

MERDAEJM

Mordheim

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No toads or rats were harmed during the production of Mordheim. Several fish were consumed.

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

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



tabletop conflict

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

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

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

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

building a warband

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

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

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

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

new players

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

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

warhammer players

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

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





what you will need

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

citadel models

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

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

playing surface

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



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

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

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

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

terrain

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

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

counters

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



Hidden counter



Wyrdstone counter

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

dice

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

tape measure

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

other equipment

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

Characteristics



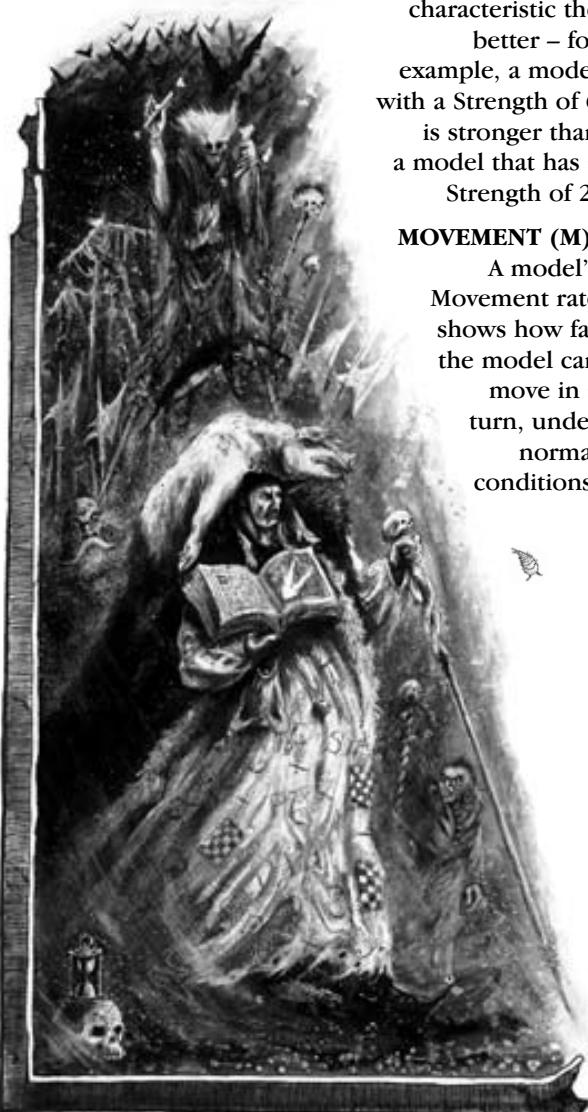
In Mordheim the warriors each have different abilities, some being better at certain actions, for example, fighting, shooting or climbing, than they are at others. This variety in each warrior is represented in the form of *characteristics* and *skills*. Right now don't worry about skills – these come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

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

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

MOVEMENT (M):

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



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

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

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

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

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

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

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

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

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

zero level characteristics

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

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

characteristic profiles

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

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

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

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

characteristic tests

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

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

leadership tests

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

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



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

The turn

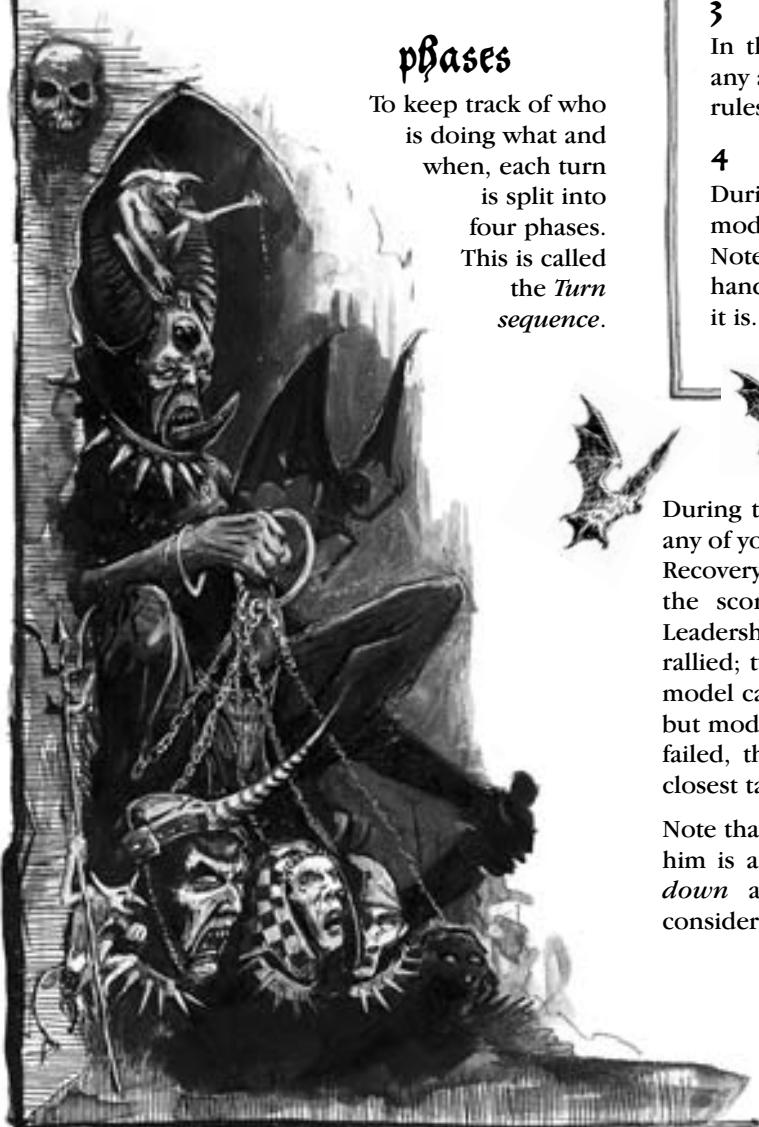
In Mordheim you are in charge of a warband and your opponent is in charge of another.

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

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

phases

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



Turn sequence

1 Recovery

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

2 Movement

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

3 Shooting

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

4 Hand-to-hand combat

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



recovery phase

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

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

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

Movement

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

1. Charge!

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

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

2. Compulsory Moves

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

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

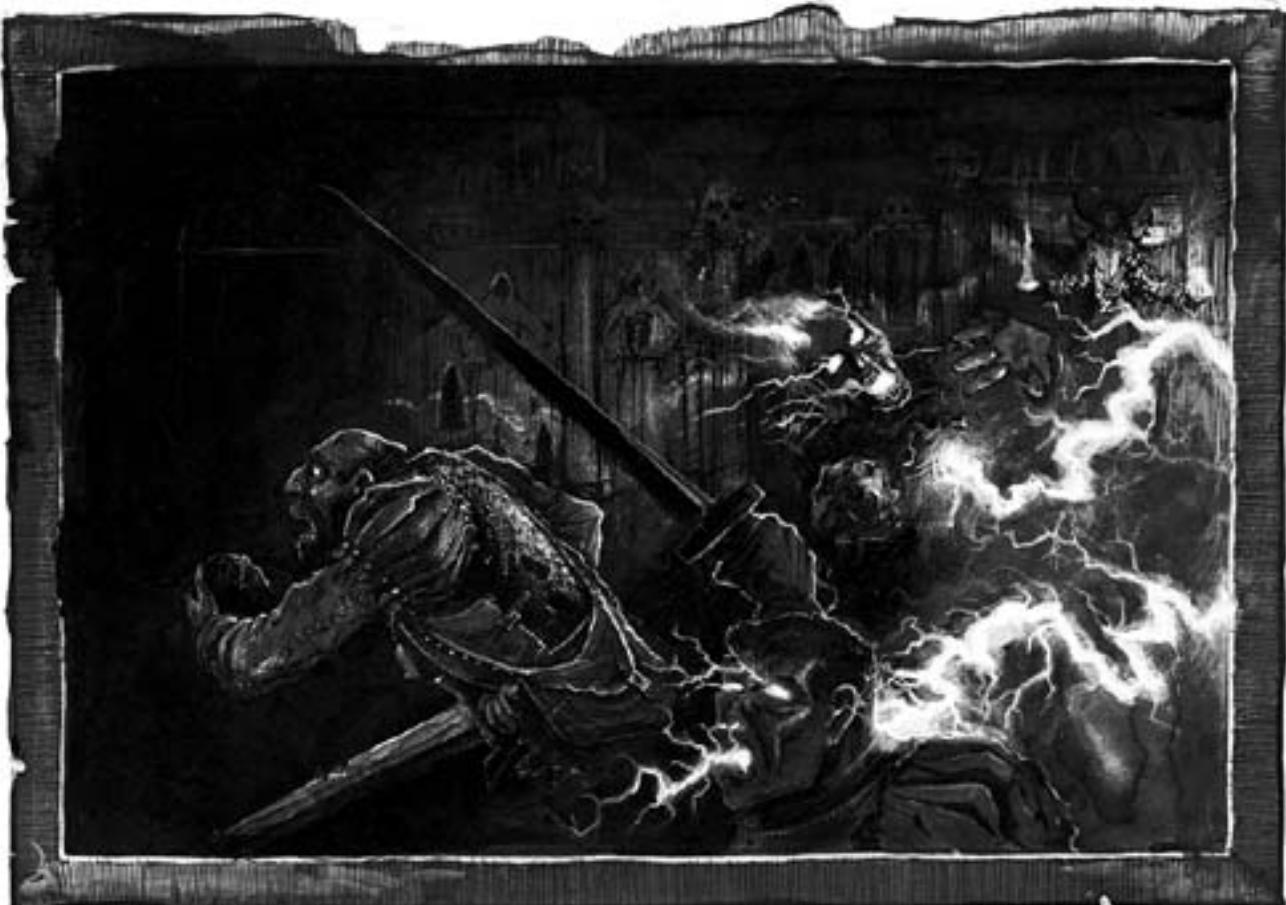
3. Remaining Moves

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

moving

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

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



running

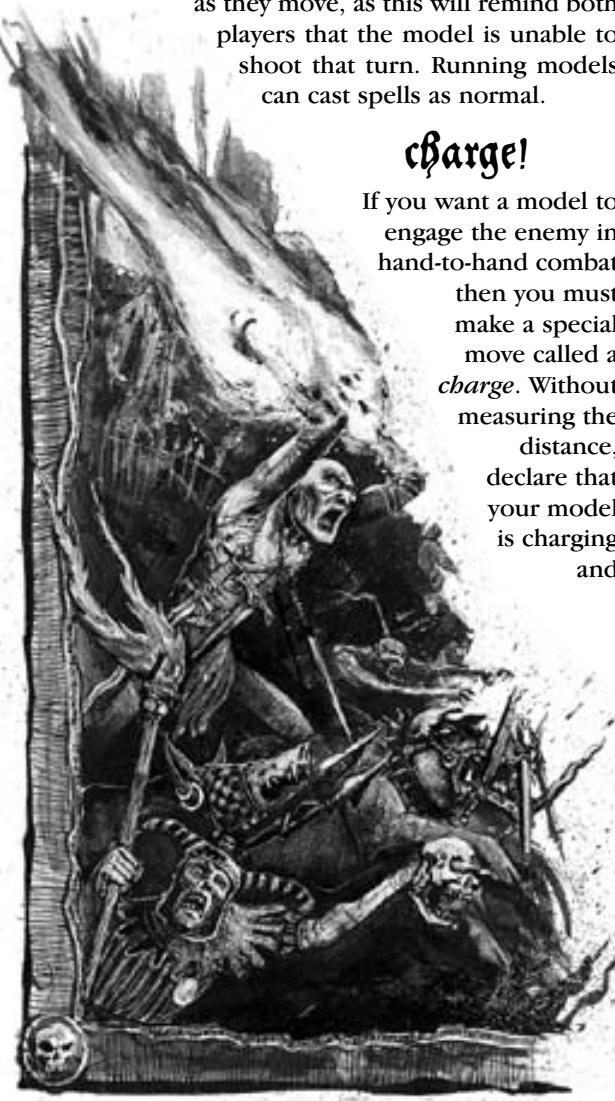
The normal Movement value of models represents a warrior moving at a fairly rapid rate, but allows time for him to aim and shoot a weapon and generally observe what is going on around him. If you wish, a model may move much quicker than this – he can run! A running warrior can move at double speed (for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

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

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

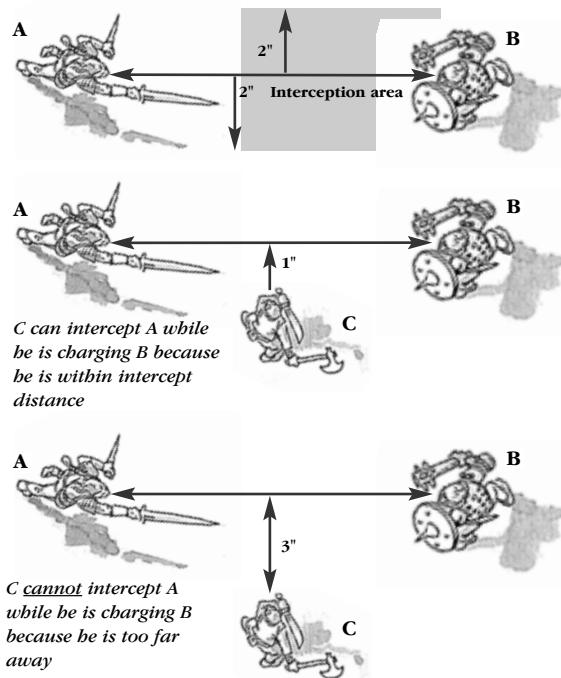
charge!

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



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

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



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

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

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



charging more than one opponent

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

Hiding

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

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

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

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

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

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

terrain

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

OPEN GROUND

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

DIFFICULT GROUND

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

VERY DIFFICULT GROUND

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

WALLS AND BARRIERS

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

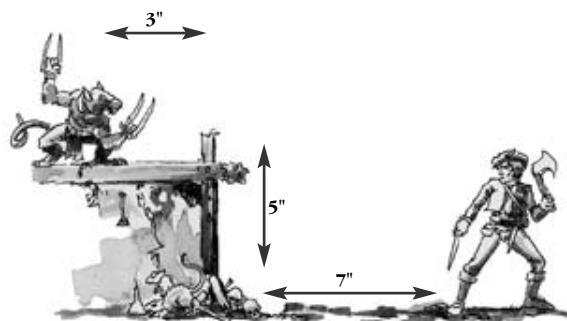
climbing

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

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

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

jumping down



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

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

diving charge

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

jumping over gaps

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

warriors knocked down or stunned

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

falling

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



Shooting

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

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

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

Who can shoot

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

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

Closest target

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

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

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

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

Cover

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



Shooting

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

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

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

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

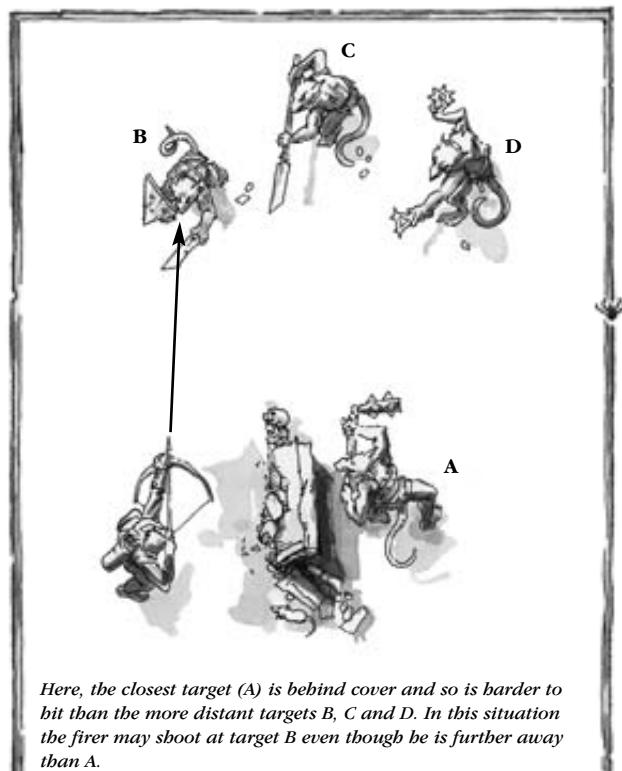
"It's pretty tame here. Wait until we get further in, then you'll really understand what has happened to this place," Lapzig growled. With a flick of a finger he sent one of his men to scout ahead. Just then a wheezing cough reverberated around the courtyard and all turned to see a hunched figure limping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

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

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

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

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



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.

shooting from an elevated position

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

range

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

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

hitting the target

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

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

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

Hit modifiers

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

These situations are represented by the following modifiers:

HIT MODIFIERS

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

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

roll to wound

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

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

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



critical hits

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

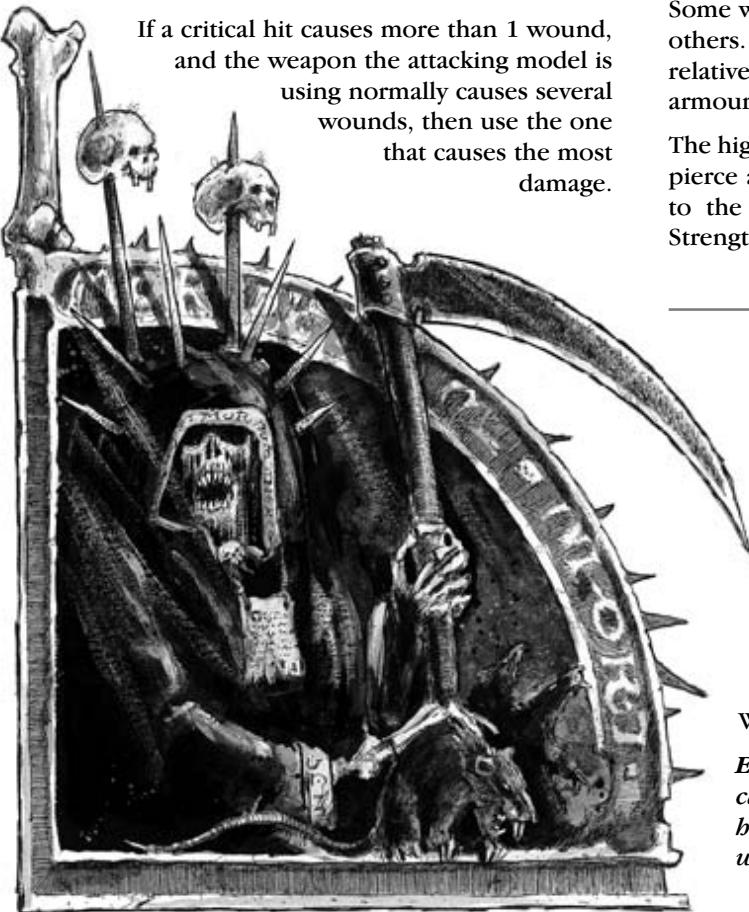
In addition, if the attacker normally needs 6s to wound his target, he cannot cause a critical hit. His opponent is simply too tough to suffer a serious injury at the hands of such a puny creature!

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

CRITICAL HIT CHART

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

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



armour

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

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

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

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

armour save modifiers

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

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

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

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

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

injuries

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

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

1-2 Knocked down

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

3-4 Stunned

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

5-6 Out of action

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

Knocked down

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

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



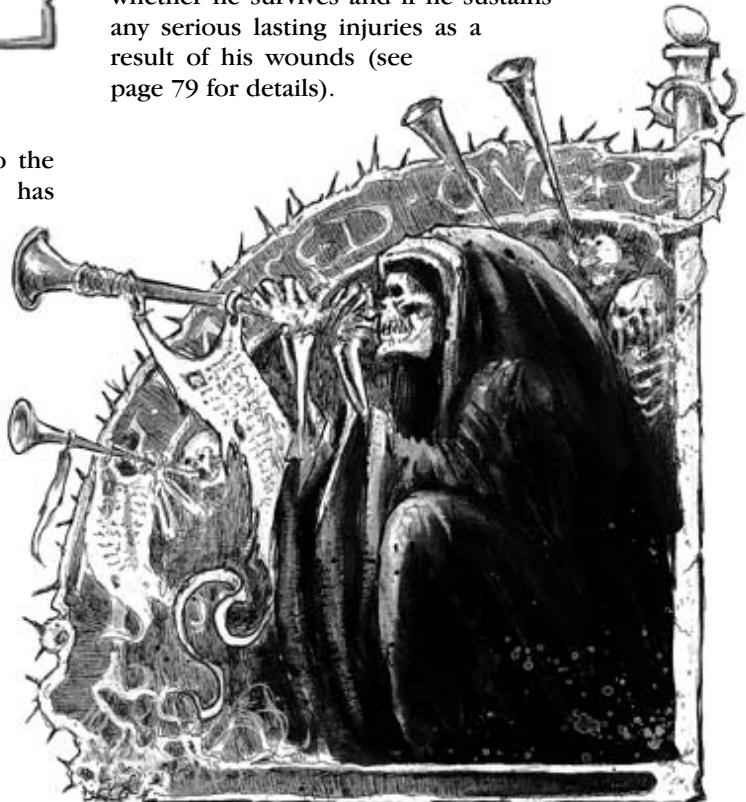
spells, he cannot charge or run. If he is engaged in hand-to-hand combat, he may not move away and will automatically strike last, irrespective of weapons or Initiative. After this turn the fighter moves and fights normally, even though he has zero wounds left. If the model takes any further wounds,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

stunned

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

out of action

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



Close combat

Who can fight

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

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

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

Who strikes first

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

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

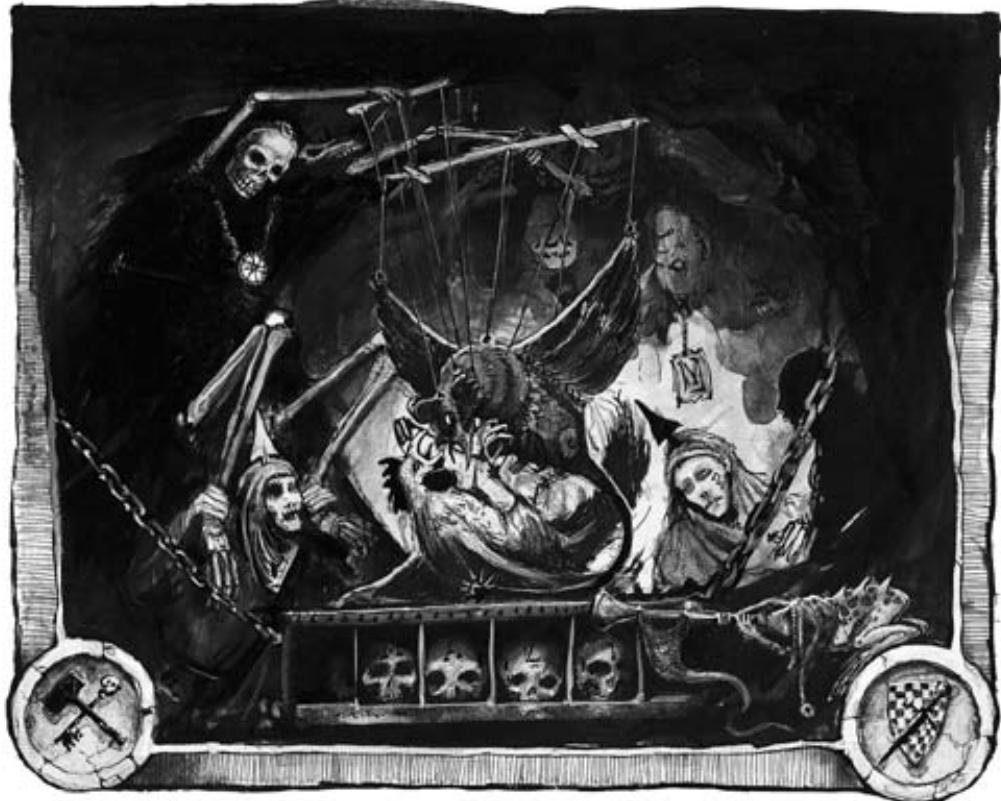
Sometimes a model will be allowed to 'strike first' for some reason. Most commonly this is because they charged in that turn, but some equipment, skills and spells produce the same effect. If only one model 'strikes first' then it does so and the remainder of the combatants strike in Initiative order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

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

Which models fight

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

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



Bitting the enemy

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

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

Fighting with two weapons

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

Weapon modifiers

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

roll to wound

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

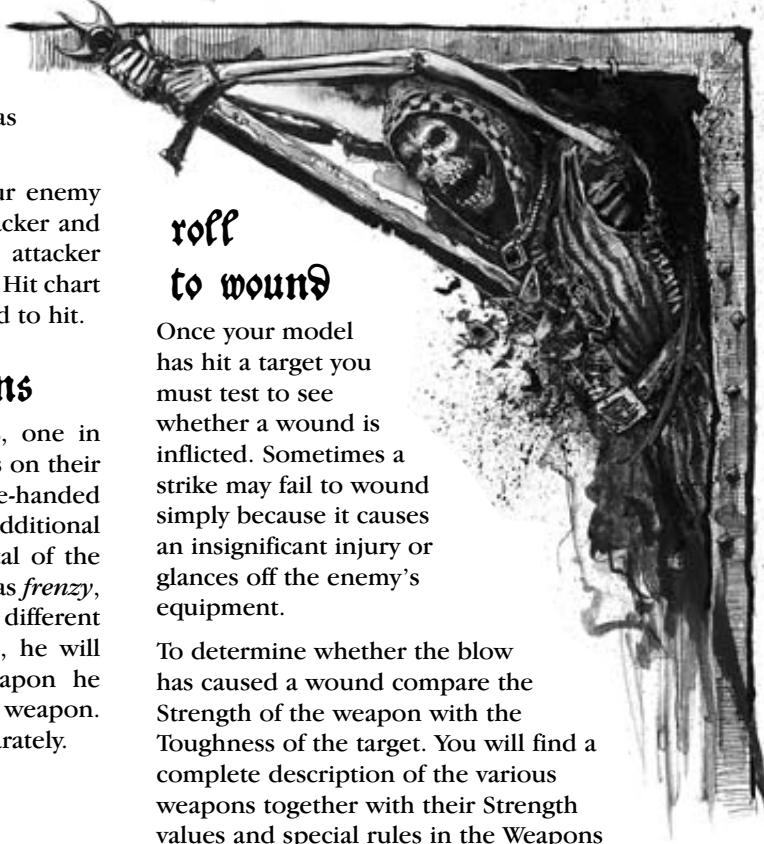
To determine whether the blow has caused a wound compare the Strength of the weapon with the Toughness of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Weapons & Armour section.

