

Brace of Pistol (Pistols, Duelling Pistols, Warlock Pistols)	Price: 2x weapons price	Availability: Same as a single pistol
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Armour & Clothing (A - K)

Barding	Armour save bonus: + 1	Price: 30 gc	Availability: Rare 11 / <i>Warhorse Only</i>
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Mounted: Gain an additional +1 Armour save (i.e. +2 instead of +1 for being mounted).

Tough to Kill: When taken out of action, the warhorse is only killed on a D6 roll of a 1 on the injury chart.

Buckler	Armour save bonus: + 1	Price: 5 gc	Availability: Common
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Parry: See the respective rule in the Close Combat section of this rulebook.

Cathayan Silk Clothes	Armour save bonus: -	Price: 50 + 2D6 gc	Availability: Rare 9
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Lead by example: Any Human 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.

Chaos Armour	Armour save bonus: + 4	Price: 185 gc	Availability: Rare 13
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Rarity: When searching for Chaos armour a warrior gains +1 on his roll for each model he took out of action in the previous battle.

Cost: The cost for is decreased by 1 gc for each Experience point the Hero has.

Gift of Chaos: The hero who purchased the armour will wear it immediately and it cannot be removed anymore.

Movement: It does not impose the -1 move penalty when combined with a shield.

Spellcasters: It can be worn by spellcasters but they cannot combine it with a shield or buckler.

Restricted: Norse, Beastmen, Possessed, Carnival of Chaos and Heroes with Mark of Chaos only.

Elven Cloak	Armour save bonus: -	Price: 100 + D6 * 10 gc (75 + D6 * 10 gc for Shadow Warriors)	Availability: Rare 12
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Elusive: A warrior aiming a missile weapon at a warrior wearing an Elven cloak suffers -1 on his to hit roll.

Forest Cloak	Armour save bonus: + 1	Price: 50 gc	Availability: Rare 10 / <i>Outlaw Heroes Only</i>
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Camouflage: 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 -1 BS to hit (in addition to all other modifiers). Similarly, if any spellcaster wishes to target a magical attack against the model, 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.

Gromril Armour	Armour save bonus: + 4	Price: 150 gc	Availability: Rare 11
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Movement: It does not impose the -1 move penalty when combined with a shield.

Heavy Armour	Armour save bonus: + 3	Price: 50 gc	Availability: Common
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Movement: When combined with a shield, the warrior suffers a -1 move penalty.

Helmet	Armour save bonus: -	Price: 10 gc	Availability: Common
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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.

Ithilmar Armour	Armour save bonus: + 3	Price: 150 gc	Availability: Rare 11
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Movement: It does not impose the -1 move penalty when combined with a shield.

Armour & Clothing (L - Z)

Light Armour	Armour save bonus: + 2	Price: 20 gc	Availability: Common
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Pavise	Armour save bonus: + 1 *	Price: 25 gc	Availability: Rare 8
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Cover: A warrior using a pavise counts as if he is in cover against missile attacks (-1 to hit).

Save *: In close combat, the pavise counts as a shield (+1 armour save) but only if the warrior was charged to his front.

Movement: The bearer moves at half pace.

Sea Dragon Cloak	Armour save bonus: + 2	Price: 50 + 2D6 gc	Availability: Rare 10 / <i>Dark Elves</i> Only
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Scales: Armour save bonus increased to +3 against shooting.

Shield	Armour save bonus: + 1	Price: 10 gc	Availability: Common
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Toughened Leather	Armour save bonus: + 1	Price: 7 gc	Availability: Common
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Stench: Cannot be sold.

Wolfcloak	Armour save bonus: + 1 (against shooting)	Price: 10 gc	Availability: Strength Test
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Slay the Wolf: After paying the 10 gc, the Hero must pass a Strength test. The cloak is only acquired if the test is passed.

Cover: Gain +1 to the armour saves against all shooting attacks

Alcohol, Drugs, Poisons & Potions (A - L)

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

Black Lotus	Price: 10 + D6 gc	Availability: Rare 9 / Not available to <i>Witch Hunters</i> , <i>Warrior-Priests</i> or <i>Sisters of Sigmar</i> Rare 7 / <i>Skaven</i> Only
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Weapon coated with the sap of the Black Lotus will wound its target automatically if you roll a 6 to hit. Roll a D6 for every hit caused this way. On a 6, you will inflict a critical hit. On 1-5 you will cause a normal hit.

