

Border Town Burning



This is not a
**GAMES
WORKSHOP**
Product

A Supplement for
MÖRDHEIM™



The Champion of Chaos and his retinue spread terror in the Cathayan borderlands.

Will a band of heroes rise to stop these barbarians or will the peaceful inhabitants find their border town burning?

Border Town

Burning

A Chaotic far east setting for Mordheim
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Miniatures

All models herein are purely
Citadel Miniatures with a
varying amount of Green Stuff

Tribal Supremacy

Ice covered the plateau from a new layer of snow that fell the night before leaving the wilderness clean and white. Small drifts of snowflakes catch themselves in the furs draped around the thick-necked chieftain; his heavy breaths making white clouds about his head. He surveys the landscape and gestures. His followers approach him from behind.

In the distance, blurred by the snowfall, human silhouettes stand. The chieftain marches forward with his entourage following closely. As he nears them he picks up his great axe and gestures them to stop. He continues forward alone.

One of the figures steps forward. As he nears it is clear that he stands nearly a foot taller than the chieftain. The imposing figure is as rank as he is enormous. The chieftain could barely keep himself from holding his nose as the figure approaches.

The monstrous beast of a man stops within arm's length of the chieftain, who stands silently defiant. The chieftain looks him up and down. He too wears furs wrapped about his body, the crudely stitched skins barely holding the rank and rotting beast together. Maggots can be seen squirming from the open sores and wounds that cover the man and pus drips from the oversized pores in his skin. Repulsive. He grins, revealing rotting wickedly sharp green teeth.

The chieftain breaks his stare for a moment as he notices the crows that have now made themselves abundant. One of them perches on the shoulder of the monster and begins to pick at the decaying beast in front of him. This is finally too much for him to stand. The chieftain's concentration broken, the monster takes the opportunity to bring his enormous spiked mace to bear. He swings the crude weapon at the distracted chieftain.

Regaining his senses, the chieftain raises his axe to defend himself, but the force of the blow sends him backwards into the snow. He rights himself as the rotting beast charges.

The chieftain holds his axe with both hands bracing himself to receive the charge. As the monster approaches, the chieftain quickly jumps to the side and with an expert swing, sticks the blade of the axe square into his opponent's back. Totally ignoring the wound, he turns towards the chieftain and swings his mace at him once more,

connecting with the left shoulder, the spikes embedding themselves into the flesh of his arm. The chieftain howls in pain, which delights his opponent. The monster frees his crude mace from the arm of the chieftain with a twist of his wrist. The mace spike breaking off, leaving itself buried into the chieftain's arm.

The chieftain jumps back, clutching his arm in pain, barely holding onto his axe at the same time. The shadow of the rotting monstrosity looms over him, his mace raised on high to deliver a final crushing blow to the skull.

The chieftain, with his remaining good arm swings his axe as the mace was brought down. The axe cleaved straight through the arm of the bestial man. Still holding the mace, the arm falls into the snow. The chieftain glares at his opponent, triumphant as he makes menacing strides towards his wounded foe.

Cheers erupt from the chieftain's entourage.

As the chieftain approaches, his opponent's chest bulges and swells. The chieftain stops in his tracks, confused.

With a mighty lurch, the rotting monster vomits forth a stream of filth onto his opponent. Now covered in sticky acidic corruption, the chieftain falls to his knees in pain as he frantically tries to wipe it from his eyes.

While he is distracted, the enormous beast of a man reaches into the snow and grabs his mace from his severed arm.

Finally freeing his eyes of slime sufficiently, the chieftain looks up in time to see the gigantic spiked mace crush his face.

The chieftain falls to the snow, lifeless as his opponent laughs.

Raising his remaining arm, the circling crows descend upon the body of the chieftain who's followers slowly back away before fleeing.

The rotting beast waves his mace forward and his followers surge forth to pursue the fleeing marauders. He speaks.

"There is only room for one tribe here."

He then joins the pursuit leaving the once pristine white snow of the plateau stained red with the blood of his enemy.

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Foreword

Cry of the Damned

Ladies and gentlemen, greenskins and ratkin, elf folk and any other even less than savoury individuals who happen to be lurking in the audience this evening...