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

To hit chart

Opponent's weapon skill

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



Wound chart

target's Toughness

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

armour

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

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

armour save modifiers

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

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

Strength

Save modifier

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

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

parry

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

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

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



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

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

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

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

warriors knocked down

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

warriors stunned

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

attacking stunned and knocked down warriors

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

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

moving from combat

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

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

breaking from combat

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

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

Note that warriors cannot choose to leave a fight voluntarily.





Leadership & psychology

the rout test

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

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

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

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

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

voluntary rout

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

leaders

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

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

all alone

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

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

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

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





fear

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

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

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

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

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

frenzy

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

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

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

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

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

Hatred

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

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



stupidity

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

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

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

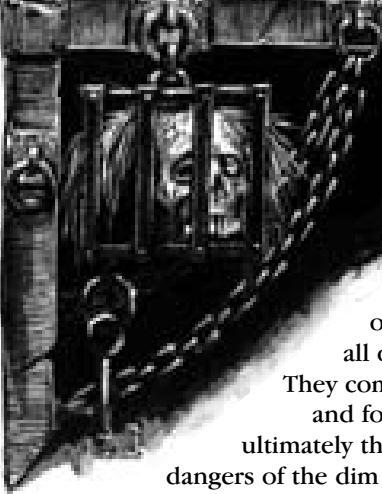
If a model who fails a Stupidity test is not in hand-to-hand combat, roll a D6.

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

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

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

Campaigns



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

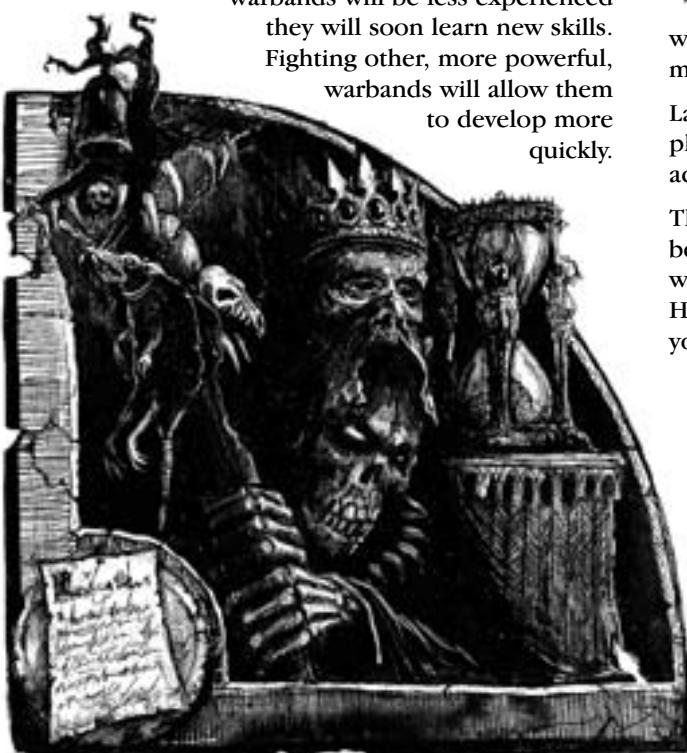
Although it is great fun to fight individual battles, part of the challenge of Mordheim is to build your warband into a force to be reckoned with. A campaign gives your warband the chance to gain experience and new skills, as well as the opportunity to hire extra warriors as its fame and fortune increases.

starting a campaign

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

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

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



playing a campaign game

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



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

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

warband rating



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

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

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

post battle sequence

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

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

Disbanding warbands

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

Death of a warrior

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



Death of a leader

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

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

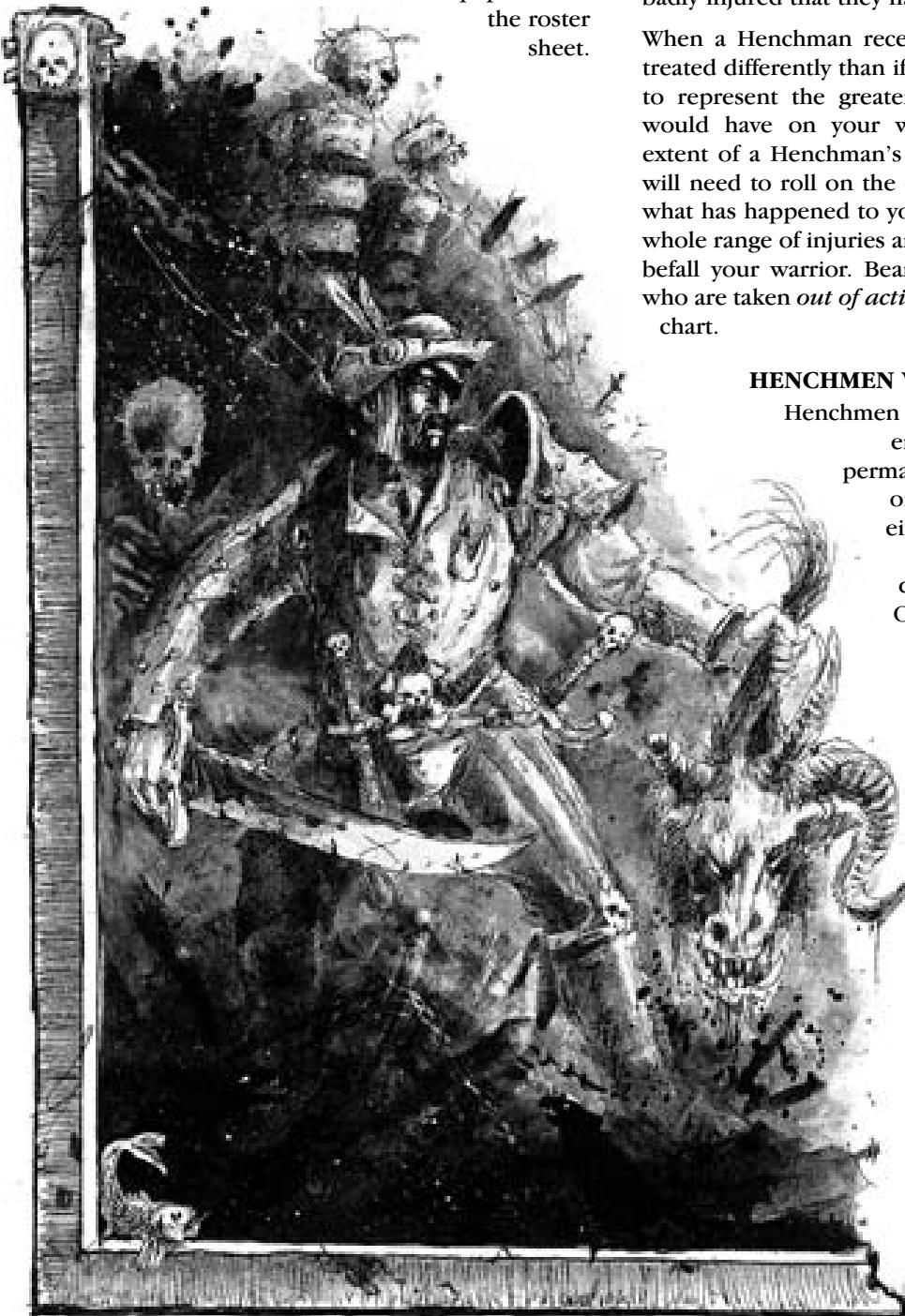
If the leader of a Sisters of Sigmar, Possessed or Carnival of Chaos warband dies then their successor will be entitled to learn to use magic in their stead. The new leader may roll for a prayer/spell from the appropriate list, instead of rolling on the Advance table, the first time they are eligible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



buying new equipment between games

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

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



serious injuries

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

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

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

HENCHMEN WITH SERIOUS INJURIES

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

HEROES WITH SERIOUS INJURIES

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

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

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

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

Heroes' serious injuries chart (roll D6)

11-15 DEAD

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

16-21 MULTIPLE INJURIES

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

22 LEG WOUND

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

23 ARM WOUND

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

24 MADNESS

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

25 SMASHED LEG

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

26 CHEST WOUND

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

31 BLINDED IN ONE EYE

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

32 OLD BATTLE WOUND

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

33 NERVOUS CONDITION

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

34 HAND INJURY

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

35 DEEP WOUND

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

36 ROBBED

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

41-55 FULL RECOVERY

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

56 BITTER ENMITY

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

D6 Result

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

61 CAPTURED

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

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

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

62-63 HARDENED

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

64 HORRIBLE SCARS

The warrior causes fear from now on.

65 SOLD TO THE PITS

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

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

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

66 SURVIVES AGAINST THE ODDS

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

Experience



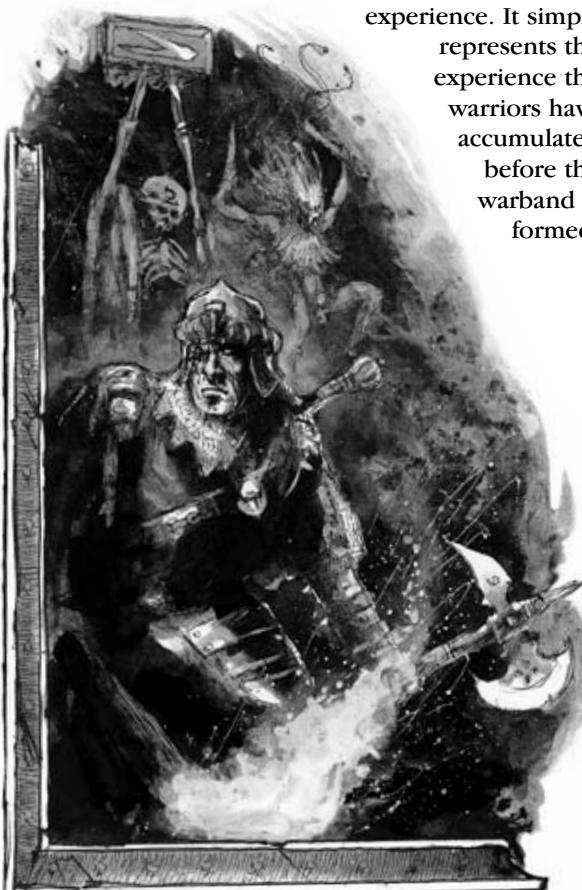
As warriors take part in battles, those who survive become more experienced, and improve their battle skills. This is represented in campaigns by *Experience points*.

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

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

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

many Experience points different warriors begin with. Record these on your warband roster sheet by ticking the right number of boxes. No extra advances are gained for this experience. It simply represents the experience the warriors have accumulated before the warband is formed.



earning experience

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

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

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

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

experience advances

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

underdogs

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

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



advance rolls

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

Heroes

2D6 Result

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

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



Henchmen

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

2D6 Result

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

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

new skills

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

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

Characteristic increase

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

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

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

ELF (Elf Ranger Hired Sword)

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

DWARF (Troll Slayer Hired Sword)

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

OGRE (Ogre Bodyguard Hired Sword)

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

HALFLING (Halfling Scout Hired Sword)

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

BEASTMAN

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

POSSESSED

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

VAMPIRE

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

SKAVEN

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

GHOUL

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

Skill lists

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

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

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

combat skills

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

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

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

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

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

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

shooting skills

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

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

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

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

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

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

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

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



academic skills

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

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

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

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

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

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

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

strength skills

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

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

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

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

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

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

speed skills

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

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

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

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

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

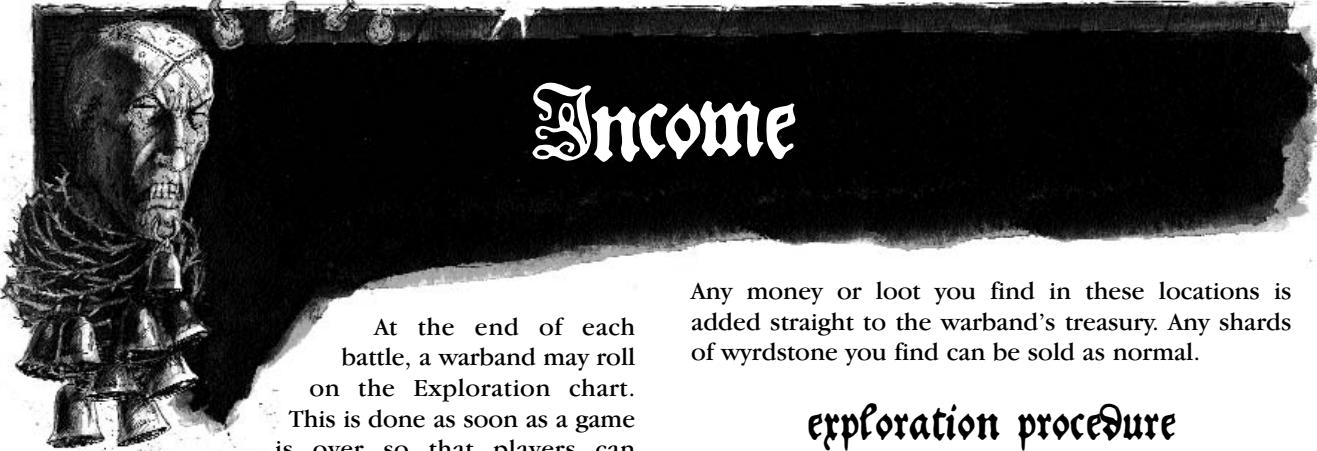
Lightning Reflexes. If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values.

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

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

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





Income

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

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

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

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

rolling multiples

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

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

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

exploration procedure

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

NUMBER OF WYRDSTONE SHARDS FOUND

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

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

Exploration chart

DOUBLES

1 1	Well
2 2	Shop
3 3	Corpse
4 4	Straggler
5 5	Overturned Cart
6 6	Ruined Hovels

TRIPLES

1 1 1	Tavern
2 2 2	Smithy
3 3 3	Prisoners
4 4 4	Fletcher
5 5 5	Market Hall
6 6 6	Returning a Favour



FOUR OF KIND

1 1 1 1	Gunsmith
2 2 2 2	Shrine
3 3 3 3	Townhouse
4 4 4 4	Armourer
5 5 5 5	Graveyard
6 6 6 6	Catacombs

FIVE OF KIND

1 1 1 1 1	Moneylender's House
2 2 2 2 2	Alchemist's Laboratory
3 3 3 3 3	Jewelsmith
4 4 4 4 4	Merchant's House
5 5 5 5 5	Shattered Building
6 6 6 6 6	Entrance to the Catacombs

SIX OF KIND

1 1 1 1 1 1	The Pit
2 2 2 2 2 2	Hidden Treasure
3 3 3 3 3 3	Dwarf Smithy
4 4 4 4 4 4	Slaughtered Warband
5 5 5 5 5 5	Fighting Arena
6 6 6 6 6 6	Noble's Villa

The Necromancer dropped the crushed wyrdstone into the burning brazier causing the roaring flames to leap up and light the room in greens and blues. His spies had told him that a Witch Hunter had come to Mordheim to run him down and end his unholy work.

Thinking of it made the evil Necromancer laugh aloud. The stupid fool did not know what dangers he was dealing with. Enemies might be killed, riches might be won, but nobody could defeat this city. Mordheim no longer belonged to the normal mortal world. The stones themselves were steeped in the very stuff of chaos.

"Perhaps he will kill me. He will be young, brash, naive. He is full of pride and noble self-sacrifice. He believes he can defeat this place!" He told his Zombies with a bitter laugh, as they waited dumbly around him, their unseeing eyes clouded over, the flesh hanging limply off their rotting bones.

"It doesn't matter any more. For I have the power now, I have the means to continue the great quest for all eternity. Isn't that right, Hensel?" he asked the nearest of the Zombies, which leant on the haft of a battered, old halberd. The creature slowly turned its head towards him, its broken jaw lolling open to issue an unintelligible moan.

"He thinks he knows what the truth is, doesn't he? Well, he will learn." mused Marius Dire. "He will learn..."



Doubles

(1 1) Well

The public wells, of which there were several in Mordheim, were covered by rooves raised up on pillars and adorned with carvings and fountains. The city was proud of its water system. Unfortunately, like all the other wells, this one is in a parlous state and undoubtedly polluted with wyrdstone.

Choose one of your Heroes and roll a D6. If the result is equal to or lower than his Toughness, he finds one shard of wyrdstone at the bottom of the well. If he fails, the Hero swallows tainted water and must miss the next game through sickness.

(2 2) Shop

The Merchants Guild shop has been thoroughly ransacked. Even so, there are still items scattered around the single, long room, mingled in with the rubble. Some are useful, such as cast iron pots and pans and rolls of fine cloth. All manner of smaller items are lying about – the sort of frippery which no longer has a use in a devastated city with few inhabitants.

After a thorough search you find loot worth D6 gc. If you roll a 1 you will also find a Lucky Charm (see the Equipment section, page 53).

(3 3) Corpse

You find a still-warm corpse. A chipped dagger sticks out of his back. Surprisingly, his possessions have not been looted.

To see what you find when you search the corpse, roll a D6:

D6	Result
1-2	D6 gc
3	Dagger
4	Axe
5	Sword
6	Suit of light armour



(4 4) Straggler

Your warband encounters one of the survivors of Mordheim, who has lost his sanity along with all his worldly possessions.

Skaven warbands can sell the straggler to agents of Clan Eshin (who will use the man for food or slavery) and gain 2D6 gc.

Possessed warbands can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain +1 Experience.

Undead warbands can kill the man and gain a Zombie for no cost.

Any other warband can interrogate the man and gain insight into the city. Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three).

(5 5) Overturned Cart

Stuck in a ruined gateway is an overturned wagon – the covered type that nobles travel in from the city to their estates in the country. Since anyone important fled a long time ago, what is it doing here? The horses have broken their traces, or did someone cut them free?

Roll a D6 to see what you find:

D6	Result
1-2	Mordheim Map (see Equipment)
3-4	A purse with 2D6 gc
5-6	Jewelled sword and dagger. These can be kept or sold at twice the value of a normal sword and dagger, but note that the normal selling price is half the actual cost (see the Trading section for rules on selling items), so the jewelled sword will sell for 10gc, for instance.

(6 6) Ruined Hovels

The street consists of ruined hovels, which are leaning over at alarming angles. Not much worth looting here.

You find loot worth D6 gc amidst the ruins.



Triples

(1 1 1) Tavern

The ruin of a tavern is recognisable by its sign still hanging on the wall. The upper part of the building is ruined, but the cellars are cut into rock and are still full of barrels. There are broken flagons and tankards everywhere.

You could easily sell the barrels for a good price. Unfortunately your men are also interested in the contents! The warband's leader must take a Leadership test. If he passes, the warband gains 4D6 gc worth of wines and ales which can be sold immediately.

If he fails, the men drink most of the alcohol despite their leader's threats and curses. You have D6 gc worth of alcohol left when the warband reaches their encampment.

Undead, Witch Hunter and Sisters of Sigmar warbands automatically pass this test, as they are not tempted by such worldly things as alcohol.

(2 2 2) Smithy

The furnace and toppled anvil make it obvious what work was done here. Most of the iron and the tools have been looted long ago. Coal and slag litter the floor but there may still be weapons to be found among the debris.

Roll a D6 to determine what you find inside:

D6	Result
1	Sword
2	Double-handed weapon
3	Flail
4	D3 Halberds
5	Lance
6	2D6 gc worth of metal (add the value to your treasury).

(3 3 3) Prisoners

A muffled sound comes from one of the buildings. Inside you find a group of finely dressed people who have been locked in a cellar. Perhaps they are prisoners taken by cultists, ready to be sacrificed during Geheimnisnacht.

Possessed warbands can sacrifice the victims (undoubtedly finishing the job of the captors). They gain D3 Experience which is distributed amongst the Heroes of the warband.

Undead warbands can callously kill the prisoners and gain D3 Zombies at no cost.

Skaven can sell the prisoners into slavery for 3D6 gc.

Other warbands can escort the prisoners out of the city. For their trouble, they are rewarded with 2D6 gc. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip the new recruit with weapons and armour, you may add a new Henchman to any of your human Henchman groups (with the same stats as the rest of the group, even if they have already accumulated experience).

(4 4 4) Fletcher

This bovel was once the workshop of a fletcher – a maker of bows and arrows. There are bundles of yew staves and willow rods everywhere.

Roll a D6 to see what you find:

D6	Result
1-2	D3 Short bows
3	D3 Bows
4	D3 Long bows
5	Quiver of hunting arrows
6	D3 Crossbows



(5 5 5) Market Hall

The market hall was raised up on pillars, with the timbered corn exchange above the open market place. The upper storey has been badly damaged, but the covered market still offers a good deal of shelter. The remains of the last market day are still lying around on the cobbles. Most of this is broken pottery and iron pots.

You find several items worth 2D6 gc in total.

(6 6 6) Returning a Favour

As you are returning to your encampment, you meet one of your old acquaintances. He has come to repay an old favour or debt.

You gain the services of any one Hired Sword (choose from those available to your warband) for the duration of the next battle, free of charge. After the battle he will depart, or you may continue to pay for his upkeep as normal. See the Hired Swords section on page 105.

Four of a kind

(1 1 1 1) Gunsmith

You find the workshop of a Dwarf gunsmith. Its doors have been broken down and the rooms raided, but some of the iron strongboxes have survived intact.

Roll a D6 to see what you find:

D6	Result
1	Blunderbuss
2	Brace of pistols
3	Brace of duelling pistols
4	D3 Handguns
5	D3 Flasks of superior blackpowder
6	Hochland long rifle

(2 2 2 2) Shrine

Your warband stumbles across a ruined shrine, which is so badly damaged that it is difficult to tell which god was once worshipped within its walls. A few images remain on the painted plaster walls but they have been defaced by heretics. Fragments of smashed statues lie among the ruins. Some items appear to be covered in gold leaf, most of which has been torn off.

Your warband may strip the shrine and gain 3D6 gc worth of loot.

Sisters of Sigmar or Witch Hunter warbands may save some of the shrine's holy relics. They will gain 3D6 gc from their patrons, and a blessing from the gods. One of their weapons (chosen by the player) will now be blessed and will always wound any Undead or Possessed model on a to wound roll of 2+.

(3 3 3 3) Townhouse

This three-storey house was once part of a tenement block overlooking a narrow alleyway. The street is now in ruins, but this house remains largely intact. Exploring it you find that the garret leans over so far that you can step out of the window into the attic of the house opposite.

Your warband finds 3D6 gc worth of loot.



(4 4 4 4) Armourer

A breastplate hanging from a pole drew your attention to this place, obviously too high up to be easily looted. The workshop is ruined and the forge has been smashed. Rooting about in the soot, you find various half-finished items of armour.

Roll a D6 to see what you find:

D6	Result
1-2	D3 Shields or bucklers (choose which)
3	D3 Helmets
4	D3 Suits of light armour
5	D3 Suits of heavy armour
6	Suit of Ithilmar armour

(5 5 5 5) Graveyard

You find an old graveyard, crammed with sepulchres that are overgrown with ivy. The monuments to the dead are grotesque and decorated with sculpted gargoyles. The ironwork has been ripped from some of the tombs, and stones have toppled off. It looks as if some of the crypts have already been broken into by tomb robbers.

Any warband apart from Witch Hunters and Sisters of Sigmar may loot the crypts and graves and gains D6x10 gc worth of loot.

If you loot the graveyard, the next time you play against Sisters of Sigmar or Witch Hunters, the entire enemy warband will hate all the models in your warband. Make a note of this on your warband roster sheet.

Witch Hunters and Sisters of Sigmar may seal the graves. They will be rewarded for their piety by D6 Experience points distributed amongst the Heroes of the warband.

(6 6 6 6) Catacombs

You find an entrance to the catacombs and tunnels below Mordheim.

You can use the new tunnels you found in the next battle you play. Position up to three fighters (not Rat Ogres or the Possessed) anywhere on the battlefield at ground level. They are set up at the end of the player's first turn and cannot be placed within 8" of any enemy models.

This represents the warriors making their way through the tunnels, infiltrating enemy lines and emerging suddenly from below ground.

Five of a Kind

(1 1 1 1 1) Moneylender's House

A grand mansion, that is strongly built from stone, has survived the cataclysm remarkably well. A carved coat of arms adorns the lintel above the doorway although it has been defaced by raiders and the symbols are now unrecognisable. The door itself, has been smashed open with axes and hangs open on its hinges.