Blessed Water	Price: 10 + 3D6 gc	Availability: Rare 6 / Common for Warrior-Priests & Sisters of Sigmar / Not available to Undead
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Blessed water is used like a throwing weapon with a range of twice the thrower’s Strength in inches. 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.

Bugman’s Ale	Price: 50 + 3D6 gc	Availability: Rare 9 / Common for Warrior-Priests & Sisters of Sigmar / Not available to Elves
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A warband that drinks Bugman’s Ale before a battle will be immune to Fear for the duration of the battle.

Crimson Shade	Price: 35 + D6 gc	Availability: Rare 8
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A model using Crimson Shade has his Initiative increased by +D3 points, and Movement and Strength by +1 for the duration of the battle. Crimson Shade has no effect on Undead or the Possessed.
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.

Dark Venom	Price: 30 + D6 gc	Availability: Rare 8 / Not available to Witch Hunters, Warrior-Priests, or Sisters of Sigmar
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Any hit caused by a weapon coated with Dark Venom counts as having +1 Strength, (i.e. a warrior with Strength 3 wielding a poisoned sword will cause a Strength 4 hit instead). Armour saving throws are modified according to the increased Strength.

Elven Wine	Price: 50 + 3D6 gc	Availability: Rare 10 / <i>Shadow Warriors</i> Only
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A Shadow Warrior Warband that drinks Elven Wine before a battle will be immune to Fear for the duration of the battle.

Garlic	Price: 1 gc	Availability: Common / Not available to Undead
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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.

Healing Herbs	Price: 20 + 2D6 gc (35 gc Amazons)	Availability: Rare 8 Common for Amazons
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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.

Alcohol, Drugs, Poisons & Potions (M - Z)

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

Mad Cap Mushrooms	Price: 30 + 3D6 gc	Availability: Rare 9 / Common for Orcs & Goblins (25 gc)
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Any warrior who takes Mad Cap Mushrooms before a battle will be subject to **Frenzy**. A Goblin may take his mushrooms at the start of any turn.

The Mad Cap Mushroom has no effect on Undead such as Vampires and Zombies, or the Possessed.

After the battle, roll a D6. On a roll of a 1 the model becomes permanently subject to **Stupidity**.

Mandrake Root	Price: 25 + D6 gc	Availability: Rare 8
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A model eating Mandrake Roots increases his Toughness by +1 for the duration of the battle. He also treats all **Stunned** results as **Knocked down** instead.

Mandrake Root has no effect on Undead or on the Possessed.

At the end of the battle, roll 2D6. On a roll of 2-3 the model loses 1 point of Toughness permanently.

Tears of Shallaya	Price: 10 + 2D6 gc	Availability: Rare 7 / Not available to Undead
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A model drinking the Tears of Shallaya will be completely immune to all poisons for the duration of the battle.

Undead and Possessed warriors may not use the Tears of Shallaya.

Vodka	Price: 35 + 2D6 gc	Availability: Rare 8 / Kislevite Heroes Only
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In a Kislevit warband that drinks Vodka before a battle every warband member will gain +1 Leadership (up to a max of 10) for the whole battle. Additionally every warband member must take a Toughness test. Upon failure, his Initiative is reduced by 1 for the duration of the battle.

Miscellaneous Equipment (A - F)

Amulet of the Moon	Price: 50 gc	Availability: Rare 12 / <i>Amazons</i> Only
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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.

Banner	Price: 10 gc	Availability: Rare 5
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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.

Bear-Claw Necklace	Price: 75 + 3D6 gc	Availability: Rare 9 / <i>Kislevite Heroes</i> Only
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A warrior wearing a bear-claw necklace becomes subject to **Frenzy**.

Book of the Dead	Price: 200 + D6 * 25 gc	Availability: Rare 6
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A Model can learn Necromantic Magic with Arcane Lore skill and this book. A Necromancer will gain a new spell permanently.

Caltrops	Price: 15 + 2D6 gc	Availability: Rare 6
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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.

Dispel Scroll	Price: 25 + 2D6 gc	Availability: Rare 10
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It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless.

Familiar	Price: 20 + D6 gc	Availability: Rare 8 / <i>Any warband with a spell user</i> (excluding Priests)
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A Wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn.

Elven Runestones	Price: 50 + 2D6 gc	Availability: Rare 11 / <i>Shadow Warriors</i> Only
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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 against the spell's Difficulty (Sorcery does not help here). If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

Fire Bomb	Price: 35 + 2D6 gc	Availability: Rare 9
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The fire bomb may be thrown in the Shooting phase in the same way as blessed water. If the bomb hits, the target 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 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	Price: 25 + 2D6 gc	Availability: Rare 8
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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.

Miscellaneous Equipment (G - M)

Halfling Cookbook **Price:** **Availability:**

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).

Hammer of Witches **Price:** **Availability:**

Grants **Hatred** against all Possessed, Skaven, Beastmen, Chaos, Daemons, Dark Elf, Orc & Goblins and Sisters of Sigmar.

Holy (Unholy) Relic **Price:** **Availability:**
15 + 3D6 gc Rare 8

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.

Holy Tome **Price:** **Availability:**
100 + D6 * 10 gc Rare 9 / *Sisters of Sigmar & Warrior Priests Only*

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

Lantern **Price:** **Availability:**

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

Lock Picks **Price:** **Availability:**

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.

Lucky Charm **Price:** **Availability:**

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.

Magic Gubbinz **Price:** **Availability:**

The Shaman may re-roll a failed magic test on a D6 roll of 4+.

Mordheim Map **Price:** **Availability:**

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	Effect
1	Fake: The map is fake. Your opponent may automatically choose the next scenario to play.
2 - 3	Vague: You may re-roll any one dice during the next exploration phase if you wish.
4	Catacomb: You may automatically choose the scenario next time you fight a battle.
5	Accurate: You may re-roll up to three dice during the next exploration phase if you wish.
6	Master Map: 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.

Miscellaneous Equipment (N - T)

Net	Price: 5 gc	Availability: Common
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Once per game, the net may be thrown in the shooting phase. Treat the net as a throwing weapon in all respects with a range of 8". There are no movement or range penalties. If it hits, the target must take a strength test. If failed, 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.

Opulent Coach	Price: 250 gc	Availability: Rare 10
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The warband leader gains +3 to any rolls to locate rare items.

Rope & Hook	Price: 5 gc	Availability: Common
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A warrior equipped with a rope & hook may re-roll failed Initiative tests when climbing up and down.

Rabbit's Foot	Price: 10 gc	Availability: Rare 5
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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.

Red Toof Tribal Jewellery	Price: 40 gc	Availability: Rare 9 / <i>Forest Goblins</i> Only
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This cannot be removed. The model is subject to **Frenzy**.

Standard of Nagarythe	Price: 75 + 2D6 gc	Availability: Rare 11 / <i>Shadow Warriors</i> Only
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May only be purchased when the warband is created.
The standard requires one hand to use and can be carried by any Hero in the warband.
Any members of the Shadow Warrior Warband within 6" of their standard take all Leadership tests against a Leadership value of 10. In addition, should the standard be captured by the enemy (the bearer of the standard is taken **Out of Action**), all members of the Warband will be subject to Frenzy for the remainder of the game, and may not voluntarily Rout. These effects (Leadership 10 and Frenzy) do not affect any Hired Swords.
The standard may be used in close combat as a spear (use the rules for a spear but with -1 on the to hit rolls.)

Tarot Cards	Price: 50 gc	Availability: Rare 7 / Not available to Witch Hunters, or Sisters of Sigmar
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Make a Leadership test before each game.
If successful, 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 (i.e., a Hero with Ld of 8 rolls 11 or 12) the Hero refuses to fight in the following battle and must miss the next game.

Telescope	Price: 75 + 3D6	Availability: Rare 10
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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.

Tome of Magic	Price: 200 + D6 * 25 gc	Availability: Rare 12 / Not available to Witch Hunters, or Sisters of Sigmar
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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.

Miscellaneous Equipment (T - Z)

Torch	Price: 2 gc	Availability: Common
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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.)

War Horn	Price: 30 + 2D6 gc	Availability: Rare 8
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A war horn may be sounded once per battle at the beginning of any of the player's turn. It allows the warband to increase its Leadership by +1. The effect will last until the start of the next turn. The war horn can be used just before a warband is about to take a Rout test.