Inside, hidden amongst the debris, you find D6x10 gc to add to your treasury.

(2 2 2 2) Alchemist's Laboratory

A narrow stairway leads down into a crypt-like dwelling which was once an alchemist's workshop. The sign still hangs from one hinge above the entrance. It looks as if this was a very old building which has remained in use for centuries although it did not survive the comet's destruction too well. The stone floor has strange symbols on it and there are charts and astrological symbols painted onto the walls.

In the ruins you find loot worth 3D6 gc and a battered old notebook. One of your Heroes may study the Alchemist's notebook, and the extra wisdom he gains will enable him to choose from Academic skills whenever he gains a new skill in addition to those skills normally available to him.

(3 3 3 3) Jewelsmith

The houses in the jewellers' quarter have all been well and truly looted long ago. Even the rubble has been picked over many times for fragments of gold and gems. But still, some small but valuable items may have been overlooked.

Roll a D6 to see what you find:

D6	Result
1-2	Quartz stones worth D6x5 gc
3-4	Amethyst worth 20 gc
5	Necklace worth 50 gc
6	A ruby worth D6x15 gc

If your warband does not sell the gems, one of your Heroes may keep them and displays them proudly. He will gain +1 to the rolls for locating rare items as merchants flock to such an obviously wealthy warrior.

(4 4 4 4 4) Merchant's House

The merchant's house stands by the waterfront. It has a vaulted stone undercroft which is still stacked with barrels and bales of cloth. The foodstuffs have been looted or eaten long ago and huge rats infest the rotting bales. Up the stairs are the dwelling quarters, solidly built of timber, although badly damaged you think you can still get up to them but you'll need to tread with care!

Inside you find several valuable objects which can be sold for 2D6x5 gc. If you roll a double, instead of finding money you find the symbol of the Order of Freetraders. A Hero in possession of this gains the Haggle skill.

(5 5 5 5 5) Shattered Building

The comet destroyed this building almost completely, making it unsafe for all but the most daring to explore. But places such as this are the best for searching for wyrdstone shards.

You find D3 shards of wyrdstone amongst the ruins. In addition take a Leadership test against the warband leader's Leadership value. If passed a wardog that was guarding the building joins the warband.

(6 6 6 6 6) Entrance to the Catacombs

You find a well-hidden entrance to the dark catacombs which extend for miles beneath the city of Mordheim. Although the entrance looks foreboding the tunnels will take hours off your searches of the city.

You can use these tunnels to explore Mordheim more efficiently. From now on, you may re-roll one dice when you roll on the Exploration chart. Make a note of this in your warband's roster sheet. Second and subsequent catacomb entrances you find do not grant you any additional re-rolls, although you may find further re-rolls from other sources.



Six of a kind

(1 1 1 1 1 1) The Pit

You have come within sight of the Pit, the huge crater created by the comet. A black cloud still rises from it but you can see glowing wyrdstone everywhere. This is the domain of the Shadow Lord, the lord of the Possessed, and no-one is welcome here – even his own followers!

If you wish, you can send one of your Heroes to search for any wyrdstone hidden here. Roll a D6. On a roll of 1 the Hero is devoured by the guardians of the Pit and never seen again. On a roll of 2 or more he returns with D6+1 shards of wyrdstone.

(2 2 2 2 2) Hidden Treasure

In the depths of Mordheim, you come across a hidden chest, bearing the coat-of-arms of one of the noble families of the town.

When you open the chest you find the following items. Roll for every item on the list separately (apart from the gold crowns) to see whether you have found it. For example, on a roll of a 4+ you find the wyrdstone.

Items	D6 Result Needed
D3 Pieces of wyrdstone	4+
5D6x5 gc	Auto
Holy relic	5+
Suit of heavy armour	5+
D3 Gems worth 10 gc each	4+
Elven cloak	5+
Holy tome	5+
Magical artefact	5+

(3 3 3 3 3) Dwarf Smithy

You find a solidly built stone workshop. A runic inscription indicates that this may have been a Dwarf smithy.

Roll a D6 to see what you find:

D6	Result
1	D3 Double-handed axes
2	D3 Suits of heavy armour
3	Gromril axe
4	Gromril hammer
5	Double-handed gromril axe
6	Gromril armour

(4 4 4 4 4 4) Slaughtered Warband

You find the remains of an entire warband. Broken bodies lay scattered among the ruins, torn apart by some monstrous creature. You see a huge shape, which looks like an immense Possessed creature, shambling away.

After giving the dead their final rites (Sisters of Sigmar or Witch Hunters), eating them (Skaven or Undead) or looting them (anyone else!) you find the following items. Roll for every item separately (apart from the gold coins and daggers) to see if you find it. For example, on a roll of 4+ you will find the suits of light armour.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of light armour	4+
Suit of heavy armour	5+
D6 Daggers	Auto
Mordheim Map (see p55)	4+
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Bows	4+
D3 Helmets	2+

(5 5 5 5 5) Fighting Arena

During better times, Mordheim was famous for its duellists and pit fighters. You have found one of the areas used to train these warriors. The place is filled with training equipment and practice weapons.

You find a training manual, which you can either sell for 100 gc or let one of your Heroes read. The extra knowledge your Hero gleans from reading the manual entitles him to choose from Combat skills whenever he gains a new skill, and his WS may now be increased by an extra point above his normal racial maximum (for example, a Human who has the book would now have a maximum Weapon Skill of 7).

(6 6 6 6 6) Noble's Villa

You find a fine house which is partially ruined. It has been thoroughly ransacked and all the furniture has been stripped of its fine fabrics. Shards of broken pottery of the finest quality are scattered over the floor.

Roll a D6. If you roll 1-2, you find D6x10 gc worth of items and money to add to your treasury. On a roll of 3-4, you find D6 vials of Crimson Shade. On a roll of 5-6 you find a hidden magical artefact carefully concealed in a hidden cellar or behind a secret door. Roll on the Magical Artefacts table.

magical artefacts table

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

1 The Boots and Rope of Pieter

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

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

2 The Count of Ventimiglia's Misericordia

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

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

3 Att'la's Plate Mail

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

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

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

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

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

4 Bow of Seeking

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

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

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

5 Executioner's Hood

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

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

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

6 All-seeing Eye of Numas

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

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

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



selling wyrdstone

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

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

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



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

sisters of sigmar and income

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



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

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

skaven and undead

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

spending income

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





Trading

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

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

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

spending cash

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

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

new recruits



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

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

recruiting hired swords

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

new recruits and existing henchmen groups

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

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

weapons

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

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

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

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

trading



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

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

availability

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

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

selling

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

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

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



Weapons & armour

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

Fist

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

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

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

SPECIAL RULE

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

Dagger

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

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

SPECIAL RULE

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

Hammer, staff, mace or club

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

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

SPECIAL RULE

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

Axe

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

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

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

SPECIAL RULE

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

Sword

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

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

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

SPECIAL RULE

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

Flail

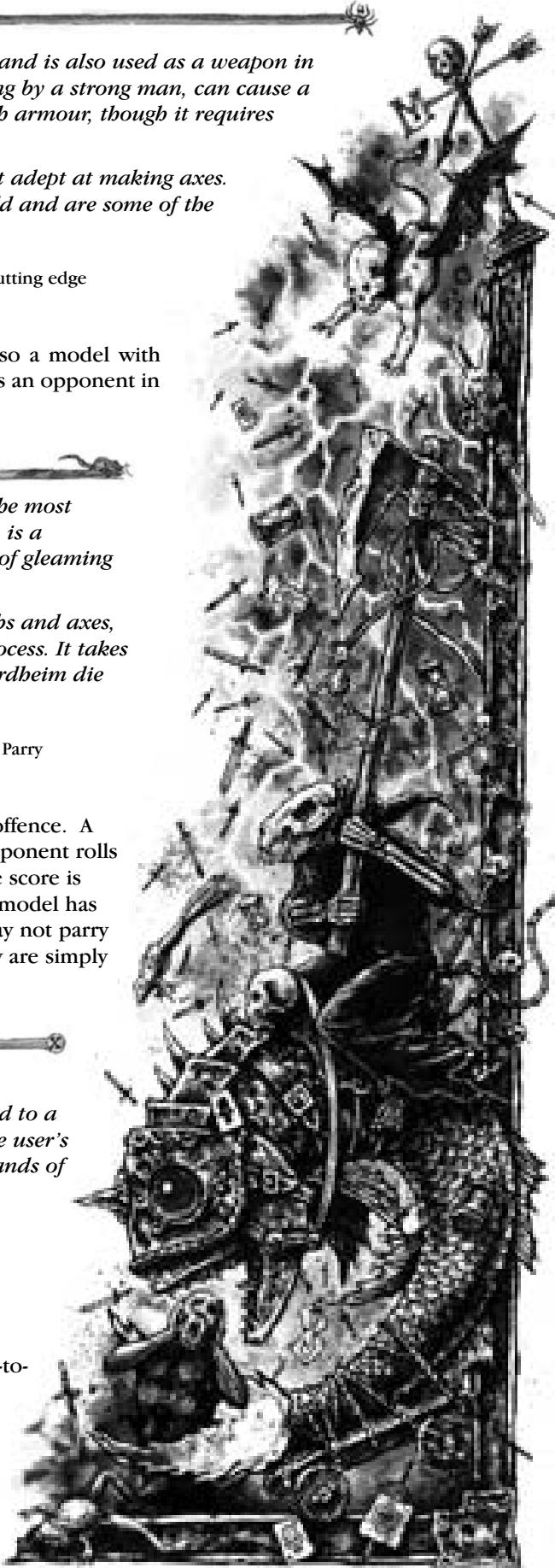
The flail is a heavy weapon wielded with both hands. It normally consists of heavy weights, often spiked, attached to a pole or handle by means of heavy chains. Flails drain the user's stamina quickly, but are awesomely destructive in the hands of a skilled (or unhinged) warrior.

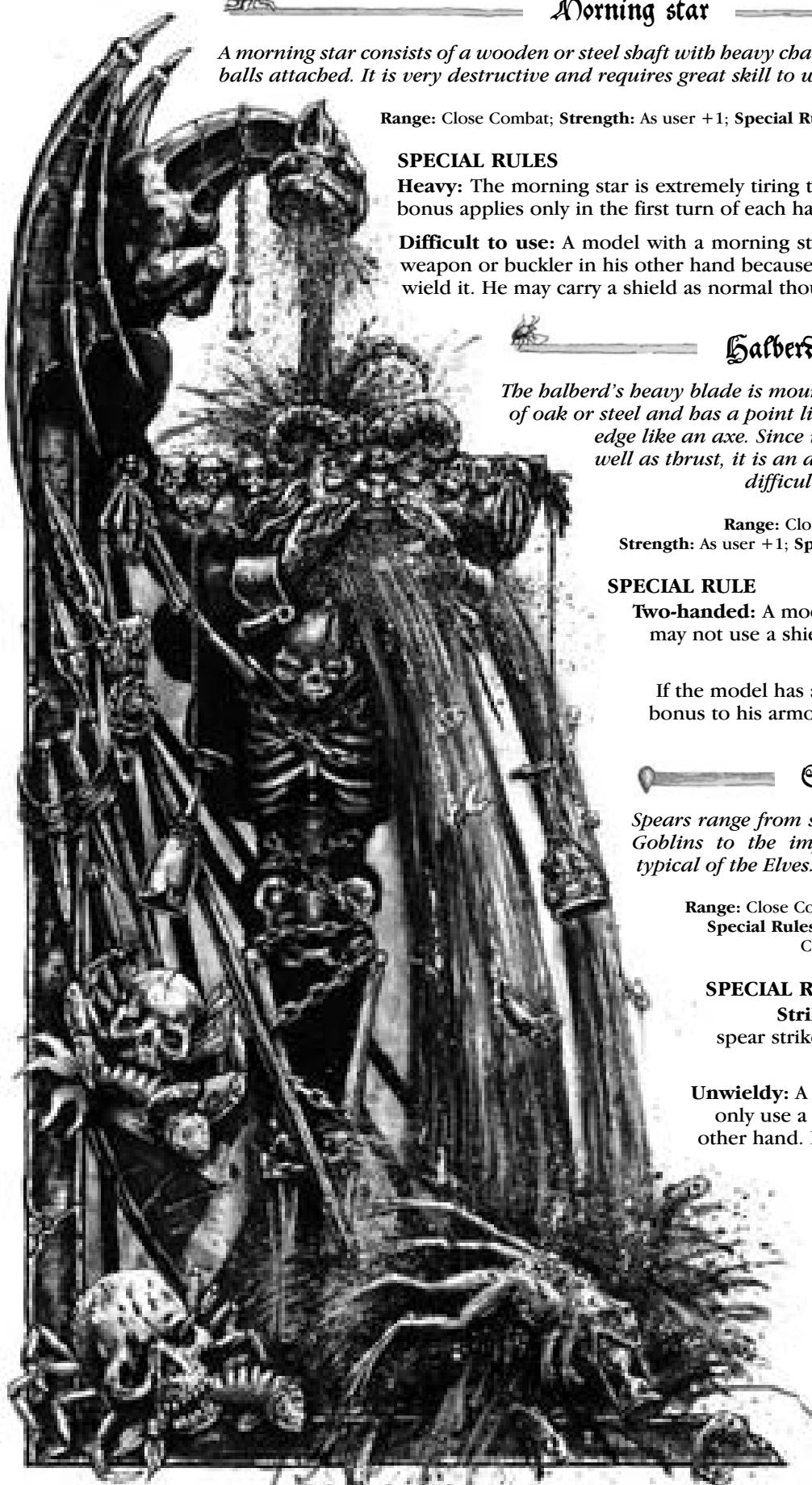
Range: Close Combat; **Strength:** As user +2;
Special Rules: Heavy, Two-handed

SPECIAL RULES

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

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





Morning star

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

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

SPECIAL RULES

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

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

Halberd

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

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

SPECIAL RULE

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

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

Spear

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

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

SPECIAL RULES

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

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

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

Lance

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

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

SPECIAL RULES

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

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

Double-handed sword, hammer, axe, etc

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

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

SPECIAL RULES

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

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

Gromril weapon

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

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

Ithilmar weapon

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

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



Missile weapons

Short bow

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

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

Bow

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

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

Long bow

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

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

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

Elf bow

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

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

SPECIAL RULE

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

Crossbow

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

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

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

SPECIAL RULE

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

Sling

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

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

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

SPECIAL RULE

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

Throwing star/knife

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

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

SPECIAL RULE

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





Repeater crossbow

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

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

SPECIAL RULE

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

Crossbow pistol

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

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

SPECIAL RULE

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

Blackpowder weapons

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

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

Pistol

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

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

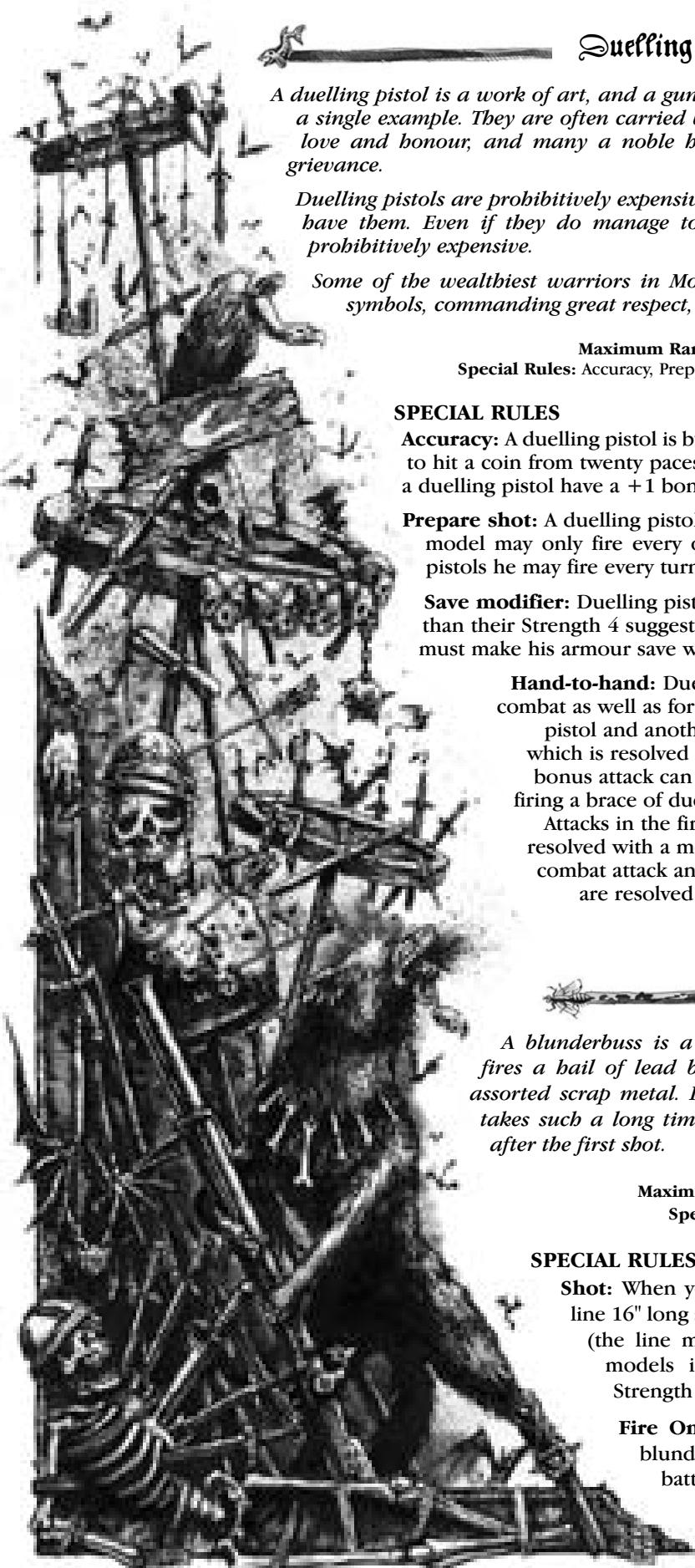
SPECIAL RULES

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

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

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





Duelling pistol

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

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

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

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

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

SPECIAL RULES

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

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

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

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

Blunderbuss

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

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

Special Rules: Shot, Fire once

SPECIAL RULES

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

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

Handgun

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

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

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

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

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

SPECIAL RULES

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

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

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

Hochland long rifle

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

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

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

SPECIAL RULES

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

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

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

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



Armour

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

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

Light armour

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

ARMOUR SAVING THROW

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

Heavy armour

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

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

SPECIAL RULES

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

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



Shield

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

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

ARMOUR SAVING THROW

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



Buckler

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

SPECIAL RULE

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

Helmet

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

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

SPECIAL RULE

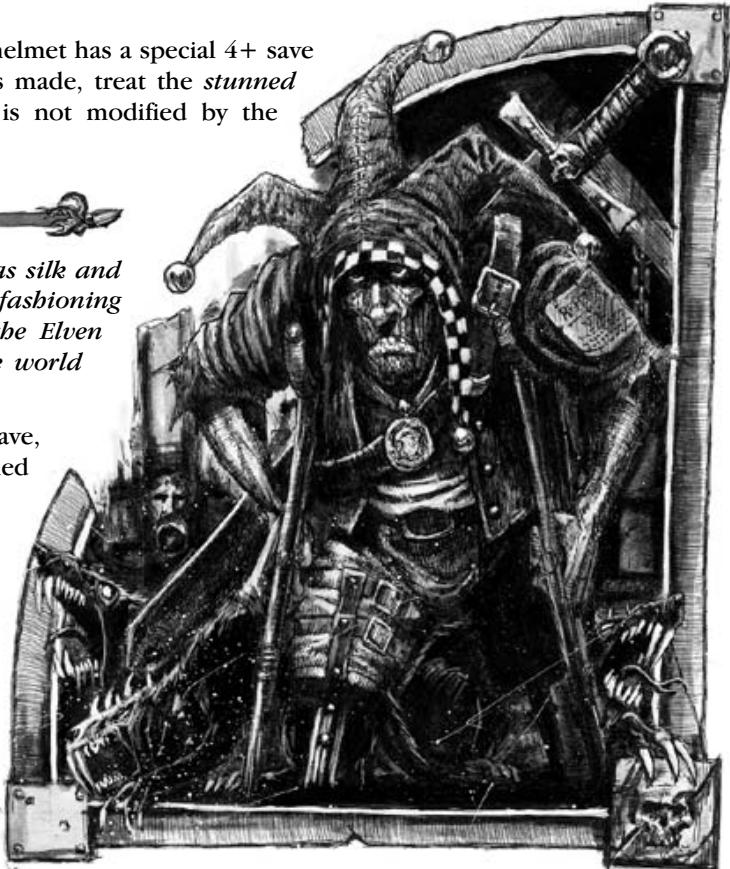
Avoid stun: A model that is equipped with a helmet has a special 4+ save on a D6 against being stunned. If the save is made, treat the stunned result as knocked down instead. This save is not modified by the opponent's Strength.



Ithilmar armour



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



Gromril armour



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

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



Miscellaneous equipment

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

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

rope & hook

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

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

poisons and drugs

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

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

Black Lotus

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

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

Dark Venom

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

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

Mad Cap Mushrooms

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

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

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

Crimson Shade

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

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

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

Mandrake Root

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

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

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

Lucky charm

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

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



Blessed water

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

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

Elven cloak

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

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

Hunting arrows

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

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

Garlic

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

Net

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

Bugman's ale

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

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



tome of magic

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

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



holy tome

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

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



healing herbs

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

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

holy (un)holy relic

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

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

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



halfling cookbook



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

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

animals

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

Horses & Warhorses

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

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

Only Humans can buy or use horses and warhorses.

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

Wardogs

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

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

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

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

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

Lantern

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



superior blackpowder

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

mordheim map

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

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

When you buy a map, roll a D6:

D6 Result

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

cathayan silk cloak

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

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

tears of shallaya

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

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

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



New Equipment

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

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

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

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

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

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

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

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

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

Special Rules

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

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



Opulent Goods

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

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

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

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

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

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

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

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

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

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

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

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

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

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

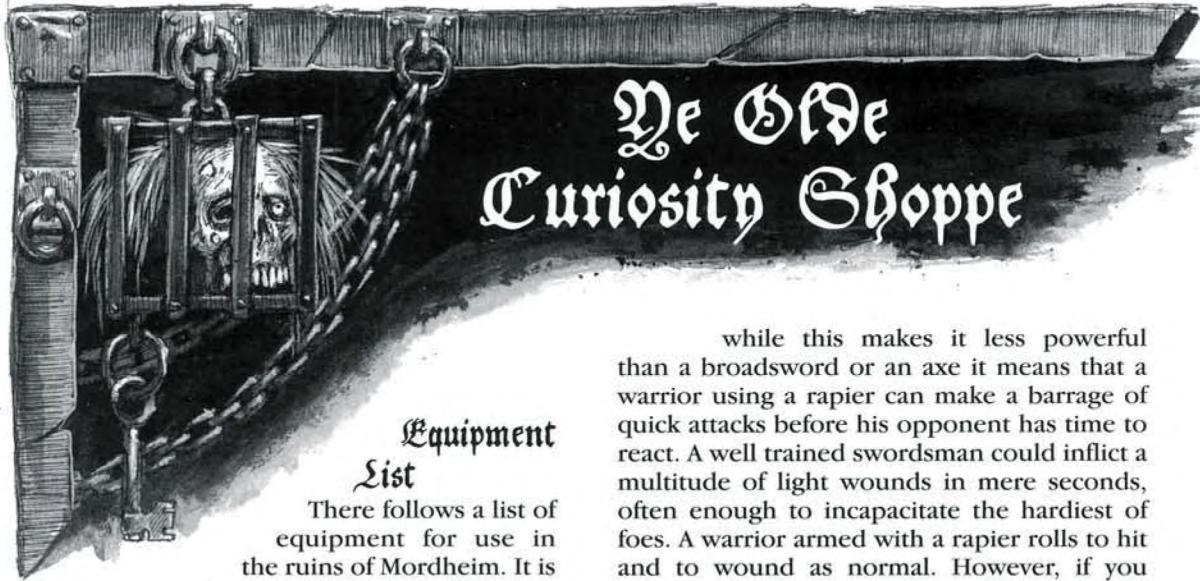
In Middenheim it is still considered to be the feat of a true man to slay a great wolf single-handed. Warriors who accomplish such a deed will command the respect of their peers, and their cloaks will be blessed by the High Priest of the Cult of Ulric, the god of winter, war and wolves.

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

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

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

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



De Olde Curiosity Shoppe

Equipment List

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

WEAPONS

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

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

Rapier

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

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

SPECIAL RULES

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

Barrage: A rapier is light and flexible, and

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

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

Sword Breaker

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

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

SPECIAL RULES

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

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

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

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

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

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

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

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

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

Brazier Iron

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

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

SPECIAL RULES

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

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

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



ARMOUR

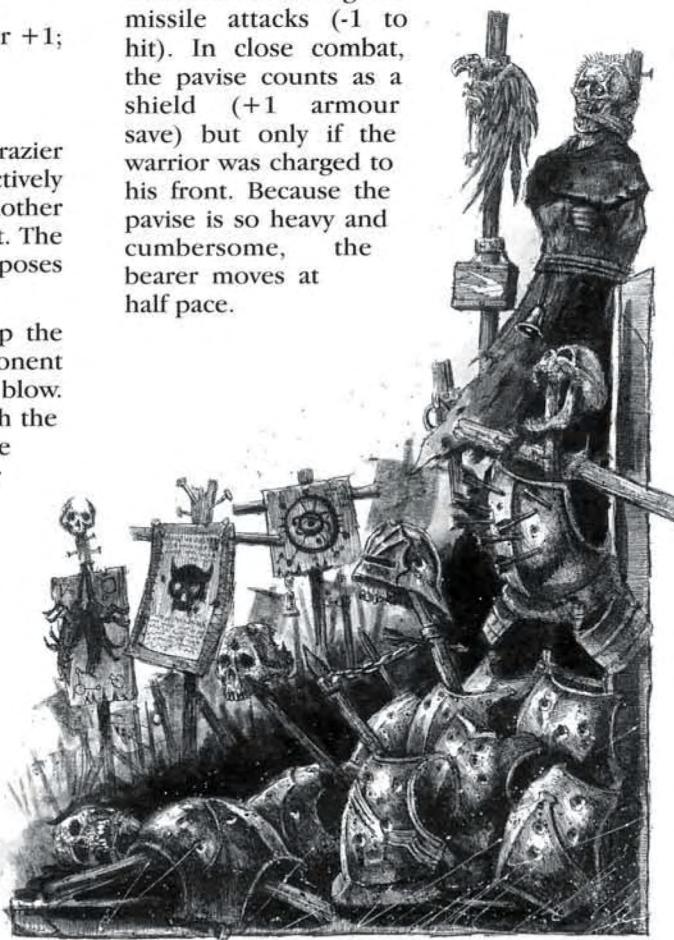
There are many types of armour available in the trader's outposts which encircle Mordheim. Some are more unusual than others, many warriors using unorthodox methods of protection but then such is the eclectic nature of those who join the adventuring warbands of the City of the Damned!

Pavise

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

SPECIAL RULES

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



Special Rules





MISCELLANEOUS EQUIPMENT

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

Telescope

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

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

Caltrops

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

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

Fire Bomb

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

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

Flash Powder

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

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

Price Chart

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

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Rapier	15gc	Rare 5
(Only available to Reiklanders or Marienburgers)		

Sword Breaker

Sword Breaker	30gc	Rare 8
Brazier Iron	35gc	Rare 7

(Only available to Witch Hunters)

ARMOUR

Item	Cost	Availability
Pavise	25gc	Rare 8

MISCELLANEOUS

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



Fire Arrows

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

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

War Horn

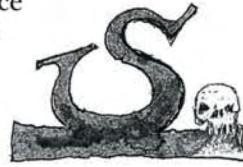
The blaring sound of a war horn can be enough to stir the hearts of any warband which it is attempting to bolster. It grants men courage and gives them the will to fight on defiantly.

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

Rabbit's Foot

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

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



Academic Skills

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

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

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

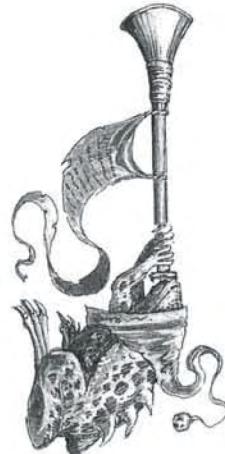
Tactician. This skill may only be taken by the warband's leader. The warrior has a great tactical mind and can often find the best positions for his warriors to meet the oncoming attack. In any scenario the warband leader may re-position his warriors after his

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

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

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

New Rules



Price chart

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

HAND-TO-HAND COMBAT WEAPONS

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

MISSILE WEAPONS

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

ARMOUR

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

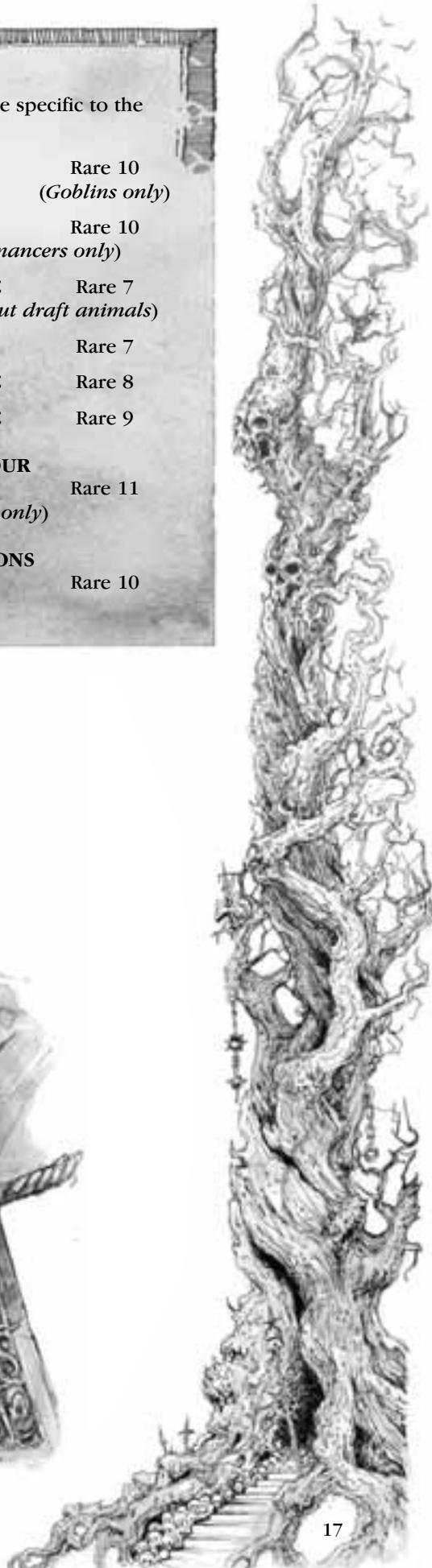
MISCELLANEOUS

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

Price Chart

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

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



Hired Swords

recruiting hired swords

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

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

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

Hire fee

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

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

injuries

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

hired swords and experience

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

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

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





Pit fighter

30 gold crowns to hire +15 gold crowns upkeep

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

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

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

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

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

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

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



Ogre bodyguard

80 gold crowns to hire +30 gold crowns upkeep

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

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

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

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

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

SPECIAL RULES

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

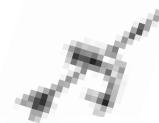
Large Target: Ogres are Large Targets as defined in the shooting rules.

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





Halfling scout



15 gold crowns to hire +5 gold crowns upkeep

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

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

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

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

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

SPECIAL RULES:

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

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



Warlock



30 gold crowns to hire +15 gold crowns upkeep

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

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

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

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

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

Equipment: A Warlock carries a staff.

SPECIAL RULES:

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

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



Freelancer

50 gold crowns to hire +20 gold crowns upkeep

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

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

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

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

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

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

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



Elf ranger

40 gold crowns to hire +20 gold crowns upkeep

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

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

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

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

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

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

Equipment: Elf bow, sword and Elven cloak.

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

SPECIAL RULES

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

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

ELVEN SKILLS

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

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

Dwarf troll slayer

25 gold crowns to hire +10 gold crowns upkeep

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

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

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

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

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

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

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

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

SPECIAL RULES

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

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

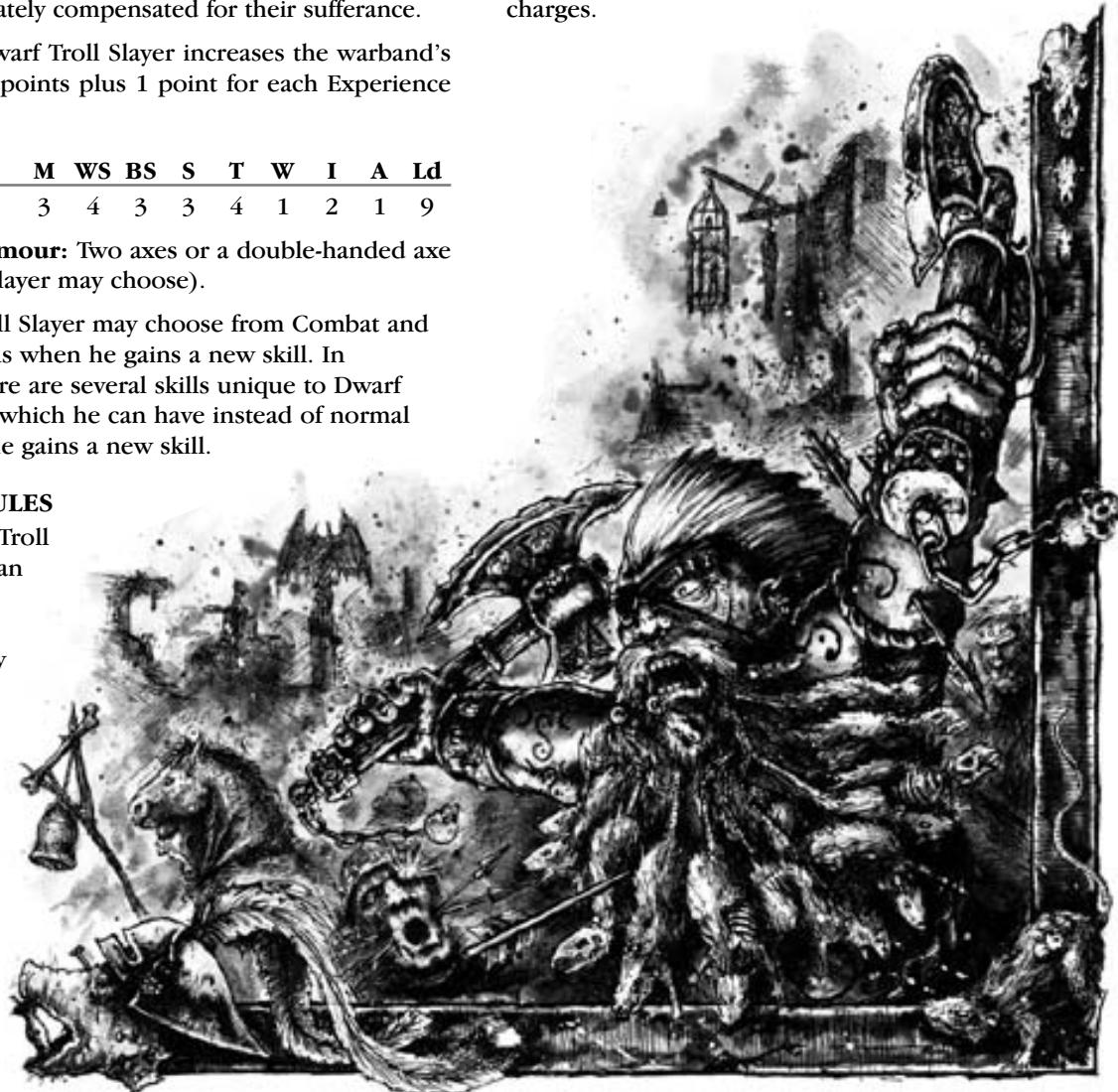
Hard Head. Troll Slayers ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out!

TROLL SLAYER SKILLS

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

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

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



Show me the Money

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

Imperial Assassin

40 gold crowns to hire + 20 gold crowns upkeep

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

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

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

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

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

SPECIAL RULES

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

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

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

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

ASSASSIN SKILLS

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

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

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



Tilean Marksman

30 gold crowns to hire + 15 gold crowns upkeep

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

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

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

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

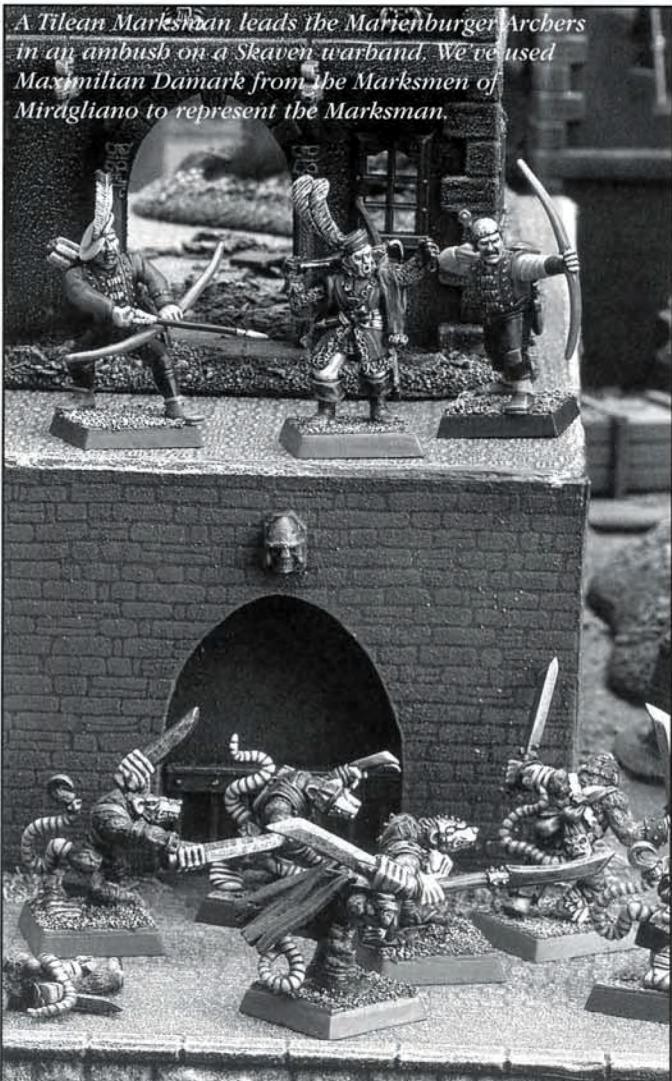
Weapons/Armour: Light armour, sword, dagger and crossbow.

SPECIAL RULES

Steady Hands: The Tilean Marksman's aim never wavers. He ignores 'to hit' modifiers for long range when shooting his crossbow.

Dead Eye Shot: The Marksman has the eyes of an eagle and can hit the smallest target. He ignores 'to hit' modifiers for cover when shooting his crossbow.

Skills: A Tilean Marksman may choose from Shooting skills when he gains a new skill.



"And I say we were here first; you'd better leave!"

The argument had been going for a solid fifteen minutes, with neither party budging from their position. Reinhold stooped to press his face close to his scarlet-faced adversary, the leader of the Dwarf warband. Dwarfs were infamous for their stubbornness, and this individual seemed to be out to prove that his reputation was well founded. Both warband leaders had warriors scattered throughout the ruins of the big hall. Crossbows were nocked and aimed on both sides, and the stress was showing on several of the human faces. The Dwarfs seemed strangely calm.

Suddenly the door burst open, slamming one of the members of Reinhold's band into the wall. Through the doorway, barely able to enter the room because of his incredible bulk, strode an Ogre mercenary. The creature stopped as soon as it was fully in the room. It was indeed a frightening sight, and the man to the Ogre's left scarcely reacted when the monster grabbed the crossbow from his hands and crushed it in a huge fist.

"Ah, there you are Ronch!" cried the Dwarf warband leader, a smile springing into his normally dour features, "I was wondering when you'd get here. These

gentlemen want to force us to leave. Convince them that we should stay."

"RONCH SMASH!" bellowed the Ogre. He threw the remnants of the crossbow across the room and brought up his enormous sword preparing to cut the ex-crossbowman in two. His poor victim was frozen in shock, and could do nothing to stop his fate.

Fortunately for him, he didn't need to, for in the next instant the Ogre froze, a look of shock and horror fixed to his face. The creature's mouth moved slowly, but no sound escaped. Then the hulking brute toppled forward and fell face down into the dust that covered the floor. Out of his back protruded a dagger.

Standing in the doorway was a man, somewhat smaller than average in height, with nondescript looks and the barest hint of a smile on his face. He would have looked like any nobleman's foppish son, if it were not for the utilitarian look to his night-black clothing and the utter lack of emotion in his eyes.

"Miss me?" asked Dirk, the assassin that Reinhold had hired. The warband leader just smiled. It looked like they would get to stay after all...



Mule Skinner



A Hired Sword for Mordheim

35 gold crowns to hire + 15GC upkeep

Mule Skinners are quite common wherever teams of animal are used. They are experienced warriors, accustomed to handling teams of draft and pack animals such as horses and (strangely enough) mules, as well as more exotic animals such as Cold Ones. Most are freelance, offering their services in the marketplace alongside traditional traders. They are widely travelled and have contacts in most major cities, especially among the animal merchants.

May be hired: Any warband, except Possessed Skaven, or any Undead warband, may hire a Mule Skinner.

Rating: A Mule Skinner increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: The Mule Skinner starts with a whip and a dagger.

Skills: A Mule Skinner may choose from Combat and Strength skills. In addition he may learn *Streetwise* and *Haggle* (both Academic skills).

SPECIAL RULES

Animal Handler: A Mule Skinner starts with one *Animal Handling* skill (player's choice of which animal).

The following are based on the Adventurer's Whip rules by Jo-Herman Haugholt from the Mordheim Khemri Discussion Group (used with permission).

NEW SKILL

Whip Master: The Hero is so skilled with his whip that he may re-roll all to hit rolls when using the whip. Only one re-roll is allowed per attempt and you must accept the second roll, even if it is worse.

NEW EQUIPMENT

Whip

Cost: 15 Gold Crowns

Weapon	Range	Str
Whip	4"	As user -1

Special

Cannot be parried, reach, disarm, + 1 armour save.

Disarm: Instead of striking to injure, a warrior with a whip may try to strike his opponent's weapon, making him drop it. Roll to hit as normal, but instead of rolling to wound, the opponent gets a single *Parry* attempt; if the *Parry* attempt is failed, he has dropped his weapon. He must now fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). At the end of the combat, the model is assumed to retrieve the dropped weapon as long as he is not put *out of action*. Disarmed opponents put *out of action* lose the weapon permanently.

Note: The *Parry* attempt represents the model trying to hold on to the weapon; he is always allowed one (and only one) *Parry*, irrespective of the equipment he is carrying.



New Rules



Optional rules

This section includes a variety of rules that add an extra dimension to your battles in Mordheim. As they are additions to the basic rules they are not an essential part of the game, and you should agree with your opponent beforehand whether you are going to use any of them.

We recommend that new players ignore this section to begin with, at least until you are familiar with the way the game works. If you consider yourself to be an experienced gamer then you'll have no problem incorporating these elements. Some of these additional rules alter the game quite dramatically, and you are under no obligation to use any of them. They have simply been included for players who want to explore different aspects of the game.



New critical hit charts

Depending on what weapon your warrior is using, you may roll on one of the following Critical Hit charts. For example, if your warrior is using a sword, roll on the Bladed Weapons chart. All the rules governing critical hits given in the main rules also apply to these tables.

missile weapons

(Bows, crossbows, blackpowder weapons, throwing knives etc.)

- 1·2** **Hits a Weak Spot.** The missile penetrates its target's armour. Ignore all armour saves.
- 3·4** **Ricochet.** If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.
- 5·6** **Master Shot.** The missile hits an eye, the throat, or some other vulnerable part. The target suffers 2 wounds instead of 1. There is no armour save.

bludgeoning weapons

(Clubs, maces, hammers, flails, double-handed hammers etc.)

- 1·2** **Hammered.** The target is knocked off balance. Your opponent may not fight this turn if he hasn't already fought.
- 3·4** **Clubbed.** The hit ignores armour saves and saves from helmets.
- 5** **Wild Sweep.** Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.
- 6** **Bludgeoned.** The victim automatically goes out of action if he fails his armour save. Even if he has several wounds remaining, he will be taken out of action by this attack. 

bladed weapons

(Swords, axes, double-handed swords etc.)

- 1·2** **Flesh Wound.** This attack hits an unprotected area, so there is no armour save.
- 3·4** **Bladestorm.** The warrior unleashes a virtual hail of blows. The attack causes 2 wounds instead of 1. Take armour saves separately for each wound. Remember that, as with other critical hits, if an attack causes multiple wounds for other reasons as well, you choose the highest number of wounds.
- 5·6** **Sliced!** The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.



unarmed combat

(Wardogs, warhorses, Zombies, Possessed, animals etc.)

- 1·2** **Body Blow.** Your opponent staggers, allowing you to seize the initiative and make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.
- 3·4** **Crushing Blow.** The blow lands with tremendous force. You gain +1 to the Injury roll if your opponent fails his save.
- 5·6** **Mighty Blow.** With a mighty punch or flying kick, you send your opponent sprawling to the ground. The attack ignores armour saves and you gain +2 to any Injury rolls.



thrusting weapons

(Spears, halberds, lances etc.)

- 1·2** **Stab.** With a quick strike, you penetrate your opponent's defences. You gain +1 to any Injury rolls. Armour saves are taken as normal.
- 3·4** **Thrust.** The thrust lands with great force and the target is *knocked down*. Take armour saves as normal and see whether the model suffers a wound.
- 5·6** **Kebab!** The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.



Escaping from combat

Warriors that are engaged in hand-to-hand combat at the start of their own turn may try to escape from combat during their movement phase. Such fighters are assumed to have realised that the odds are against them and decided that it is just too dangerous for them to continue.

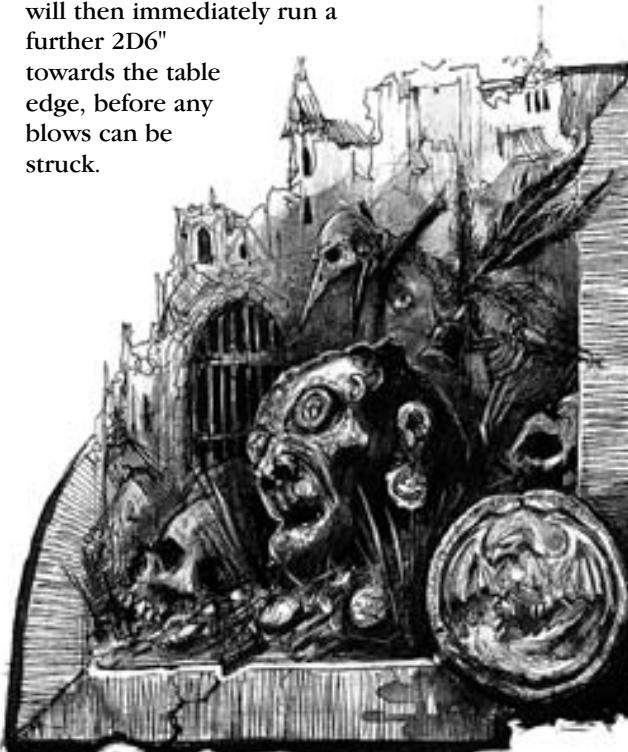
Declare which of your warriors will try to escape from combat at the start of your movement phase, at the same time as you declare charges. Turn the models around to show this.

Take a Leadership test for each warrior trying to escape from combat. This represents his efforts to find the right time to escape. If he passes, the warrior can move up to double his normal Movement rate away from combat and the enemy he was fighting, in any direction.

If he fails, his opponent is allowed to make 1 automatic hit against the warrior who is trying to escape, and the fleeing warrior (provided he survives) will run 2D6" directly away from combat. He will have to take a Leadership test at the beginning of his next turn.

If successful he will stop, but may not do anything else during that turn. If the test is failed, he will continue to run 2D6" towards the closest table edge and must test again the following turn if he is still on the table.

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



Rewards of the Shadowlord

When a Magister or Mutant from a Possessed warband has accumulated enough experience, instead of picking a skill, he may roll on the Rewards table below. This represents the pilgrimage of the Mutant or Magister to the Pit, where he can beseech a favour from the Shadowlord himself. Roll 2D6.

2 **Wrath of the Shadowlord!** The warrior is mutated beyond recognition and vanishes into the ruins, joining the many other horrors that roam Mordheim.

3-6 **Nothing Happens.** The capricious Shadowlord ignores the pleas of his servant.



7-8 **Mutation.** The warrior develops a severe mutation. Roll a D6. On a roll of 1 you lose a single point from one of your warrior's characteristics (chosen by you), due to atrophy, or some such degrading mutation. On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.

9-10 **Chaos Armour.** The warrior's body becomes encrusted with an arcane, all-enveloping suit of armour. This confers a basic 4+ save, but does not affect the model's ability to cast spells or move in any way.

11 **Daemon Weapon.** The warrior receives a weapon with a bound Daemon inside it. This weapon adds +1 to his Strength in close combat, grants a +1 bonus on all to hit rolls using it. The user may choose the weapon's form (a sword, an axe, etc), though it will not have any of the special abilities normally associated with common weapons of that type. An axe with a bound Daemon, for example, will not benefit from the usual extra save modifier.



12 **Possessed!** A Daemon takes over the soul and body of the warrior. He immediately gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon weapons.



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.



Blackpowder weapons



During the period in which Mordheim is set, the technology needed to make blackpowder weapons was still rare, and pistols, handguns, blunderbusses, etc were prone to malfunctions, jams and misfires.

The following rules were not included in the Shooting section, as they would have slowed down the game, but if you want to create more realistic games, feel free to use the Misfire rules below.

If you do use these rules, you might want to reduce the cost of the weapons (we suggest by 20%) to keep the balance of the game fair.

misfires

Each time you roll a 1 when rolling to hit with a blackpowder weapon (handgun, pistol, blunderbuss, warlock pistol, etc), roll a D6 and consult the chart below.