War Horn of Nagarythe	Price: 25 + D6 gc	Availability: Rare 6 / <i>Shadow Warriors</i> Only
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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.

Wyrdstone Pendulum	Price: 25 + 3D6 gc	Availability: Rare 9
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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.

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.

Critical Hit Chart—Missile Weapons

(Bows, Crossbows, Blackpowder weapons, Throwing knives etc.)

D6	Result
1-2	Hits a Weak Spot 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 target suffers 2 wounds instead of 1. There is no armour save.

Critical Hit Chart—Bladed Weapons

(Swords, Axes, etc.)

D6	Result
1-2	Flesh Wound This attack hits an unprotected area. Ignore all armour saves.
3-4	Blade Storm The attack causes 2 wounds instead of 1. Take armour saves separately for each wound.
5-6	Sliced! The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

Critical Hit Chart—Bludgeoning Weapons

(Clubs, Maces, Hammers, Flails, Double-handed hammers etc.)

D6	Result
1-2	Hammered 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.

Critical Hit Chart—Unarmed combat

(War hounds, Possessed, Zombies, ...)

D6	Result
1-2	Body Blow Immediately make an additional attack and roll to hit and to wound.
3-4	Crushing Blow You gain +1 to the Injury roll if your opponent fails his armour save.
5-6	Mighty Blow The attack ignores armour saves and you gain +2 to any Injury rolls.

Critical Hit Chart—Thrusting Weapons

(Spears, Halberds, ...)

D6	Result
1-2	Stab You gain +1 to any Injury rolls
3-4	Thrust The target is knocked down . Take armour saves as normal and see whether the model suffers a wound.
5-6	Kebab 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.

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.

Blackpowder misfire chart

Whenever you roll to-hit roll of 1 with a blackpowder weapon (Handgun, Pistol, etc.), roll a D6 on this chart

D6	Result
1	BOOM! 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 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 shot hits the intended target and counts as having +1 Strength.

Fighting individual battles

One 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*.

Movement, Weapon Skill, Ballistic Skill, Leadership	+15 gc per point.
Initiative	+10 gc per point.
Strength, Attacks	+25 gc for the first increase / +35 gc for each additional increase.
Toughness	+30 gc for the first increase / +45 gc for each additional increase.
Wounds	+20 gc for the first increase / +30 gc for each additional increase.
Skills:	+40 gc 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.

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.

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 (e.g. horses, giant wolves, Cold Ones, etc.) and those that can't (e.g. warhounds, giant rats, etc.).

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 unriden.

Animal Handling Skills

Many warbands employ unriden, fighting animals. Often one or more members of the warband is nominated to care for the animals, feeding and training them.

Beast Handler

(e.g. 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 wellbeing 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 clockface 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 Leadership 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.

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	Rear up
	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	Fall off
	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 unriden or un-led in this instance.
5 - 6	Crash to the Ground
	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, he 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.

Ridden Animals Bestiary (A - M)

Chaos Steed	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 11 / Possessed Only	8	3	0	3	3	1	3	1	5	+1	90 gc

May not be ridden by 'The Possessed': The Possessed are not allowed to ride these Steeds.

Battle Schooled: The rider may re-roll any failed Loss of Control tests.

Cold One	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 11 / Dark Elves and Saurus Only	7	3	0	4	4	1	3	1	3	+2	90 gc

Fear: Cold Ones cause Fear.

Stupidity: The normal rules for Stupidity apply to this model, but it may use the rider's Leadership for the Leadership test.

Elven Steed	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 11 / Orcs Only	9	3	0	3	3	1	4	1	5	+1	90 gc

Battle Schooled: The rider may re-roll any failed Loss of Control tests.

Giant Spider	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 11 / Goblins Only	7	3	0	3 (4)	3	1	4	1	4	+1	100 gc

Poisoned Attack: 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 WhoaBoy! 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.

Giant Wolf	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 10 / Goblins Only	9	2	0	3	3	1	5	1	4	+1	85 gc

Note: Giant Wolves cannot be used in a warband that already contains Giant Spiders.

Mule	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 7	6	2	0	3	3	1	2	0	4	+1	30 gc

Slow: Only bolts 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 WhoaBoy! table. If an unriden Mule is charged, it will bolt directly away from the charger.