BLACKPOWDER WEAPON MISFIRES

- 1 **BOOM!** The weapon explodes with a deafening roar! The shooter suffers an S4 hit (this does not cause critical hits) and the weapon is destroyed.
- 2 **Jammed.** The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.
- 3 **Phut.** The weapon fails to fire and you must remove the shot. This means that the shooter must wait one extra turn before he can fire this weapon again.
- 4-5 **Click.** The weapon fails to fire, but there is no additional effect.
- 6 **KA-BOOM!** The weapon roars and spits a cloud of black smoke and flame! The shot hits the intended target and counts as having +1 Strength.

Fighting individual battles

Gone thing we discovered during playtesting Mordheim was that after a while very experienced warbands became virtually unbeatable when fighting against novice warbands.

Whilst this might be amusing for the player with the experienced warband, it will result in a very one-sided battle, where the inexperienced warband is swiftly crushed, without even a chance to put up a decent fight. Although the underdogs system balances this out somewhat, it is often much more fun to play with roughly equal forces, especially when introducing new players to the game.

The following rules allow both players to pick warbands up to an agreed equal value, say 1,000 gold crowns. This will make the game much more even, as the two forces will be roughly similar in strength.

Use the Warband lists to recruit and equip your warband. The lists tell you which Heroes, Henchmen and equipment your warband is allowed to use. The limitations of the list ensure that the warbands are reasonably balanced.

You must recruit at least three warriors, including a leader, and you may either follow the limitations for the maximum size of a warband given in the list or agree a maximum size with your opponent.

weapons & armour

Each Hero you recruit may be armed with one or more weapons and any armour chosen from the appropriate list. Different types of Hero are restricted to different types of weapon. The Equipment lists for the individual warbands tell you exactly what equipment is available. You may buy rare weapons and armour. Pay the appropriate prices for these as given in the Trading charts.

Every model in each Henchman group must take exactly the same weapons and armour. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

The weapons you choose for your warriors must be represented on the models. This way your opponent will know what he is facing (and he will not be shocked to discover in the middle of the game that the warrior who looks like a Halfling with a bow is in fact an Ogre with a club!).

The exceptions to this rule are knives and daggers, which you may assume are tucked in boots or concealed in their clothes, if not actually represented on the model.

upgrading heroes

In a campaign game, you must earn statistic increases, but in one-off games they can be bought beforehand. You may increase the starting characteristics of your Heroes by paying the cost in gold crowns given below.

Note that all races have maximum statistics values. These can be found in the Experience section of this rulebook.

Movement +15gc per point.



Weapon Skill +15gc per point.

Ballistic Skill +15gc per point.

Strength +25gc for the first increase/+35gc for each additional increase.

Toughness +30gc for the first increase/+45gc for each additional increase.

Wounds +20gc for the first increase/+30gc for each additional increase.

Initiative +10gc per point.

Attacks +25 GC for the first increase/+35gc for each additional increase.

Leadership +15gc per point.

Skills: +40gc for each skill. You may choose one skill at this price for each characteristic increase you take. Choose from the skills normally available to your warrior.

ready for battle

The warband is now ready to fight against your opponent.



Mounted Warriors

As well as being populated by the various humanoid races, the Old World also contains many species of animals – some of which have been tamed and trained to perform a useful function. These can be divided broadly into two groups – animals that can be ridden (eg. horses, giant wolves, Cold Ones, etc) and those that can't (eg. warbounds, giant rats, etc). These rules are intended to flesh-out the rules for mounted warriors from page 163 of the Mordheim rulebook.

Model Representation

If you wish to include riding beasts or tamed animals, you will need to have models to represent them. For mounted warriors you will need both a mounted miniature and a model on foot. It is advised not to glue the rider on but to use Blue-tack or something similar so that he may be removed when on foot and his mount is unridden.

Animal Handling Skills

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

Beast Handler (eg. Dog Handler)

This skill is highly beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of the general care and well being of the animal as well as training techniques.

A warrior with this skill has a beneficial effect on the animals under his care. If a warrior has the Animal Handling skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the warband's leader is also nearby, a player may choose which of the warriors' Leadership to use unless the animal is *stupid*, in which case only the Handler's Leadership may be used. In addition, *stubborn* animals with a Handler in base contact, ignore the effects of *stubbornness*. This counts as an Academic skill.

Riding Animals

Most warriors in Mordheim can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of lowly Henchmen. To those with the necessary wealth

and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right.

Mounting Animals. It requires half a warrior's move to mount or dismount a riding creature. A mount or its rider may not run or charge in the same turn that the warrior mounts or dismounts unless the rider has a Special Riding skill that allows this.

Not Indoors. Mounts cannot normally be ridden indoors or underground, unless playing a specially devised scenario that allows this.

Dense Terrain. Riding mounts are rare both amongst the ruins of Mordheim and in the claustrophobic jungles of Lustria. The dense terrain makes riding difficult and large numbers of riders are highly ineffective. Thus in those settings, a warband may only have a maximum of two mounts (not including those belonging to Hired Swords). In more open settings, such as the open fields of the countryside around Mordheim or the deserts of Khemri, a warband may have as many mounts as they can afford.



Controlling a Mount. The Special Riding Skills may be used by warriors who have a riding animal, but only after the skill Ride has been gained; warriors which come provided with a riding animal are assumed to possess the Ride skill already. Warriors without this skill may still ride animals, but must test against their Leadership if hit by any missile, and at the beginning of any Combat phase when a standing enemy is in base contact. If the test is failed they lose control of their mount and must roll on the Whoa, Boy! table. Note that if an enemy is not standing, the mounted warrior is not considered to be in combat and thus does not need to test for loss of control.

Armour Bonus. All riding animals give their riders a +1 Armour save bonus.

Bolting Mounts. In certain circumstances, a mount may bolt. A bolting mount must make a Leadership test at the beginning of the owning



player's turn; if successful, it stops running, otherwise it continues fleeing. The easiest way to determine the direction a mount bolts is to use an Artillery Scatter dice. If you do not have one, then roll 2D6 and use the clock face method. Taking the direction the horse is facing as 12 and directly behind as 6, the horse will bolt in the appropriate direction on the clock face.

Leading Animals. On occasion, a warrior may want to lead a riding animal rather than riding it. A warrior may only lead one riding animal unless he has the Animal Handling skill, for

that particular animal, in which case he can lead as many as he wishes. Groups of led animals are tethered together and must maintain base contact with each other; at least one must be in base contact with the warrior leading them. Riding animals that are being led do not roll for loss of control. If required to make a Leadership test (eg. when charged by a *fear-causing* enemy) they use the Ld of the warrior leading them. A warrior leading riding animals may move and fight as normal, but must maintain base contact at all times.

Un-led Animals. Riding animals which are not being either led or ridden will remain stationary but must make a Leadership test at the beginning of their turn. If this is failed, they will bolt, using the rules above.

Cavalry Skills

Skills may only be used one at a time. If two are applicable to a given situation, the controlling player must decide which to use. All bonuses are cumulative with those gained from a mount, unless otherwise stated.

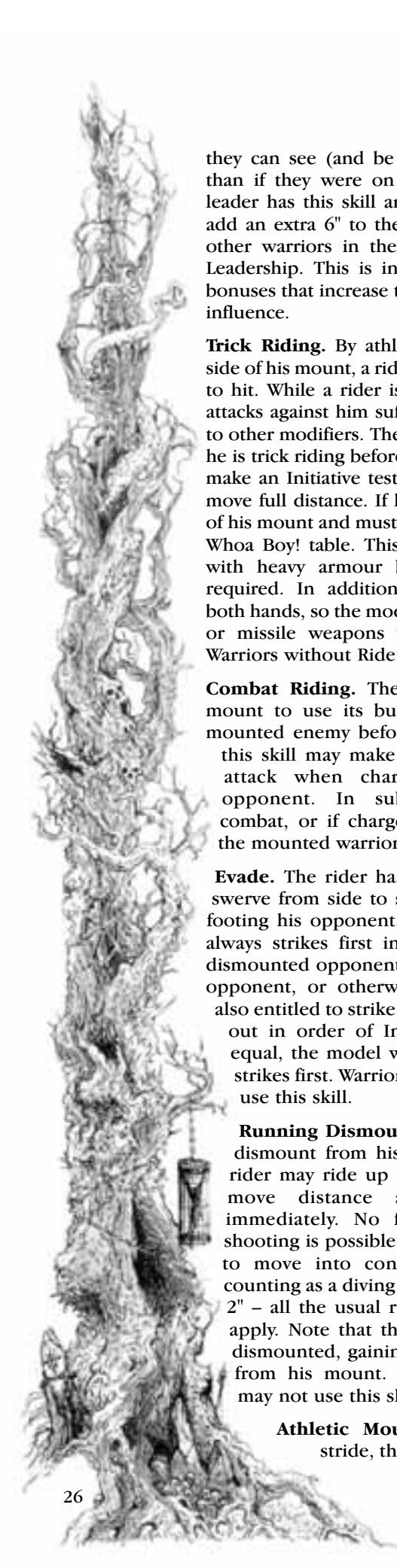
Ride (eg. Ride Horse)

This skill is vital if a rider wishes to ride an animal into combat. The skill is specific to a particular type of animal and must be gained again if the warrior wishes to be able to ride a different kind of animal. For instance, a warrior with Ride Horse would need to gain the skill Ride Warhorse if he wanted to be able to ride such a spirited mount.

SPECIAL RIDING SKILLS

Cavalry Commander. Mounted Heroes are an impressive sight. With a good vantage point,





they can see (and be seen) far more readily than if they were on foot. If the warband's leader has this skill and is mounted, he may add an extra 6" to the distance within which other warriors in the warband may use his Leadership. This is in addition to any other bonuses that increase the range of the leader's influence.

Trick Riding. By athletically hanging off the side of his mount, a rider makes himself harder to hit. While a rider is trick riding all missile attacks against him suffer -1 to hit in addition to other modifiers. The rider must declare that he is trick riding before moving. He must then make an Initiative test and, if successful, may move full distance. If he fails he loses control of his mount and must roll immediately on the Whoa Boy! table. This skill may not be used with heavy armour because of the agility required. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill. Warriors without Ride may not use this skill.

Combat Riding. The rider has trained his mount to use its bulk to trample any unmounted enemy before him. A warrior with this skill may make a single additional S4 attack when charging an unmounted opponent. In subsequent rounds of combat, or if charged by enemy warriors, the mounted warrior fights as normal.

Evade. The rider has trained his mount to swerve from side to side in combat, wrong-footing his opponent. A rider with this skill always strikes first in close combat against dismounted opponents. When charged by an opponent, or otherwise fighting an enemy also entitled to strike first, attacks are carried out in order of Initiative. If Initiative is equal, the model with greater Experience strikes first. Warriors without Ride may not use this skill.

Running Dismount. The rider is able to dismount from his mount at speed. The rider may ride up to the mount's normal move distance and then dismount immediately. No further movement or shooting is possible. This skill may be used to move into contact with the enemy, counting as a diving charge from a height of 2" – all the usual rules for diving charges apply. Note that the rider then counts as dismounted, gaining no further assistance from his mount. Warriors without Ride may not use this skill.

Athletic Mount. Without breaking stride, the warrior is able to leap

onto the back of his mount and immediately spur it into a full gallop. Once the warrior is on board, the mount may make a run or charge move as normal. The warrior must be within half his full move distance of his steed to use this skill.

Horse Archer. The rider has learned the skills of the steppe nomads and can shoot from a running mount. The rider may shoot in a 360 degree arc whilst mounted, and may shoot while his mount is running; however, the shot suffers a -1 to hit penalty in addition to all other normal modifiers. Warriors without Ride may not use this skill.

Mounted Combat Master. The rider is especially skilled at combat against a mounted opponent. If the model is fighting mounted against a mounted opponent and successfully wounds the enemy, the wounded model must add +1 to his roll on the Whoa Boy! table. Warriors without Ride may not use this skill.

Losing Control

If a mounted warrior has lost his last wound, then the player must roll on the Whoa Boy! table. This replaces the normal Injuries chart. If critical hits are suffered, then roll as many times as is required, taking the most serious result.

Whoa Boy! Table

D6	Result
1-2	The rider is temporarily disorientated and his mount rears up. The rider keeps his seat but must spend his next turn stationary regaining control, unable to move or shoot. If attacked, treat the rider as fallen down.
3-4	The rider falls off his mount and is stunned, taking an additional S2 hit in the process with no Armour save. In addition, roll a D6: on a roll of 1-3, the mount immediately bolts 3D6" in a random direction and continues until it has left the table – the mount may be recovered after the battle; on a roll of 4-6, the mount remains stationary and the warrior may remount once recovered. Note: the mount does not count as unridden or un-led in this instance.
5-6	The rider and his mount crash to the ground together. The rider and mount are automatically out of action. In addition, roll a D6: on a roll of 1-2 the mount lands on top of its rider, crushing him. If this happens,

the warrior must roll twice on the Serious Injuries chart after the battle. In addition, after the battle roll a D6: on a roll of 1-2 the mount was crippled or killed by the fall and is removed from the warband roster.

Animal Bestiary

What follows is a summary of animals commonly found in various parts of the world, along with a few less common species. Note that animals are not particularly bright and do not gain Experience. Note also that ridden animals can be ridden, but that doesn't mean that all of them want to be!

Attack Animals

The most common attack animal in the Old World is the faithful wardog, especially favoured by Witch Hunters. Other warbands have their favoured attack animals – Giant Rats for Skaven, Dire Wolves for Vampires, Cold One Beasthounds for the Druchii, Scorpions for Khemrian Tomb Guardians. Whatever the differences between the species, a warrior with several sets of claws and jaws behind him is a more dangerous opponent than a warrior on his own.

For details of the various attack animals available to different races, see the Mordheim rulebook or the relevant warband lists.

Ridden Animals

Humans like their horses, Orcs their boars, Goblins their wolves. All agree that two legs are good, but four legs are better.

War Boar

Cost: 90GC

Availability: Rare 11 (Orcs only)

Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the Boars for themselves.

Profile	M	WS	BS	S	T	W	I	A	Ld
7	3	0	3	4	1	3	1	3	

SPECIAL RULES

Ferocious Charge: Orc War Boars attack with +2S when charging, due to their bulk. Note that this applies only to the Boar, not the rider.

Thick Skinned: The thick skin and matted fur of the Boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's Armour save (making +2 total).

Giant Wolf

Cost: 85GC

Availability: Rare 10 (Goblins only)

The Giant Wolf is common in most of the mountain ranges of the Known World. However, catching one of these nasty, fast-moving beasts is another thing – especially if you are a Goblin.

Profile	M	WS	BS	S	T	W	I	A	Ld
9	3	0	3	3	3	1	4	1	4

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

Giant Spider

Cost: 100GC

Availability: Rare 11 (Goblins only)

The Giant Spider is the stuff of nightmares. Typically five to six feet long they are highly prized by Forest Goblins as mounts.

Profile	M	WS	BS	S	T	W	I	A	Ld
7	3	0	3(4)	3	3	1	4	1	4

SPECIAL RULES

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as Strength 4, but this will not modify any Armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a Spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! table. Note that even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

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

Mule

Cost: 30GC

Availability: Rare 7 (any warband)

Their stubbornness is legendary, but even so, these beasts of burden are occasionally ridden by Halflings, Dwarfs and even overweight clerics!

Profile	M	WS	BS	S	T	W	I	A	Ld
6	2	0	3	3	3	1	2	0	4

SPECIAL RULES

Slow: Mules are not the fastest of mounts and only bolt 2D6".

Stubborn: If a warrior is riding a Mule, or is in base contact with



a Mule, he must make a Leadership test each round or the mule will refuse to move.

Ornery: With no leader or rider, a Mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.

Non-combatant: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden Mule, immediately roll on the Whoa Boy! table. If an unridden Mule is charged, it will bolt directly away from the charger.

Riding Horse

Cost: 40GC

Availability: Rare 8 (Humans only)

Riding Horses are not trained for battle and will not normally attack an enemy. However, they are useful for moving rapidly around the field of battle.

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

Warhorse

Cost: 80GC

Availability: Rare 11 (Humans only)

Warhorses are large, well-trained horses, quite at home in battle. They are primarily used by Human warbands.

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

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield.

The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



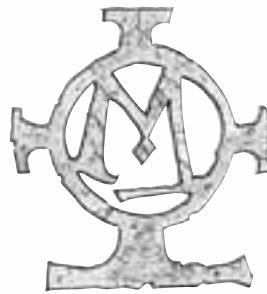
Elven Steed

Cost: 90GC

Availability: Rare 10 (Elves only)

Elven Steeds are graceful animals, but have a vicious temperament when called upon to fight. It is rumoured that even Dark Elves breed these fine beasts. Typically, High Elf steeds are grey and white, Wood Elf steeds are tan and white, and Dark Elf steeds are midnight black.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	5



SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.

Nightmare

Cost: 95GC

Availability: Rare 11 (Vampires and Necromancers only)

Vampire Counts occasionally need fell steeds to carry them about their business. Who cares if they're dead? They still have legs, don't they?

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	3	3	1	2	1	5

SPECIAL RULES

May Not Run: As an Undead creature, a Nightmare may not run, but may charge as normal.

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: As an Undead creature, Nightmares are immune to psychology, never have to take Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the Whoa Boy! table as normal.



Chaos Steed

Cost: 90GC

Availability: Rare 11 (Possessed warbands only)

Chaos Steeds are malformed, debased parodies of the magnificent Warhorses of the Empire. They are used by Possessed and other Chaos warbands.

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

SPECIAL RULES

May not be ridden by the Possessed. Even Chaos Steeds are skittish around the abhorrent Possessed and will not allow themselves to be ridden by such a being.

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



Ve&hicles of the Empire

There are three principal modes of transport in the Empire: travel by boat, by riding animals, such as horses and mules, and travel by wagon or coach. Riding animals have already been covered in 'Blazing Saddles' which is featured in the Mordheim Annual. Here we will cover the rules for travel via boat and wagon.

Wagons

This covers carts, stagecoaches and all two- and four-wheeled forms of transport commonly found in the Empire.

MOVEMENT

A wagon's movement is determined by how laden it is with passengers and cargo. Therefore throughout a game, a wagon's move may alter due to unloading or loading up of more passengers and cargo. Consult the table below to determine movement. Wagons cannot charge, climb, hide, run or flee.

TURNS

Wagons, regardless of size, may make a single turn of up to 45 degrees at the end of its movement. It may then apply the lash if desired. Make turns by pivoting the vehicle from its mid-point.

APPLYING THE LASH!

There are many reasons why a wagon driver would want to urge his beasts to go faster – if he is being pursued by bandits or mutants, for example! By applying the lash to his draft beasts, the driver of a wagon can attempt to gain some extra movement. After the wagon has moved normally, the player may roll a D6. On the score of 2+ this indicates how many extra inches the wagon may move ahead in a straight line. On the roll of a 1 something drastic has happened. Roll on the table below:

Applying The Lash

D6 Result

1-2 Steeds Tiring – The draft animals are growing tired – if the driver applies the lash next turn you must halve the score rounding fractions up.

3-4 Driver Shaken – Due to the wagon's speed the driver is thrown all over the place and may not apply the lash next turn as he recovers his composure.

5-6 Out of control – Make a roll on the Out of Control table.

Wagon Movement

No. of passengers or cargo quota	Standard Movement	Applying the lash!
1 (driver – compulsory)	10	+D6
2-3	8	+D6
4-6	6	+D6





TERRAIN

Difficult Ground: If a wagon enters difficult ground roll a D6. On a score of a 1 immediately make a roll on the Out of Control table, otherwise the wagon is fine.

Very Difficult Ground: If a wagon enters very difficult ground immediately make a roll on the Out of Control table with a modifier of +1.

Walls/Obstacles: If a wagon collides with a wall or other solid obstacle it comes to an immediate halt. The wagon suffers D3 hits at a Strength of 7 (see below).

Impassable Ground: If a wagon moves onto impassable ground it is immediately destroyed and each crew member/draft animal must make an Injury roll. Remove the wagon and place any surviving crew within 3" of the crash site.

COLLISIONS

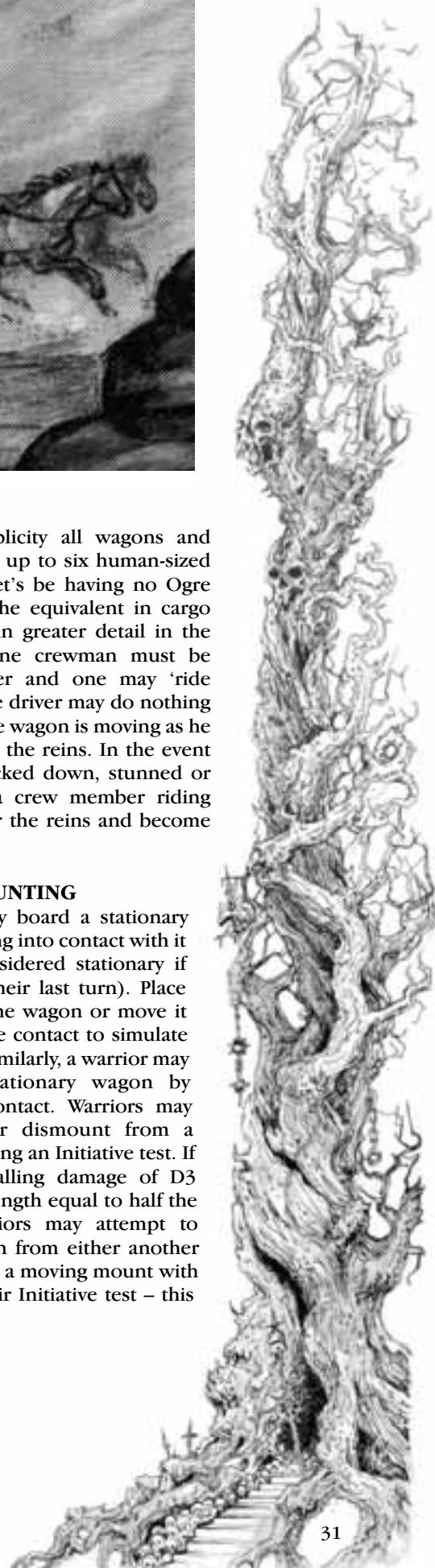
If a wagon collides with another wagon both suffer D3 Strength 7 hits (roll location and damage as normal below). In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal to their Initiative or suffer a S4 hit with all of the consequences. Warriors that are out of action cannot get out of the way of a wagon and are therefore automatically hit. Whenever a wagon collides with anything roll a D6, on a score of a 1 make an Out of Control test.

TRANSPORT

For the sake of simplicity all wagons and coaches may transport up to six human-sized warriors or smaller (let's be having no Ogre wagoneers now!) or the equivalent in cargo (this will be covered in greater detail in the Scenarios section). One crewman must be allocated as the driver and one may 'ride shotgun' with him. The driver may do nothing else but drive whilst the wagon is moving as he is too busy controlling the reins. In the event that the driver is knocked down, stunned or taken out of action a crew member riding shotgun may take over the reins and become the new driver.

MOUNTING/DISMOUNTING

A friendly warrior may board a stationary wagon by simply moving into contact with it (wagons are only considered stationary if they didn't move in their last turn). Place the model either on the wagon or move it with the wagon in base contact to simulate it being transported. Similarly, a warrior may dismount from a stationary wagon by moving away from contact. Warriors may attempt to mount or dismount from a moving wagon by passing an Initiative test. If they fail, they take falling damage of D3 automatic hits at a Strength equal to half the vehicle's speed. Warriors may attempt to board a moving wagon from either another moving wagon or from a moving mount with a modifier of -1 to their Initiative test – this counts as a charge.



LOSING CONTROL OF THE DRAFT ANIMALS

Apart from if a wagon becomes a runaway, control may also be lost by attackers attempting to wrestle away the control of the draft animals from the driver. Apart from eliminating the driver and taking control of the reins, the easiest way to control the draft animals is for a warrior to leap onto the back of one and ride it. A warrior can successfully leap onto a draft animal by passing an Initiative test (the warrior may add +1 if they have the Ride skill). If the test is failed then the warrior takes falling damage as usual. The warrior must pass a Leadership test to control the beast and therefore control the direction and speed of the wagon. The driver can only wrestle back control of the wagon by eliminating the warrior (any injury will suffice). If a warrior has successfully mounted a draft animal he may attempt to cut it free from the team on a 4+ although he will lose control of the wagon itself in doing so.

SHOOTING

Shooting from a wagon: Crew may fire from aboard a wagon and have a 360 degree arc of fire. Shooters suffer a penalty of -1 to hit for firing from a moving surface.

Shooting at a wagon: Warriors may shoot at a vehicle and gain a +1 to hit because it is a large target. If a hit is scored against a wagon then a roll must be made on the Location table opposite to decide what part of the vehicle has been hit.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Horse	6	-	-	3	3	1	2	-	-

LOSS OF A DRAFT CREATURE

Any time a steed is hit, regardless of whether or not it is injured, make a roll on the Out of Control table. If a steed is stunned or knocked down it will be dragged along by its associates until it recovers – next turn reduce speed by 1/2 (with a draft of two animals) or 1/4 (with a draft of four animals) and the driver may not apply the lash. If the steed is taken out of action then permanently reduce the speed by the previous amount until the driver can cut the animal free on the roll of a 5+. If the last steed is stunned, knocked down or taken out of action then the wagon comes to a halt and cannot move unless the steed recovers – make an Out of Control roll with +2 to the result.

Out of Control

D6 Result

1-3 Swerve – The driver temporarily loses control and the wagon veers wildly off course. Roll a D6:

- 1-3 – Swerves 45 degrees to the left.
- 4-6 – Swerves 45 degrees to the right.

The wagon then moves another 6" in the predetermined direction.

4-5 Runaway – The steeds bolt and the driver loses control of them. Each turn randomly determine the direction that the wagon goes in. Roll a D6:

- 1-2 – Swerves 45 degrees to the left.
- 3-4 – Swerves 45 degrees to the right.
- 5-6 – moves straight ahead.

The wagon will always move at full speed and roll for applying the lash discounting the effects of a 1 all the time it is a runaway. Each turn the driver may attempt to take control of the steeds. The driver must pass a Leadership test to regain control of the beasts. The crew may not fire missile weapons all the time the wagon is a runaway as they are trying to hold on for dear life.

6 Loss of control – The wagon goes wildly out of control. Roll a D6:

1 – The wagon swerves to the right (see above).

2 – The wagon swerves to the left (see above).

3-4 – The wagon comes to an immediate halt.

5 – The wagon's yoke pole snaps and the draft animals gallop off. The vehicle moves 6" straight ahead and then comes to a halt. The vehicle may no longer move.

6 – The wagon either jackknifes or hits a rock or a depression in the road and goes into a roll! The wagon moves D6" in a random direction determined by the Artillery Scatter dice. Any warriors/beasts it collides with take the usual collision damage. All the crew and draft animals take D3 Strength 4 hits. The wagon is now wrecked.

Wagon Location

D6 Result

1-2 Draft creature – Roll to wound and injure as normal – see loss of draft creature below for effects.

3 Crew – Randomly select a crew member and roll to wound and injure as normal – see Loss of Driver overleaf if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the wagon and must test for falling damage.

4-5 Chassis – Roll to damage the vehicle using the stat line below.

6 Wheel – Roll to damage the wheel using the stat-line below.



Wheel Damage

D6 Result

1-4 Wheel damaged – The wagon's speed is permanently reduced by -2".

5-6 Wheel flies off! – The wagon immediately swerves (see the swerve result on the Out of Control table above) and then comes to a halt. The wagon is now immobile. Roll a D6, on the score of 5-6 the wagon goes into a roll (see the roll result on the Out of Control table above).

WHEEL DAMAGE

If a wheel is damaged this is potentially disastrous. Randomly determine which wheel has been damaged and roll on the table above adding +1 to the result if the wheel has been damaged before.

CHASSIS DAMAGE

When the wagon loses its final point of damage/wound it is destroyed, comes to an immediate halt and each crew member/draft animal must make an Injury roll.

COMBAT

Warriors may strike a stationary wagon in close combat by charging and striking against the part they are in contact with (draft creatures/crew/wheel/chassis).

Chassis/wheels: Attacks hit automatically – just resolve damage.

Crew: Crew on board a stationary wagon are counted as defending an obstacle and a 6 is required to hit them regardless of Weapon Skill. If a crew member is taken out of action an attacker may enter/board the wagon in his next turn.

Draft Animals: The draft animals may be attacked in the usual manner although an attacker may choose to cut the draft animals free instead which requires a 2+ on a D6 to be successful. Draft animals that are cut free count as un-led beasts (see Blazing Saddles).

Warriors may attempt to attack a moving wagon by charging it in the normal way. Note: Charging a moving wagon does not bring it to a halt – the combat round is played out and then the wagon is free to move in its next Movement phase – if it is a runaway then it is compelled to move. Warriors are advised to attack to the side and rear because if they attack to the front they are liable to be run down in the wagon's next turn! Because attacking a moving wagon is a haphazard affair the attacker must determine the location struck first by rolling on the Location table above. Both the chassis and wheels are hit automatically just resolve damage. The draft animals are attacked in the normal manner although an attacker may not attempt to cut the reins on moving draft animals. The crew are difficult to strike and therefore a 6 is required to hit them regardless of Weapon Skill.

If the attackers manage to successfully board the wagon either when it was stationary or by leaping aboard it as it was moving they may engage the crew in combat in the usual manner without any penalties or modifiers. Note: Attackers or defenders that are injured fighting aboard a wagon must pass an Initiative test or fall off.

Boats

This covers small rowing boats through to large river barges. Note that these are very basic rules to cover small skirmishes on the rivers of the Empire, a more inclusive set of rules to cover ocean-going ships is currently in development.

MOVEMENT

Boats move 6" when moving with the current of a river (the direction of the river flow must be established before the start of the game). Boats may move 4" when travelling against the current. Boats must move at least half of their movement allowance unless they have been anchored or tethered to the shore.

TURNS

Boats, regardless of size, may make a single turn of up to 45 degrees at the end of their movement.

TERRAIN

A boat can encounter natural terrain such as rocks or man made obstacles such as logjams specifically placed to obstruct its movement. Both the aforementioned terrain types are impassable to boats and they will suffer D3 Strength 7 hits should they move into them and also come to an immediate halt.

COLLISIONS

See page 26 as for wagons.

TRANSPORT

All the above rules for wagons apply. In addition, because boats are considerably bigger than wagons, they can therefore transport a lot more.

A rowboat can transport up to six human-sized warriors or smaller, or the equivalent in cargo.

A river boat can transport up to eight human-sized warriors or smaller, or the equivalent in cargo.

A barge can transport up to

twelve human-sized warriors or smaller, or the equivalent in cargo.

MOUNTING/DISMOUNTING

See above for wagons, except warriors that fail an Initiative test for attempting to board a moving boat do not suffer damage but fall into the water – see the rules for swimming.

SHOOTING

See page 27 as for wagons.

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

PROPELLION DAMAGE

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



Boat Location

D6 Result

- 1 Propulsion** – Roll to damage the boat using the stat-line above – if damaged roll again on the Propulsion table.
- 2 Rudder** – Roll to damage the rudder using the stat-line above – if damaged the boat may only turn from now on after coming to a complete halt by using a combination of oars/boat-hooks.

3-4 Crew – Randomly select a crew member and roll to wound and injure as normal – see loss of driver above if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the boat.

5-6 Hull – Roll to damage the boat using the stat-line above.



Propulsion Damage

D6 Result

1-2 Sail damaged/oars splintered – The boat's speed is permanently reduced by -1".

4-5 Rigging damaged/oars splintered – The boat's speed is permanently reduced by -2".

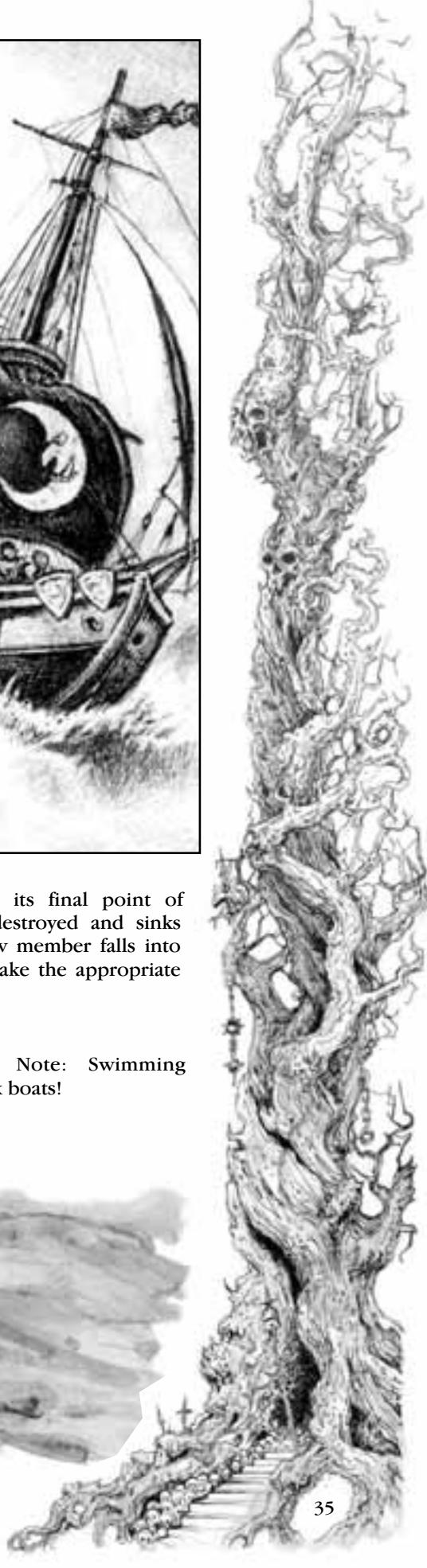
6 Mast falls! – With the loss of the mast (or all of the oars in the case of an oared vessel) the boat may only drift 2" in the direction of the current. All crew must immediately test on their Initiative to avoid the falling mast (this does not apply to oared vessels obviously). If a crewman fails this test he receives an immediate Strength 6 hit.

HULL DAMAGE

When the boat loses its final point of damage/wound it is destroyed and sinks immediately. Each crew member falls into the water and must make the appropriate tests for swimming.

COMBAT

See wagons above. Note: Swimming warriors may not attack boats!



Terrain

The following tables are meant as guidelines for typical terrain found in a game set in the Empire in Flames setting. Obviously there are no jungles or deserts in the Empire – most of the countryside is either open plains or forests, low ground broken up by low hills, with more hills being present the closer you get to the mountain ranges. Small farms break up the wild landscape, and these are surrounded by fields that are either clear or filled with crops, depending on the time of year.

OPEN GROUND

- No movement penalty.
- Fallow fields (or fields which just haven't produced crops yet).
- Low, open hills.
- Bridges or fords in waterways.
- Steps or ladders leading up or down.

DIFFICULT GROUND

- Models move at 1/2 speed.
- Small streams (moving water less than 4" wide).
- Rocky ground.
- Fields filled with crops.
- Abandoned ruins.
- Marshy ground.
- Woods.

VERY DIFFICULT GROUND

- Models move at 1/4 speed and may not charge.
- Rivers (moving water 4" or more wide).
- Swamp or deeper marsh.
- Hedges or thickets.

IMPASSABLE TERRAIN

Models may not move through this terrain. If forced into this terrain for whatever reason warriors are counted as out of action.

- Tall rock outcroppings.
- Deep rivers or lakes.

WOODS

The woods of the Empire are very dense and very dark, consisting of many huge ancient trees that block out the sun. In games in this setting, warbands rarely stray into the deepest, darkest woods so only small copses

and clumps of trees need be represented. The rules below reflect the effects of woods:

A stand of woods blocks line of sight to the other side, no matter how wide the stand is. This means that two models on either side of even a 1" wide section of woods cannot see each other if neither has actually entered it.

A model within a stand of woods can see or be seen for 2". This means that there must be no more than 2" between a warrior in woods and an enemy model for the warrior to freely charge or shoot at the enemy, and the same goes for enemy models who wish to shoot at or charge a warrior in woods. Models with more than 2" of woods between them may still test to see if they can charge unseen enemy models as per the normal Mordheim rules, of course.

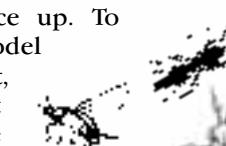
Woods are difficult ground, and reduce movement to half speed.

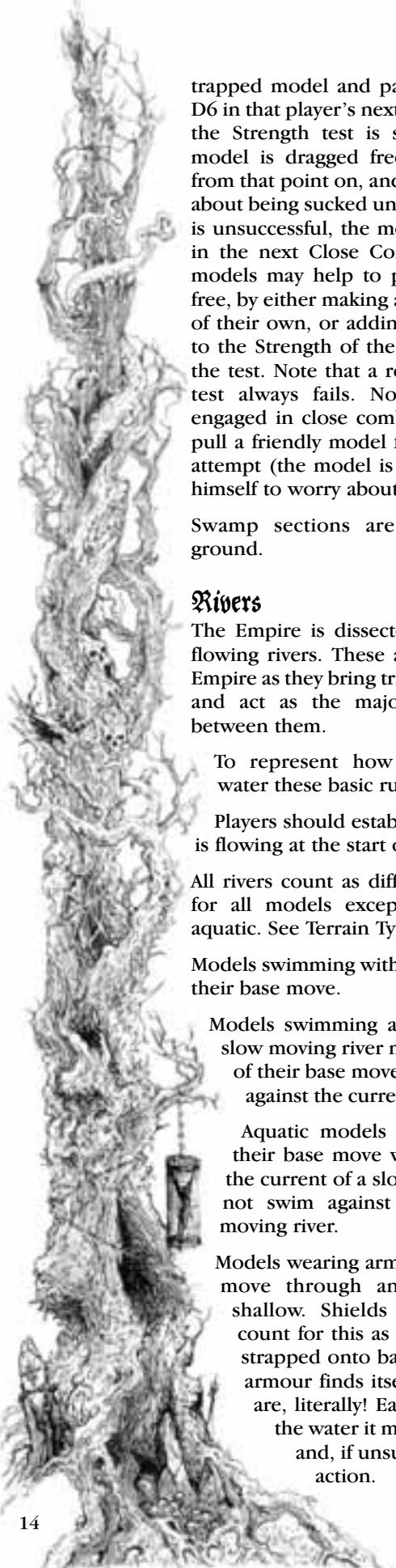


SWAMP OR DEEP MARSH

There are many areas of the Empire where water from the various waterways has built up over time and formed treacherous swamps. Models entering these wild places are taking their lives into their own hands, as swamps are some of the more dangerous places in the wilderness. Poisonous reptiles, bandit bands, crazed hermits, witches, and sucking bogs may all be found within a swamp. Many areas within a swamp are actually clear, but the following rules cover movement over actual swamp terrain section (represented by a small pond).

Whenever a model moves through a swamp section, roll a D6. On a roll of a 1, the model has stumbled into a sucking bog! The model may not move until rescued, and, if not rescued within D3+1 game turns (at the end of the last turn), he is sucked under and lost (remove the poor soul from the warband's roster). We suggest placing a D6 by the model with the number of turns remaining showing face up. To rescue a trapped model before the time runs out, a friendly model must move to within 2" of the





trapped model and pass a Strength test on a D6 in that player's next Close Combat phase. If the Strength test is successful, the trapped model is dragged free (may move normally from that point on, and no longer has to worry about being sucked under). If the Strength test is unsuccessful, the model may still roll again in the next Close Combat phase. Additional models may help to pull the trapped model free, by either making additional Strength tests of their own, or adding +1 per helper model to the Strength of the original model making the test. Note that a roll of a 6 on a Strength test always fails. Note also that a model engaged in close combat may not attempt to pull a friendly model free, or help in such an attempt (the model is too busy trying to save himself to worry about his comrade!).

Swamp sections are always very difficult ground.

Rivers

The Empire is dissected by many huge, fast-flowing rivers. These are the lifeblood to the Empire as they bring trade to the bustling cities and act as the major source of transport between them.

To represent how models interact with water these basic rules apply:

Players should establish which way the river is flowing at the start of the game.

All rivers count as difficult (or worse) terrain for all models except those considered as aquatic. See Terrain Types previously.

Models swimming with the current will double their base move.

Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.

Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river.

Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped onto backs. If a model wearing armour finds itself in deep water – they are, literally! Each turn the model is in the water it must make a Strength test and, if unsuccessful, is taken out of action.

Aquatic models in water, either swamp, streams or rivers, can elect to be hidden at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.



Fighting in Water

Most players will find it advantageous to fight around, or actually in, a waterway. We have included some simple rules to cover fighting in water.

If a non-aquatic model is knocked down in a shallow river or stream they are swept down-river D6". Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.

If any model is stunned while in shallow water it must make an Initiative test. If it passes, it can be turned over in the following turn. If it fails, it is considered drowned and will be taken out of action. The player will need to roll for injuries at the end of the game. This doesn't mean that the model is gone for good but is just a bit waterlogged!

Any Undead model that is knocked down in shallow water will recover as normal according the standard Mordheim rules for Undead.

Any model fighting in a shallow stream whilst wearing light armour will be considered out of action if stunned. No Initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour.



Buildings

The Empire can be a dangerous place, and no place more so than out in the wilderness. Buildings are treated a bit differently in games set in Empire in Flames. These rules do not cover ruins, which are simply considered difficult ground in most cases.

Curses, Locked!: First of all, unless the building is an inn (inn doors are only locked at night), the doors will be locked (or someone will simply be on the other side holding the door!). Secondly, buildings will have windows that are actually shuttered and/or have actual frames and intact glass. To move through a

locked door or shuttered window, the warrior has to first open it, which requires a bit of force. The warrior can either attempt to rip the door open using his bare strength, chop the door down with his weapons, or rush the door. Ripping a door off its hinges with bare hands is done at the end of the warrior's Movement phase, and requires that the warrior pass a Strength check at -2 to his Strength. If the warrior fails he can try again next turn. Only one warrior may attempt this at a time. Chopping a door down takes D3+1 complete game turns of doing nothing but attacking the door. Up to two friendly warriors may help chop the door down – subtract -1 turn from the total (down to a minimum of one turn). Rushing a door may be done at the end of any of the warrior's Movement phases, and requires a successful Strength test. If passed, the warrior is inside the room on the other side of the door (his momentum carries him inside). A warrior entering a room this way is placed 1" straight ahead into the room, pushing aside enemy models to make room if necessary. If he ends up in contact with enemy models after being placed, the warrior is considered to be engaged in close combat with them and he is considered to have charged. If the Strength test is failed, the warrior takes an automatic hit at his own Strength and will have to try again next turn if he wants that door open.

Doors that have been chopped down may never be locked again (see below).

Doors that have been forced open may only be locked again on a roll of 4-6 (roll as soon as the door is forced open), otherwise they have been too badly damaged by the ill treatment to be locked until they are repaired (some time after the game!). Unlike the doors to the outside, doors inside a building are considered to be unlocked.

Opening or locking a door obviously requires that the model actually comes into contact with the door when he is trying to interact with it! Also, a model that has just forced a door open will prevent enemy models from locking it (he may shove his foot or a weapon in there).

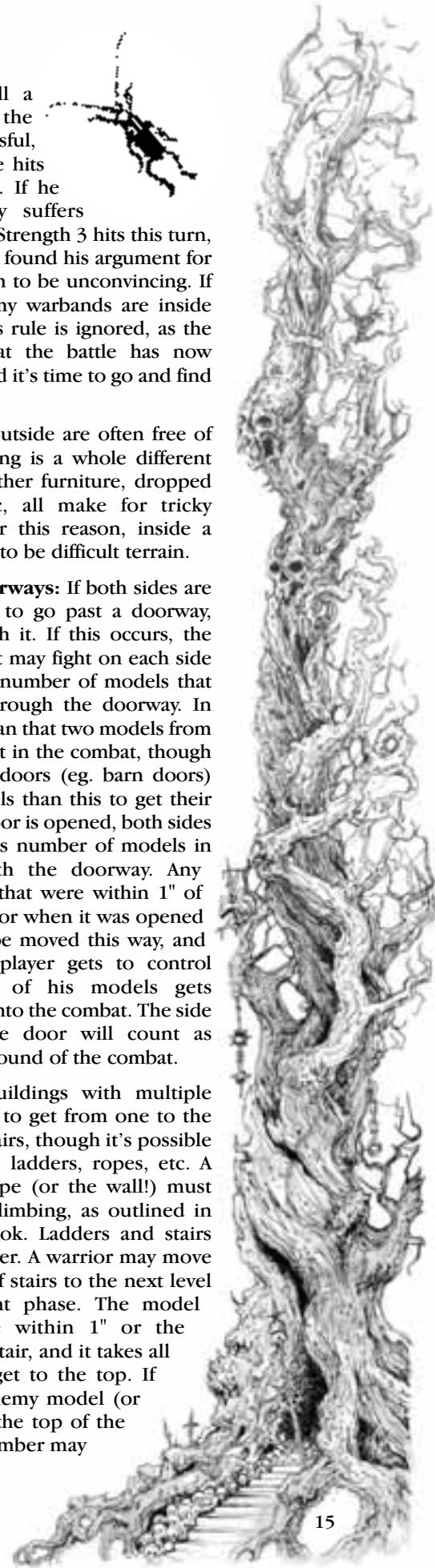
Get Out Me 'Ouse!: A warrior stepping into a building during a game will likely find it occupied. A warrior moving into an intact building will suffer D3-1 automatic hits from those inside, at Strength 3, as the inhabitants show their displeasure at him bringing the battle to them. If the player wishes, the warrior may spend a complete turn attempting to quell

the inhabitants – roll a Leadership test for the warrior. If he is successful, he will suffer no more hits while in this building. If he fails, he immediately suffers another D3 automatic Strength 3 hits this turn, as the inhabitants have found his argument for them not attacking him to be unconvincing. If members of two enemy warbands are inside the same building, this rule is ignored, as the inhabitants realise that the battle has now reached their home and it's time to go and find a place to hide!

Clutter: While areas outside are often free of debris, inside a building is a whole different story. Tables, chairs, other furniture, dropped dishes, firewood, etc, all make for tricky footing in a fight. For this reason, inside a building is considered to be difficult terrain.

Combat through doorways: If both sides are unwilling (or unable) to go past a doorway, they may fight through it. If this occurs, the number of models that may fight on each side is one more than the number of models that could walk abreast through the doorway. In most cases this will mean that two models from each side may take part in the combat, though some especially large doors (eg. barn doors) may allow more models than this to get their licks in! As soon as a door is opened, both sides may place up to this number of models in contact with the doorway. Any models that were within 1" of the door when it was opened may be moved this way, and each player gets to control which of his models gets moved into the combat. The side opening the door will count as charging in the first round of the combat.

Stairs and such: Buildings with multiple floors will have a way to get from one to the next. This is usually stairs, though it's possible that it may be ramps, ladders, ropes, etc. A warrior climbing a rope (or the wall!) must follow the rules for climbing, as outlined in the Mordheim rulebook. Ladders and stairs are a bit easier, however. A warrior may move up a ladder or flight of stairs to the next level in a single Movement phase. The model must start his move within 1" of the bottom of the ladder/stair, and it takes all of his movement to get to the top. If there is an upright enemy model (or models) within 1" of the top of the stairs or ladder, the climber may charge it.



Blazing Saddles

Rules for Mounted Beasts in Mordheim
by Robert J. Walker and Roger Latham

As well as being populated by the various humanoid races, the Warhammer world also contains many species of animals – some of which have been tamed and trained to perform a useful function. These can be divided broadly into two groups – animals that can be ridden (eg, horses, giant wolves, Cold Ones, etc) and those that can't (eg, warhounds, giant rats, etc). These rules are intended to flesh-out the rules for mounted warriors from page 163 of the Mordheim rulebook.

Model Representation

If you wish to include riding beasts or tamed animals, you will need to have models to represent them. For mounted warriors you will need both a mounted minotaure and a model on foot. It is advised not to glue the rider on but to use bluetack or something similar so that he may be removed when on foot and his mount is unridden.

Animal Handling Skills

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

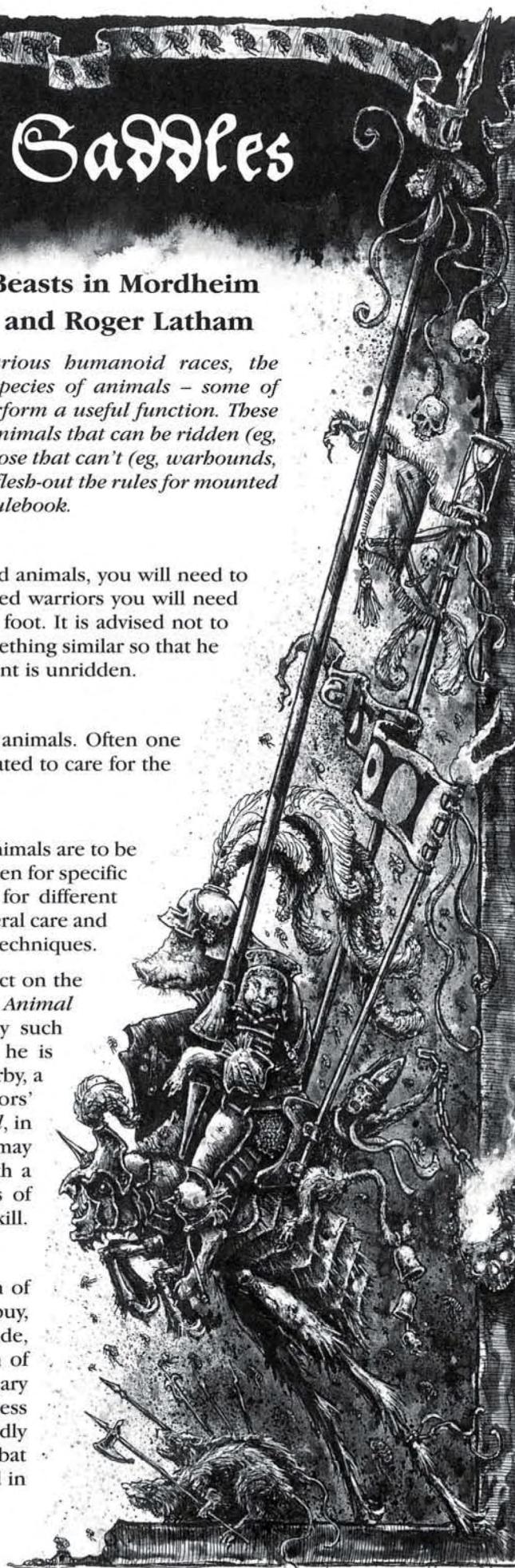
Beast Handler (eg, Dog Handler)

This skill is highly beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of the general care and well being of the animal as well as training techniques.