Ridden Animals Bestiary (N - Z)

Nightmare	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 11 / Undead Only	8	2	0	3	3	1	2	1	5	+1	90 gc

May Not Run: A Nightmare may not run, but may charge as normal.

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: 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 WhoaBoy! table as normal.

Riding Horse	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 8 / Humans Only	8	3	0	3	3	1	3	0	5	+1	40 gc

-

War Boar	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 11 / Orcs Only	7	3	0	3	4	1	3	1	3	+2	90 gc

Ferocious Charge: Gains +2 S when charging. Note that this applies only to the Boar, not the rider.

Warhorse	M	WS	BS	S	T	W	I	A	Ld	Sv	Price
Availability: Rare 11 / Humans Only	8	3	0	3	3	1	3	1	5	+1	80 gc

Battle Schooled: The rider may re-roll any failed Loss of Control tests.

Ridden Animal Upgrades

Barding	Armour save bonus:	Price:	Availability:
	+ 1	30 gc	Rare 11 / Warhorse Only

Mounted: Gain an additional +1 Armour save (i.e. +2 instead of +1 for being mounted).

Tough to Kill: When taken out of action, the warhorse is only killed on a D6 roll of a 1 on the injury chart.

Vehicles 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. 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. There fore 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.

Wagon Movement

# Passengers or Cargo quota	Standard Movement	Applying the lash!
1 (Driver—compulsory)	10	+D6
2-3	6	+D6
4-6	6	+D6

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
	Steeds Tiring
1 - 2	If the driver applies the lash next turn you must halve the score round-
3 - 4	Driver Shaken
	May not apply the lash next turn.
5 - 6	Out of control
	Make a roll on the <i>Out of Control table</i> .

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 can not 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.

Loosing control of the draft animal

Apart from if a wagon becomes a run away, 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.

Out of Control Table

D6	Result
Swerve	
The driver temporarily loses control and the wagon veers wildly off course. Roll a D6:	
1 - 3	1 - 3 Swerves 45degrees to the left.
	4 - 6 Swerves 45degrees to the right.
The wagon then moves another 6" in the predetermined direction.	
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:	
4 - 5	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	
Loss of Control	
The wagon goes wildly out of control. Roll a D6:	
6	1 Swerves 45degrees to the right.
	2 Swerves 45degrees to the left.
	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.
	The wagon either jack knifes or hits a rock or a depression in the road and goes into a roll!
	6 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	

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** below 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.

Wagon location chart

D6	Result
1 - 2	Draft Creature
	Roll to wound and injure as normal – see loss of a draft creature above for effects
3	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
4 - 5	Chassis
	Roll to damage the wagon using the stat-line above.
6	Wheel
	Roll to damage the wheel using the stat-line above. If damaged roll again on the Wheel damage chart .

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.

Wheel Damage chart

D6	Result
1 - 4	Wheel damaged The wagon’s speed is permanently reduced by –1".
	Wheel flies off! The wagon immediately swerves (see the swerve result on the <i>Out of Control table</i>) and then comes to a halt. The wagon is now immobile.
5 - 6	Roll a D6, on the score of 5 - 6 the wagon goes into a roll (see the roll result on the <i>Out of Control table</i>).

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.

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 hap hazard 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 require 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.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rowboat	-	-	-	-	5	3	-	-	-
Riverboat	-	-	-	-	8	4	-	-	-
Barge	-	-	-	-	8	8	-	-	-

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.

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.

Collision

See collisions as for wagons.

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.

Combat

See as for wagons.

Note: Swimming warriors may not attack boats.

Shooting

See as for wagons.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rowboat	-	-	-	-	5	3	-	-	-
Riverboat	-	-	-	-	8	4	-	-	-
Barge	-	-	-	-	8	8	-	-	-

Propulsion damage

Either the oars or the mast and rigging have been damaged. Roll a D6 and consult the table below:

Boat location

D6	Result
1	Propulsion Roll to damage the boat using the stat-line above. If damaged roll again on the Propulsion table.
	Rudder
2	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.
	Crew
3 - 4	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.
	Hull
5 - 6	Roll to damage the boat using the stat-line above.

Propulsion Damage

D6	Result
1 - 3	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".
	Mast falls!
6	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.