A warrior with this skill has a beneficial effect on the animals under his care. If a warrior has the *Animal Handling* skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the warband's leader is also nearby, a player may choose which of the warriors' Leadership to use unless the animal is *stupid*, in which case only the handler's Leadership may be used. In addition, stubborn animals with a handler in base contact, ignore the effects of stubbornness. This counts as an academic skill.

Riding Animals

Most warriors in Mordheim can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of lowly henchmen. To those with the necessary wealth and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right.



New Rules





Blazing Rules



Mounting Animals. It requires half a warrior's move to mount or dismount a riding creature. A mount or its rider may not run or charge in the same turn that the warrior mounts or dismounts unless the rider has a Special Riding skill that allows this.

Not Indoors. Mounts cannot normally be ridden indoors or underground, unless playing a specially devised scenario that allows this.

Dense Terrain. Riding mounts are rare both amongst the ruins of Mordheim and in the claustrophobic jungles of Lustria. The dense terrain makes riding difficult and large numbers of riders are highly ineffective. Thus in those settings, a warband may only have a maximum of two mounts (not including those belonging to Hired Swords). In more open settings, such as the open fields of the countryside around Mordheim or the deserts of Khemri, a warband may have as many mounts as they can afford.

Controlling a Mount. The Special Riding Skills may be used by warriors who have a riding animal, but only after the skill *Ride* has been gained; warriors which come provided with a riding animal are assumed to possess the *Ride* skill already.



Warriors without this skill may still ride animals, but must test against their Leadership if hit by any missile, and at the beginning of any Combat phase when a standing enemy is in base contact. If the test is failed they lose control of their mount and must roll on the Whoa, Boy! Table. Note that if an enemy is not standing, the mounted warrior is not considered to be in combat and thus does not need to test for loss of control.



Armour Bonus. All riding animals give their riders a +1 armour save bonus.

Bolting Mounts. In certain circumstances, a mount may bolt. A bolting mount must make a Leadership test at the beginning of the owning player's turn; if successful it stops running, otherwise it continues fleeing. The easiest way to determine the direction a mount bolts is to use an Artillery Scatter dice. If you do not have one, then roll 2D6 and use the clock-face method. Taking the direction the horse is facing as 12 and directly behind as 6, the horse will bolt in the appropriate direction on the clock-face.

Leading Animals. On occasion, a warrior may want to lead a riding animal rather than riding it. A warrior may only lead one riding animal unless he has the Animal Handling skill, for that particular animal, in which case he can lead as many as he wishes. Groups of led animals are tethered together and must maintain base contact with each other; at least one must be in base contact with the warrior leading them. Riding animals that are being led do not roll for loss of control. If required to make a Leadership test (eg, when charged by a Fear-causing enemy) they use the Ld of the warrior leading them. A warrior leading riding animals may move and fight as normal, but must maintain base contact at all times.

Unled Animals. Riding animals which are not being either led or ridden will remain stationary but must make a Leadership test at the beginning of their turn. If this is failed, they will bolt, using the rules above.

Cavalry Skills

Skills may only be used one at a time. If two are applicable to a given situation, the controlling player must decide which to use. All bonuses are cumulative with those gained from a mount, unless otherwise stated.

Ride (eg, Ride Horse)

This skill is vital if a rider wishes to ride an animal into combat. The skill is specific to a particular type of animal and must be gained again if the warrior wishes to be able to ride a different kind of animal. For instance, a warrior with *Ride Horse* would need to gain the skill *Ride Warhorse* if he wanted to be able to ride such a spirited mount.

SPECIAL RIDING SKILLS

Cavalry Commander. Mounted heroes are an impressive sight. With a good vantage point, they can see (and be seen) far more readily than if they were on foot. If the warband's leader has this skill and is mounted, he may add an extra 6" to the distance within which other warriors in the warband may use his Leadership. This is in addition to any other bonuses that increase the range of the leader's influence.

Trick Riding. By athletically hanging off the side of his mount, a rider makes himself harder to hit. While a rider is trick riding all missile attacks against him suffer -1 to hit in addition to other modifiers. The rider must declare that he is trick riding before moving. He must then make an Initiative test and, if successful, may move full distance. If he fails he loses control of his mount and must roll immediately on the Whoa Boy! table. This skill may not be used with heavy armour because of the agility required. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill. Warriors without *Ride* may not use this skill.

Combat Riding. The rider has trained his mount to use its bulk to trample any unmounted enemy before him. A warrior with this skill may make a single additional S4 attack when charging an unmounted opponent. In subsequent rounds of combat, or if charged by enemy warriors, the mounted warrior fights as normal.

Evade. The rider has trained his mount to swerve from side to side in combat, wrong-footing his opponent. A rider with this skill always strikes first in close combat against dismounted opponents. When charged by an opponent, or otherwise fighting an enemy also

entitled to strike first, attacks are carried out in order of Initiative. If Initiative is equal, the model with greater experience strikes first. Warriors without *Ride* may not use this skill.

Running Dismount. The rider is able to dismount from his mount at speed. The rider may ride up to the mount's normal move distance and then dismount immediately. No further movement or shooting is possible. This skill may be used to move into contact with the enemy, counting as a Diving Charge from a height of 2" – all the usual rules for diving charges apply. Note that the rider then counts as dismounted, gaining no further assistance from his mount. Warriors without *Ride* may not use this skill.

Athletic Mount. Without breaking stride, the warrior is able to leap onto the back of his mount and immediately spur it into a full gallop. Once the warrior is on board, the mount may make a run or charge move as normal. The warrior must be within half his full move distance of his steed to use this skill.

Horse Archer. The rider has learned the skills of the steppe nomads and can shoot from a running mount. The rider may shoot in a 360 degree arc whilst mounted, and may shoot while his mount is running; however the shot suffers a -1 to hit penalty in addition to all other normal modifiers. Warriors without *Ride* may not use this skill.

Mounted Combat Master. The rider is especially skilled at combat against a mounted opponent. If the model is fighting mounted against a mounted opponent and successfully wounds the enemy, the wounded model must add +1 to his roll on the Whoa Boy! table. Warriors without *Ride* may not use this skill.



New Rules



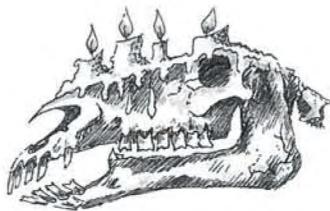


Losing Control

If a mounted warrior has lost his last wound, then the player must roll on the Whoa Boy! table. This replaces the normal Injuries chart. If critical hits are suffered, then roll as many times as is required, taking the most serious result.

Whoa Boy! Table

D6	Result
1-2	The rider is temporarily disorientated and his mount rears up. The rider keeps his seat but must spend his next turn stationary regaining control, unable to move or shoot. If attacked, treat the rider as fallen down.
3-4	The rider falls off his mount and is stunned, taking an additional S2 hit in the process with no armour save. In addition, roll a D6: on a roll of 1-3, the mount immediately bolts 3D6" in a random direction and continues until it has left the table – the mount may be recovered after the battle; on a roll of 4-6, the mount remains stationary and the warrior may remount once recovered. Note: the mount does not count as unridden or unled in this instance.
5-6	The rider and his mount crash to the ground together. The rider and mount are automatically <i>out of action</i> . In addition, roll a D6: on a roll of 1-2 the mount lands on top of its rider, crushing him. If this happens, the warrior must roll twice on the Serious Injuries chart after the battle. In addition, after the battle roll a D6: on a roll of 1-2 the mount was crippled or killed by the fall and is removed from the warband roster.



Animal Bestiary

What follows is a summary of animals commonly found in various parts of the world, along with a few less common species. Note that animals are not particularly bright and do not gain experience. Note also that ridden animals can be ridden, but that doesn't mean that all of them want to be!

Attack Animals

The most common attack animal in the Old World is the faithful wardog, especially favoured by Witch Hunters. Other warbands have their favoured attack animals – Giant Rats for Skaven, Dire Wolves for Vampires, Cold One Beasthounds for the Druchii, Scorpions for Khemrian Tomb Guardians. Whatever the differences between the species, a warrior with several sets of claws and jaws behind him is a more dangerous opponent than a warrior on his own.

For details of the various attack animals available to different races, see the Mordheim rulebook or the relevant warband lists.

Ridden Animals

Humans like their horses, Orcs their boars, Goblins their wolves. All agree that two legs are good, but four legs are better.

War Boar



Cost: 90gc

Availability: Rare 11 (Orcs only)

Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the boars for themselves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3	4	1	3	1	3

SPECIAL RULES

Ferocious Charge: Orc war boars attack with +2S when charging, due to their bulk. Note that this applies only to the boar, not the rider.

Thick Skinned: The thick skin and matted fur of the boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's armour save (making +2 total).

Giant Wolf

Cost: 85gc

Availability: Rare 10 (Goblins only)

The giant wolf is common in most of the mountain ranges of the Known World. However, catching one of these nasty, fast-moving beasts is another thing – especially if you are a Goblin.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	4

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

Giant Spider

Cost: 100gc

Availability: Rare 11 (Goblins only)

The Giant Spider is the stuff of nightmares. Typically five to six feet long they are highly prized by Forest Goblins as mounts.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3(4)	3	1	4	1	4

SPECIAL RULES

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as Strength 4, but this will not modify any armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! table. Note that even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

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

Mule

Cost: 30gc

Availability: Rare 7 (any warband)

Their stubbornness is legendary, but even so, these beasts of burden are occasionally ridden by Halflings, Dwarfs and even overweight clerics!

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	2	0	4

SPECIAL RULES

Slow: Mules are not the fastest of mounts and only bolt 2D6".

Stubborn: If a warrior is riding a mule, or is in base contact with a mule, he must make a Leadership test each round or the mule will refuse to move.

Ornery: With no leader or rider, a mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.

Non-combatant: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden mule, immediately roll on the Whoa Boy! table. If an unridden mule is charged, it will bolt directly away from the charger.

Riding Horse

Cost: 40gc

Availability: Rare 8 (Humans only)

Riding horses are not trained for battle and will not normally attack an enemy. However, they are useful for moving rapidly around the field of battle.

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

Warhorse

Cost: 80gc

Availability: Rare 11 (Humans only)

Warhorses are large, well-trained horses, quite at home in battle. They are primarily used by human warbands.

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

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.

Elven Steed

Cost: 90gc

Availability: Rare 10 (Elves only)

Elven steeds are graceful animals, but have a vicious temperament when called upon to fight. It is rumoured that even Dark Elves breed these fine beasts. Typically, High Elf steeds are grey and white, Wood Elf steeds are tan and white, and Dark Elf steeds are midnight black.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



New Rules



Blazing Saddles



Nightmare

Cost: 95gc

Availability: Rare 11 (Vampires and Necromancers only)

Vampire Counts occasionally need fell steeds to carry them about their business. Who cares if they're dead? They still have legs, don't they?

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	3	3	1	2	1	5

SPECIAL RULES

May Not Run: As an Undead creature, a Nightmare may not run, but may charge as normal.

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: As an Undead creature, Nightmares are immune to psychology, never have to take Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the Whoa Boy! table as normal.



Chaos Steed

Cost: 90gc

Availability: Rare 11 (Possessed warbands only)

Chaos steeds are malformed, debased parodies of the magnificent warhorses of the Empire. They are used by Possessed and other Chaos warbands.

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

SPECIAL RULES

May not be ridden by The Possessed. Even Chaos Steeds are skittish around the abhorrent Possessed and will not allow themselves to be ridden by such a being.

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



Cold One

Cost: 100gc

Availability: Rare 11 (Dark Elves and Skinks only)

Scaly, mean and stupid, these native creatures of the New World make excellent mounts upon which to fight.

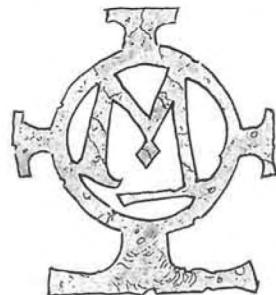
Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	4	4	1	3	1	3

SPECIAL RULES

Fear: Cold Ones cause *fear*.

Stupid: Roll against the rider's Leadership each turn; if the rider fails the test then usual *stupidity* applies, otherwise move as normal.

Scaly: Cold Ones give an additional +1 armour save bonus (making +2 in total).



Random Happenings

Mordheim is a dark and sinister city – dangers lurk around every corner. Even the basic laws of nature cannot be relied upon. Mark Havener and Tim Huckelberry explain how these dangers can be introduced to your battles.

These rules represent the weird and wonderful things that can happen in Mordheim which are beyond the control of players. These rules are intended to be optional and should only be used if agreed on by all players taking part. To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart opposite to see what exactly is encountered and follow the directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act). This player is known as the 'Encountering Player', even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

It was a hot afternoon and sweat was dripping down the back of Reinhold's collar, drenching the shirt he wore under his leather jerkin. "Why can't this damnable place have normal weather? It's the middle of winter, for Sigmar's sake."

His companions ignored him, too caught up in their own misery to spend any time on his. The best way to beat the heat was to concentrate on the task at hand, collecting the precious wyrdstone, and think about what they could buy with the gold if they happened upon a motherlode.

A shadow quickly covered the street and the warband members looked up to determine the nature of their apparent salvation. Dark clouds now covered the sky. Instead of elation at the sight, however, the warband members found themselves filled with dread. These clouds had a sickly, unnatural look to them. They were a putrid green colour and appeared bloated with some foul fluid.

"What now?" Reinhold asked, voicing the question that was in every man's mind.

With a sound like the screams of the damned, the clouds opened up and a yellow rain started to fall. As it touched flesh, the liquid hissed and burned. As one the warband members ran yelling into the cover of a nearby building. Mere steps from the safety of an open doorway the newest member, Mannfred, fell to his knees and began screaming, tearing at his flesh. From the building the other members watched as Mannfred pitched face forward into the dirt of the road and his screams died.

Klaus, the largest member of the warband, turned to face Reinhold, a pained look on his battle-scarred face. "You had to ask, didn't you?"

After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns. Several of the entries below refer to game turns, this includes both players' turns.

Random Encounters Chart

D66 Result

11 Ogre Mercenary

An Ogre Mercenary (see the Hired Swords section of the Mordheim rules for details on the Ogre Mercenary) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game, the Ogre demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

12 Swarm of Rats

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their way. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal four-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will run right over him. Any model moved over by the rats will suffer D3 Strength 2 hits, normal armour saves apply.

13 Earthquake

Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many game turns the earthquake lasts. While the shaking persists, all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

14 High Winds

A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game.

15 Blood for the Blood God!

Unfortunately for the warbands involved, the scent of blood has brought the attention of one of Khorne's minions. Reality is breached as a vicious Bloodletter emerges from the Realm of Chaos to shed even more blood for its master. The Bloodletter has the following characteristics and special rules:

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	6	0	4	3	1	6	2+	10

Fear: As monstrous and horrifying creatures, Bloodletters cause *fear*.

Save: 4+ Daemonic armour save.

Psychology: Immune to all psychology tests.

Hellblade: The Bloodletter is armed with a Hellblade which will automatically cause a critical hit if a 4+ is rolled to hit.

The Bloodletter will seek out the nearest close combat and join in, drawn by the clash of steel. The Daemon has a number of Attacks equal to the number of opponents it is fighting (down to a minimum of 2 Attacks). It will split its attacks amongst the opponents, and no matter how many warriors are involved it may roll to hit each one at least once. It will also prevent an opponent from taking any other warrior *out of action* in the massed combat, as they will be too concerned with the Daemon to finish off their other enemy!

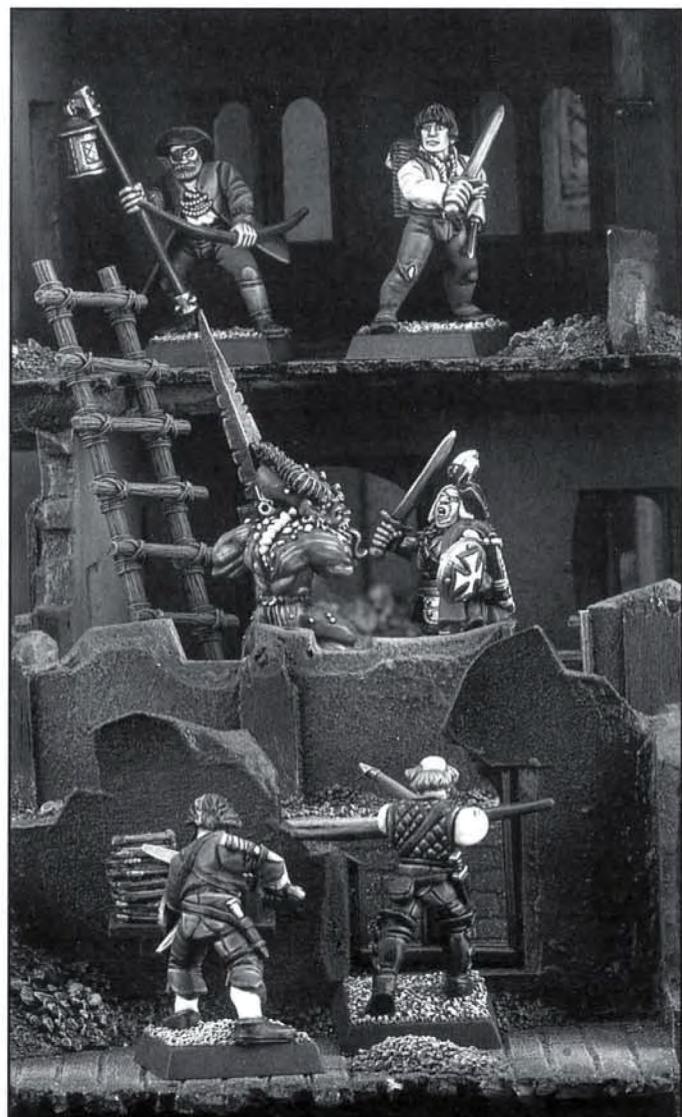
If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, the Daemon will run towards the nearest warrior, eager to do battle. The Daemon will stay for D6 turns after which it will disappear.

16 Lucky Find

One random model, on his feet and not in hand-to-hand combat or fleeing, has stumbled upon a shard of wyrdstone! Assuming he doesn't go *out of action*, this is added to any other shards the warband finds after the game. If he is taken *out of action* in close combat, the enemy model steals the shard away! Note that only non-animal models can find or steal a shard, not Dire Wolves, Hunting Dogs, etc.

21 Restless Spirit

Countless unfortunates have suffered agonising deaths in countless forms since the comet crashed into the city. Not all of these individuals can easily accept their new condition and they refuse to rest. Perhaps they left some important task unfinished or seek revenge on those who did them harm. The warbands have stumbled upon one such ghost. Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. This creature is unable to affect (or be affected by) the physical world, but it is very frightening nonetheless. The spirit moves 4" in a random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior-Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is immediately banished (disappears and does not return) and the priest gains one Experience point.



Drawn by the bloodshed, a Bloodletter of Khorne appears in the middle of an unfortunate Reiklander warband.

22 Burning Building

Suddenly, one of the buildings (chosen at random) bursts into flames, ignited by smouldering embers from a fire thought extinguished long ago. Any models inside take a S3 hit unless they move outside in that turn and any models within 2" of the walls take a S2 hit from the smoke and heat unless they move further away as well. For the rest of the game, the building itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear-causing* enemy.

23 Man-Eater

One of the trees growing in the area has been changed into a carnivorous predator by exposure to the Chaos magic inundating the area. Randomly determine which member of the Encountering Player's warband finds the plant. That model is attacked as a large mouth opens up in the trunk of the tree and its branches whip down to grab its unfortunate victim. Place a tree next to the victim. He is now considered to be in close combat with the tree, which has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Tree	0	3	0	4	6	3	3	2	10

The tree automatically passes any Leadership tests it is required to make. Any result on the Injury table will cause the Man-Eater to stop attacking, though it is not possible to actually take it *out of action* or *knock it down*. Opponents are +1 to hit the tree, due to the fact that it is rooted to the spot!

24 Skeletons

While the intense magic of the area rapidly dissolves skeletons to dust, shambling hordes of them spring up at random from the bones of the fallen. Uncontrolled, they roam the city wasteland, blindly attacking everything they find before falling apart. 2D6 Skeletons appear with the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	1	1	10

Fear: The Skeletons cause *fear*.

Psychology: Skeletons are immune to all Leadership based tests and *Stunned* results.

They are armed with simple weapons or bony fists (treat as daggers in close combat). The skeletons will move towards and attack the closest models as quickly as possible. Roll a D3 when they appear, after that many turns they crumble back to inanimate bones (count the current turn as the first one).

25 The Twisting of the Air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a D6 at the start of each player's turn. For the next D3 game turns, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6". All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging model's perception of the distance.

26 Spawn

The warbands have stumbled upon one of the many former inhabitants of the city that got too close to the crater at the centre of the city and was turned into a mindless spawn. Spawns have the following characteristics:

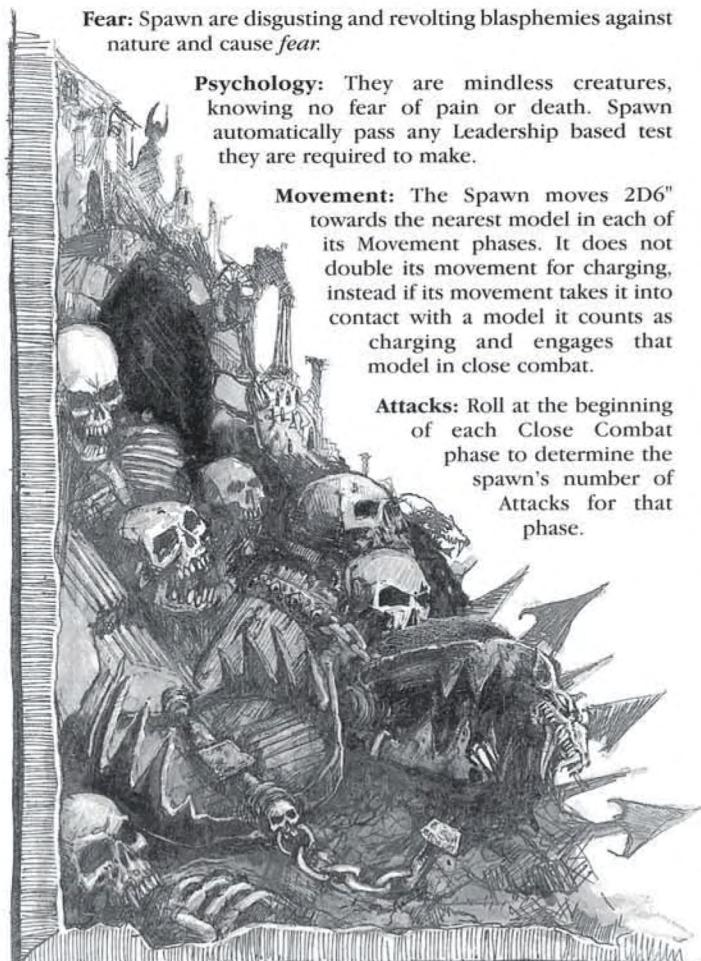
Profile	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	4	2	3	2D6	10

Fear: Spawns are disgusting and revolting blasphemies against nature and cause *fear*.

Psychology: They are mindless creatures, knowing no fear of pain or death. Spawns automatically pass any Leadership based test they are required to make.

Movement: The Spawn moves 2D6" towards the nearest model in each of its Movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Attacks: Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.



31 Collapsing Building

Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armour saves applying as normal, as the building collapses. Remove the building from the table (replacing with ruins if possible), and place the models back on the table where it stood. Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

32 Scrawlings on a Wall

A randomly determined warband member who is within 4" of a building (if there are no models this close to a building, ignore this encounter), sees writing suddenly appear in blood on the wall closest to him. Roll on the following table to find out what the writing says:

D6 Result

- 1 The writings are a map of the area. The model's warband receives a +1 on the roll to pick the scenario for the next game they take part in.
- 2 Reading the writing accidentally sets off a spell on the reader. The model suffers a minor curse and now has a -1 penalty to all dice rolls for the rest of the game.
- 3 The warband member learns of the remains of some booty inside the building. If he moves inside he finds a D6 gold crowns.
- 4 The writings reveal all the hiding places in the area. The model can hide, even in the open, for rest of the game.
- 5 The warband member learns of a secret passage inside the building – if he moves inside, he can pop out next turn in any other building.
- 6 A fun read, but nothing else happens (Veskit was here!).

33 Thick Fog

A fog rolls in, thick as pea soup. Models can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn. The fog lasts for the rest of the game.

34 Hands of Stone

Hands of earth and stone suddenly jut out of the ground in a small area of the battlefield. The Encountering Player must pick a spot anywhere on the battlefield and anything within 3" of that spot is affected. The area is now very difficult ground as the hands grasp and attempt to hold anyone passing near them. This encounter lasts one game turn, at the end of which the hands sink back into the ground.

35 Dog Pack

Recent events in Mordheim have caused many of the city's dogs to suddenly find themselves without homes. Groups of these animals have turned feral and formed into hunting packs. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs (use the Hunting Dog stats from the Witch Hunter warband list). The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

36 Possessed!

One randomly selected member of the Encountering Player's warband is suddenly possessed by a minor spirit. This spirit is far too weak to control the model's entire body, but is instead limited to controlling one of his or her limbs (usually an arm). The model takes an automatic hit at his or her own Strength during each of his or her Close Combat phases until the possession is over and may do nothing else. The possession lasts D3 game turns. Note that Sigmarite Matriarchs and Warrior-Priests are immune to this possession, as are non-living warband members. If such a warband member is the object of the spirit's attention, randomly determine another warband member to suffer the effect instead.

41 Fountain of Blood

The city itself seems to weep as even more blood is shed on its streets. For the rest of the game, whenever a model is taken *out of action* in close combat, the model that did the deed must take a Strength test or be *knocked down* as he is hit by a torrent of blood pouring from the ground. If there were others involved in the combat they are not affected, as the steaming liquid seems to be directed only at those who have called it into being by their bloodthirsty actions.

42-44 Storm of Chaos

Clouds rapidly gather above the city in an unnatural, sickly yellow-green mass and warp lightning begins to dance from one cloud to another. Thunder rocks the air, screaming out in almost intelligible noises. The clouds themselves seem to take on the shapes of monstrous creatures and both warbands in the conflict look at each other with fear on their faces. Roll a D6 to see what the storm manifestation will bring:

D6 Result

- 1 Warp lightning begins to strike the ground in search of a victim. It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible. If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.
- 2 Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.
- 3 Wyrdstone dust has mixed with the water vapour in the area and produced the strange looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover. The rain lasts D3 turns.
- 4 A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells – each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.
- 5 A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air brings warriors to their knees as if they had been hit by cannonballs of solid air. D6 randomly selected models are *knocked down* by the air bursts. If any of these models are in close combat, all other members of that melee are *knocked down* as well.
- 6 Tendrils of smoke drift down from the clouds, winding around the heads of members of each warband. Randomly select one Hero from each warband – these warriors have been chosen by rival storm gods as their champions. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains (the combat will end when one of the models puts his rival *out of action*). If a warband does not have any Heroes left in play when the storm gods choose their champions, a random Henchman will be chosen from that warband instead.



45 Pit Fighter

This encounter is identical to the Ogre Mercenary encounter before, except the Hired Sword encountered is a Pit Fighter, not an Ogre Mercenary.

46 Plague of Flies

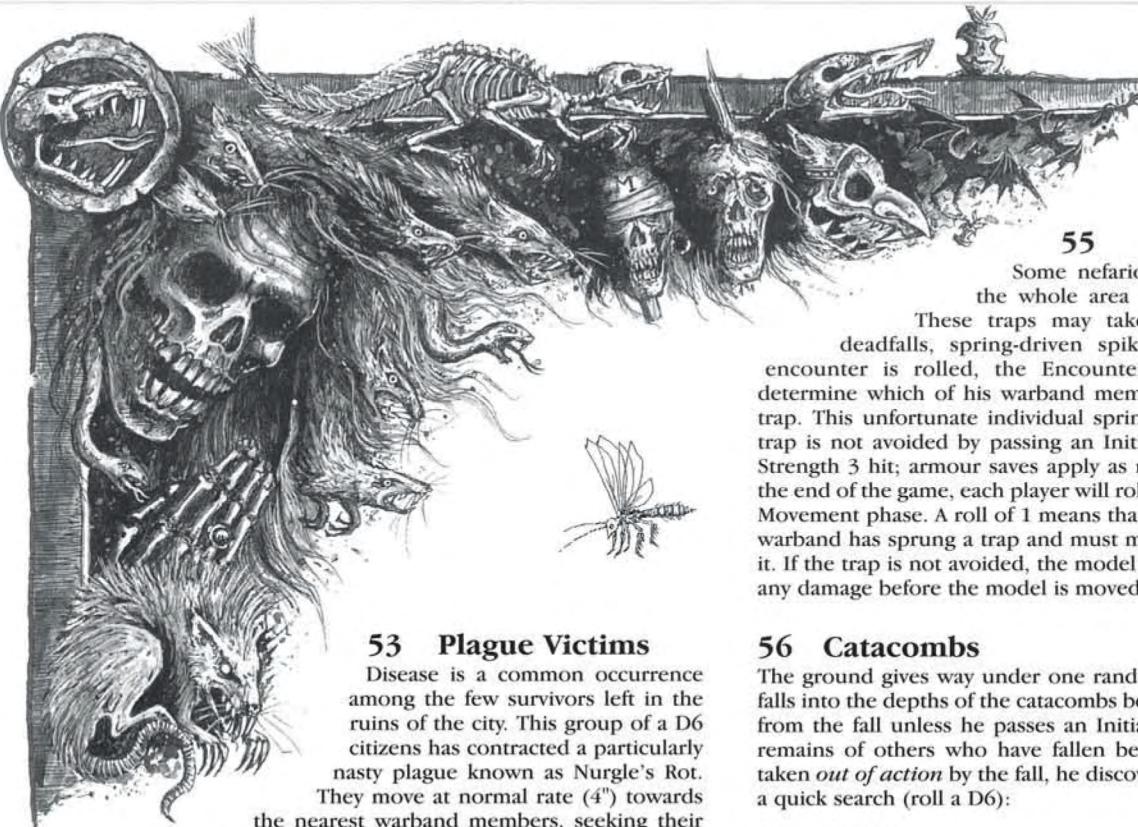
An enormous cloud of flies appears in the sky and swoops down on the warbands below. All models have an extra -1 to hit penalty when shooting or fighting in close combat as flies buzz around them and into open orifices. The flies remain for D3 game turns and then fly away.

51 Sinkhole

An enormous mouth suddenly opens up under the feet of one randomly determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is sucked underground and taken *out of action*. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being *knocked down* for the rest of the game, though he may not move at all.

52 The Horror in the House

Randomly select one warrior lurking alone inside a building (if there are no warband members inside a building, ignore this result and re-roll on the Random Encounters table). Unfortunately for him, he's not as alone as he thought. He hears a slight ripping sound as if the air itself is being torn apart and something manifests itself behind him. The warrior must make a Fear test and if he fails, in his next Movement phase he will run screaming 2D6" from the building towards the nearest table edge and can do nothing else in that turn. If he passes the test, the unnatural presence still forces him D6" outside, but he suffers no other effects. At the start of his subsequent turn, a fleeing model can try to recover from his ordeal by passing a Leadership test, but at a -1 penalty. If he does, he stops, but cannot do anything else that turn other than catch his breath. If he fails, he again moves 2D6", trying in vain to erase the terrifying images from his memory. For the rest of the game, the building itself will cause *fear*, and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear-causing* enemy.



55 Booby Traps

Some nefarious individuals have trapped the whole area the warbands are searching.

These traps may take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 3 hit; armour saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her Movement phase. A roll of 1 means that one member of that player's warband has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S3 hit as above; apply any damage before the model is moved.

53 Plague Victims

Disease is a common occurrence among the few survivors left in the ruins of the city. This group of a D6 citizens has contracted a particularly nasty plague known as Nurgle's Rot.

They move at normal rate (4") towards

the nearest warband members, seeking their help. If they come into contact with a warband member, they will not attack, but will instead cling

to him as they beseech his aid, hindering him greatly. A model with Plague Victims in contact with him acts as if he had just recovered from being *knocked down* (moves at half rate, may not charge or run, etc. See the Mordheim rules for details). If one or more of the Plague Victims is charged, shot at, or otherwise attacked, these pitiful victims will rout immediately. At the end of the game, roll a dice for each warband member in play when the Plague Victims appeared and on a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

D6 Result

- 1 Major Symptoms: The plague races through the victim's system, producing horrible disfiguring lesions before killing him. If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring *Robbed*, *Bitter Enmity*, *Captured* and *Sold to the Pits* results) to determine the long term effects of the disease.
- 2-5 Minor Symptoms: The plague takes its toll on the victim as it takes its course. Without proper bed rest the victim will die. The warband member must miss the next game as he recovers.
- 6 Full Recovery! The victim has an especially hardy constitution or gets an extremely mild case of the disease. The victim suffers no ill effects.

54 Last One Standing

The horrors of Mordheim can drive even the strongest mind past the point of madness. This Sigmarite Matriarch (for stats see the Sisters of Sigmar section of the Mordheim rules) has seen her entire warband cut down around her and the experience has proven too much for. She now seeks revenge and is not particular about who gets to pay! She is armed with a Sigmarite Hammer and steel whip and wears heavy armour and a helm. She carries Blessed Water and a Holy Relic on her person as well. She knows the prayers *The Hammer of Sigmar* and *Armour of Righteousness* (see the Prayers of Sigmar chart in the Mordheim rules for details). Roll randomly to determine which she casts on herself each turn. She has the skills Absolute Faith, Jump Up and Step Aside. The Matriarch will move as quickly as possible towards the nearest model and engage them in close combat if able. She will not rout and must be taken *out of action* to make her stop. If the Matriarch is taken *out of action*, leave her body where it fell, any non-animal warband member may loot her body by moving into contact with it during their Movement phase. If this warrior is later taken *out of action* as well, place a counter where the warrior fell to represent the Matriarch's equipment. This can then be picked up by a different model, as above.

56 Catacombs

The ground gives way under one randomly selected warrior and he falls into the depths of the catacombs below the city. He takes a S3 hit from the fall unless he passes an Initiative test, and lands near the remains of others who have fallen before him. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6 Result

- 1 A helmet
- 2 A small pouch containing 2D6 gold crowns
- 3 A lantern
- 4 A net
- 5 A vial of Black Lotus
- 6 A sword

Unless he has a rope & hook, the warrior is stuck in the catacombs and cannot rejoin the game. He will count as being *out of action* for Rout purposes, but will rejoin his warband after the game with no other untoward effects. If he does have a rope & hook, he can climb out D3 turns later, appearing inside a randomly determined building.

61 Forbidden Fruit

Ghostly white flowers suddenly open on a tree in the area and emit a powerful fragrance. Randomly determine a member of the Encountering Player's warband who happens to be standing next to the tree when it comes to life. Place the tree within 2" of this model. Any warband members within 8" of the tree must make a Leadership test at the start of each of their turns or move as quickly as possible towards the tree. If within 1" of the tree, a spellbound model will pick and eat one of the swollen, blood-red fruit hanging from its branches. Any model eating one of the fruit is automatically taken *out of action*, as powerful poisons incapacitate him or her. A non-spellbound warband model may keep another model from moving toward the tree by moving into base to base contact with him or her and holding him back. Neither model may do anything else while the spellbound model attempts to move to the tree and the restraining model attempts to prevent him from doing so. Both spellbound and restraining models can react normally if attacked in close combat and a restraining model can give up his attempts at any time. This encounter lasts the remainder of the game. Close inspection of the tree reveals the bones of several animals overgrown with grass and leaves lying at its base.

62 The Lost

Many view the destruction of Mordheim as a sign that the world is coming to an end. Groups of these lunatics are often drawn to the city where they attack anyone they come across, certain that they are in some way helping to avert this cataclysm. This group of D3 Flagellants (see the Witch Hunter section of the Mordheim rules for stats and special rules) will move as quickly as possible towards the nearest warband members and engage them in close combat as soon as they are able. They are armed with flails.

63 Reflecting Pool

One warrior on the ground (selected at random from the Encountering Player's warband) notices a small pool of what looks to be still water. Reflecting the gloomy sky above, it appears to be liquid metal or unnaturally deep silvery water, rippling only slightly with the dank breeze blowing through the city. He can ignore it, or bend quickly to peer into its depths. If he's brave enough to gaze into the murky liquid, roll a D6:

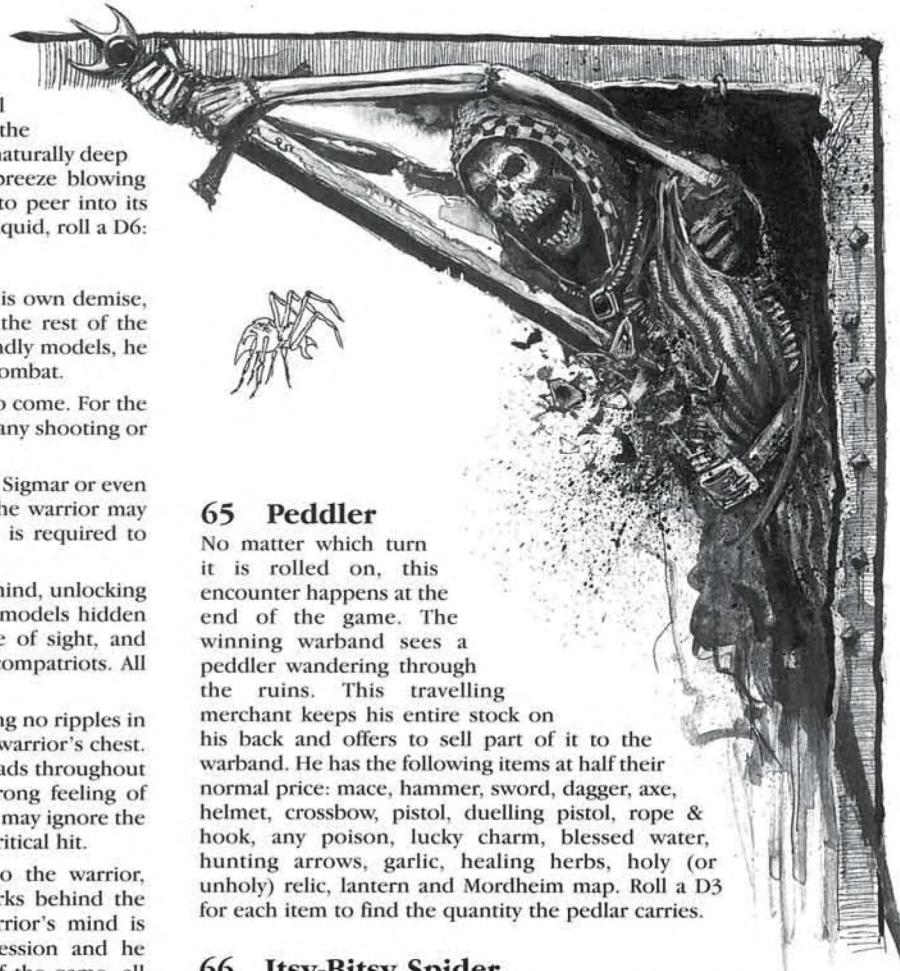
D6 Result

- 1 The water reflects back nightmare images of his own demise, filling him with fear for his own safety. For the rest of the game, no matter how far away he is from friendly models, he will always count as being *all alone* in close combat.
- 2 The warrior glimpses an image of what is yet to come. For the rest of the current turn he may re-roll (once!) any shooting or close combat rolls to hit.
- 3 A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Leadership-based tests he is required to make for the rest of the game.
- 4 The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden that turn, even those not in his normal line of sight, and passes the information on to the rest of his compatriots. All enemy models lose their hidden status.
- 5 A slender arm reaches out from the pool, leaving no ripples in the smooth liquid, and pale fingers touch the warrior's chest. The soft caress causes a faint glow, which spreads throughout his body. Though it quickly dims away, a strong feeling of strength and vitality is left behind. The warrior may ignore the next wounding hit he receives, even if it is a critical hit.
- 6 The city chooses to reveal its true visage to the warrior, unveiling the monstrous intelligence that lurks behind the facade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For the rest of the game, all enemy models count as causing *fear* to the warrior and he will refuse to enter any buildings or get within 2" of any walls or ruins. After the game the effects will wear off, though he will always hesitate slightly before entering an unlit room from now on...

Note: Only warriors who can gain in experience can choose to look into the pool, all others simply lack the curiosity to bother!

64 Screaming Walls

Faces appear in the walls of one randomly determined building and start to emit a piercing shriek. Any warband members within 8" of the building take a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Spellcasters are even more sensitive to the noise than others and so no spells may be cast from within this radius. Roll a D3 to determine how many game turns the screaming lasts.



65 Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband sees a peddler wandering through the ruins. This travelling merchant keeps his entire stock on his back and offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, duelling pistol, rope & hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern and Mordheim map. Roll a D3 for each item to find the quantity the pedlar carries.

66 Itsy-Bitsy Spider

The presence of the wyrdstone has mutated this common household pest into a monster of titanic proportions! This Gigantic Spider has the following characteristics:

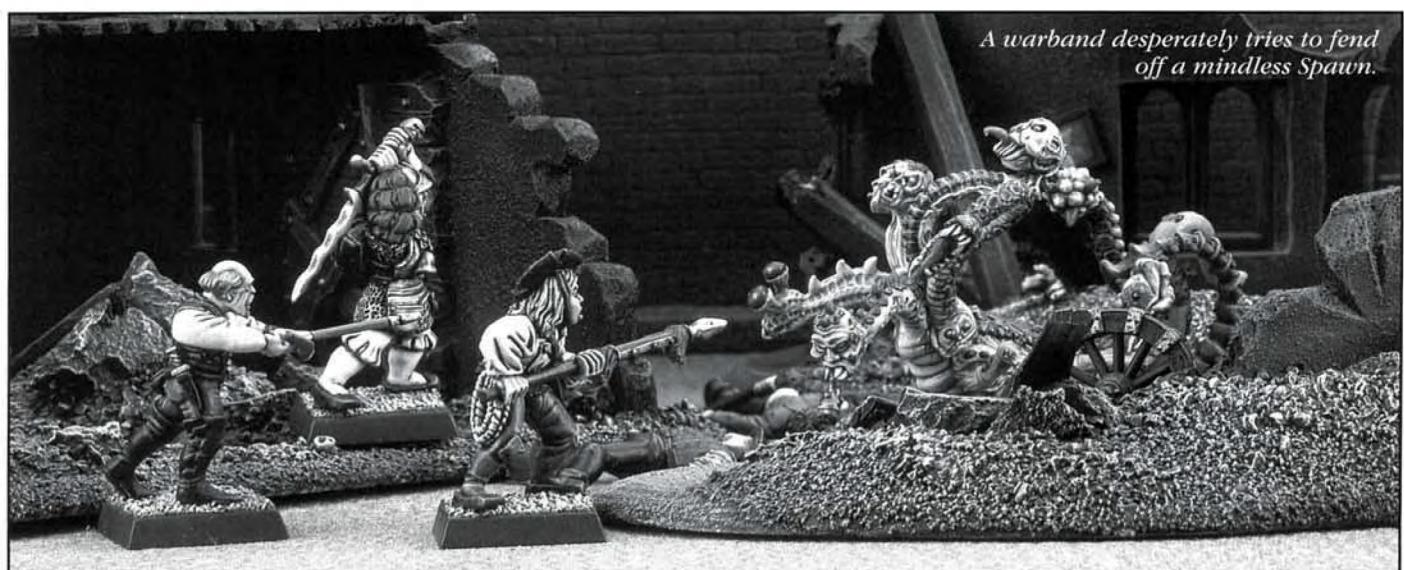
Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	3	0	5	4	4	1	2	10

Fearsome Beast: The Gigantic Spider causes *fear*.

Chitinous Hide: It has an armour save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

The Gigantic Spider moves from the table edge it starts from to the opposite table edge, attacking any warband members that get in its path.



Magic

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

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



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

allocated spells

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

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

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

casting spells

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

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

damage

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

Prayers of Sigmar

Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.

The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.

D6 Result

1 The Hammer of Sigmar

Difficulty 7

This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (eg, 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

2 Hearts of Steel

Difficulty 8

As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, ie, the maximum bonus to Rout tests remains +1.

3 Soulfire

Difficulty 9

The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

4 Shield of Faith

Difficulty 6

A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

5 Healing Hand

Difficulty 5

Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are *stunned* or *knocked down*, they immediately come to their senses, stand up, and continue fighting as normal.

6 Armour of Righteousness

Difficulty 9

Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes *fear* in his enemies and is therefore immune to *fear* himself.

The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.

Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also to destroy the vitality of the living.

D6 Result

1 Lifestealer

Difficulty 10

The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself.

You may choose a single model within 6". The target suffers a wound (no save allowed) and the Necromancer gains an extra wound for the duration of the battle. This may take the Necromancer's Wounds above his original maximum value. This spell will not affect the Possessed or any Undead models.

2 Re-Animation

Difficulty 5

At the spoken command of the Necromancer, the dead rise to fight again.

One Zombie that went *out of action* during the last hand-to-hand combat or Shooting phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.

3 Death vision

Difficulty 6

The Necromancer calls on the power of Necromancy to reveal the moment of his enemies' death.

The Necromancer causes *fear* in his enemies for the duration of the battle.

4 Spell of Doom

Difficulty 9

The Necromancer whispers to the sleeping dead to rise up from the ground and seize his enemies.

Choose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

5 Call of Vanhel

Difficulty 6

The Necromancer summons the world of the dead to invigorate his Undead servants.

A single Zombie or Dire Wolf within 6" of the Necromancer may immediately move again up to its maximum Movement distance (ie, 9" in the case of Dire Wolves). If this moves them into base contact with an enemy model, they count as charging.

6 Spell of Awakening

Difficulty: Auto

The Necromancer calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.

If an enemy Hero is killed (ie, your opponent rolls 11-16 on the Serious Injury chart after the battle) then the Necromancer may raise him to fight as a Zombie in his servitude.

The dead Hero retains his characteristics and all his weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a Henchman group on his own, and may not gain additional experience. This spell always succeeds (rules for Henchmen and experience are described later). The new Zombie follows all the normal Zombie rules (immune to poison, causes *fear*) except for retaining his profile, weapons and armour.

Chaos rituals

Chaos rituals employ the raw power of the darkest magic, and are therefore supremely useful in bringing pain and suffering, as well as change and mutation. Chaos rituals are used by Magisters of the Cult of the Possessed, and Daemons.

D6 Result

1 Vision of Torment

The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.

Difficulty 10

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately *stunned*. If the model cannot be *stunned* it is *knocked down* instead.

2 Eye of God

The Chaos Mage implores the Dark gods to grant a boon to their servant.

Difficulty 7

You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model.

D6 Result

- | | |
|-----|--|
| 1 | The wrath of the gods descends upon the target. The model is taken <i>out of action</i> immediately. He does not have to roll on the Serious Injury chart after the battle though. |
| 2-5 | The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell). |
| 6 | The model gains +1 to all of its characteristics for the duration of the battle. |

3 Dark Blood

The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.

Difficulty 8

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the *out of action* result as *stunned* instead.

4 Lure of Chaos

The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.

Difficulty 9

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

5 Wings of Darkness

The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.

Difficulty 7

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

6 Word of Pain

Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who bear it.

Difficulty 7

All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.

Lesser magic

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

Lesser Magic (or hedge magic) is used by human warlocks. It may not be as awesome as the mighty spells of Necromancers and Chaos Mages, but it is still dangerous.

D6 Result

1 Fires of U'Zhul

Difficulty 7

The wizard summons a fiery ball of flames and burls it upon his enemies.

The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (ie, with -1 modifier).

2 Flight of Zimmeran

Difficulty 7

Calling upon the power of the winds of magic, the wizard walks on air.

The wizard may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).

3 Dread of Aramar

Difficulty 7

The wizard places a sense of mind-numbing fear into the minds of his opponents.

A single model within 12" of the wizard must pass a Leadership test or flee 2D6" directly away from him. If he flees, he must test at the start of each of his own movement phases and will continue to flee until he passes a test. Note that this spell does not affect Undead or any model immune to fear.

4 Silver Arrows of Arha

Difficulty 7

Silvery arrows appear from thin air and circle around the wizard, shooting out to strike his foes.

Unlike other spells, this cannot be cast whilst in hand-to-hand combat. The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model. The arrows have a range of 24". Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignore movement, cover and cover penalties. The arrows cause one S3 hit each.

Luck of Shemtek

Difficulty 6

The wizard summons the fickle power of magic to manipulate chance.

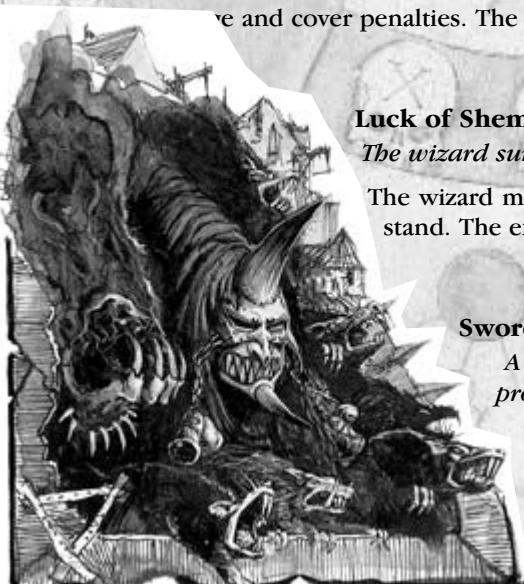
The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next turn.

Sword of Rezhebel

Difficulty 8

A flaming sword appears in the hand of the wizard, promising red ruin to all who stand in his way.

The sword gives the wizard +1 Attack, +2 Strength and +2 Weapon Skill. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.



Magic of the Horned Rat

This brand of sorcery is used by the Skaven. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

D6 Result

Difficulty 8

1 Warpfire

A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.

The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.

Difficulty Auto

2 Children of the Horned Rat

The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.

This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband.

Difficulty 7

3 Gnawdoom

The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.

The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.

Difficulty 8

4 Black Fury

With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.

The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.

Difficulty 8

5 Eye of the Warp

Gaze into the eye of the warp and despair!

All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.

6 Sorcerer's Curse

The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.

The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.