Welcome to the finest show you will find east of the World's Edge Mountains! Here is the Border Town Burning supplement for Mordheim. The development for much of the content in this campaign began years before I chipped in. Grand ideas have been nurtured through various online forums by a dedicated community of gamers who have worked passionately to support Mordheim.

After discovering the joys of Mordheim and exploring the various settings that have followed in its wake, I turned my attention to researching other perilous corners of the Warhammer World. On my travels I chanced upon a fan produced web site that hosted a set of warband rules for Chaos Marauders and the Warrior Monks of Cathay among others. As the story goes, I contacted the heretic who was touting information about those secretive warrior monks who famously appeared in a subtext of the Warhammer Armies book for Dogs of War. The heretic Christian Templin was in hobby exile. Christian returned to the City of the Damned helping Ian Davies and Mark Havener tidy up the Nemesis Crown supplement for Mordheim. Only then did we set about completing the development of Border Town Burning.

The Eye of Tchar

In preparing this campaign setting we went to the trouble of researching a great many past and present publications. Having been presented with a golden opportunity to marry together the lore through a number of exciting themes from a range of published sources, we took the liberty of developing and playtesting some 'fan boy favourite' warbands. It has only been possible to publish an Ogre warband and a Chaos Dwarf warband because of the various lists developed worldwide by dedicated fans of this game which we love.

Playing with and against the new warbands is thrilling. For instance the Battle Monks warband operates like two rival factions that fight under the same banner. On one hand there are the monks themselves, a brotherhood of Warrior Monks who act under the wisdom of the Dragon Monks. The other division is the military office which consists of an Emissary leading a militia of peasants and soldiers. Both sides of

the warband influence one another in campaign games. All in all this warband is unique and most importantly it feels very Warhammer.

To help the warbands strive to accomplish their chosen objectives, there is also a splendid selection of new gear. Some pieces of kit tie in with the random happenings and exploration charts you will find in Border Town Burning. With the spoils there are four mighty Chaos Artefacts and more exotic goodies besides. A dedicated Bestiary has been included. Some monsters encountered might be friendlier than others. Dependent on race a strong leader can subject his authority over non-player models, bending them to his will. Allies are a new kind of character which may accompany your warband in a similar fashion to Hired Swords. They are less reliable but they'll fight for the same cause!

The geography in this Mordheim setting is varied and deadly. It visits upon no less than four perilous regions. They have been defined in the release as 'territories'. Each territory has its own hazards including the nasty weather. Another exciting new feature of this supplement is the campaign objectives. Fortune seekers and mercenary themed warbands will be lured by an objective that leads them along the Silk Road and the special trading rules provided for Merchant Caravans are sure to raise the stakes! With objectives in mind we conceived a strong narrative which is married to their purpose. Here you will find the evocative story telling of Robert E. Waters and the mysterious rev larny.

Portents of Doom

Due north is a war that is being fought by my clan the Skaelings against the marauders from our rival tribes. When a herald of Chaos emerges victorious it will be time for celestial advocates to defend the borderlands against the tide of darkness.

Portents of Doom is a worldwide campaign experience for gaming groups running a Border Town Burning campaign. Everyone is welcomed to jump on the band wagon! Find out more about getting involved in this global event by visiting the Border Town Burning web pages.

With that I must retire from the stage and return to my lycanthrope form. Remember this is your craft hobby folks so please continue choosing what you wish to do with it.

Stu 'Werekin' Cresswell

Once again my capricious master has bade me research such topics that strike his idle whim and, whilst his vast pocket and library grants such studies many resources, the rapidity of both his interest and disinterest makes my task almost impossible to complete; or, in some instances, impossible to start at all.

So I make do on gossip, innuendo or deduction that crosses my path on these matters, leaving any further developments in them only if they remain of interest to me.

Yet, occasionally my master does maintain a focus on events; I was markedly surprised to find myself at his side, bound for exotic Cathay, squeezed in with his baggage on a merchant convoy, crossing a land of sickening foulness, to pursue a single query that has lodged in the minuscule organ residing in my master's head (of the other minuscule organ he is said to possess, I leave to the chatter of his favourite women-folk): Do the Elves have contact with Cathay?

What struck this fancy was a brief visit to the Elf Quarter in Marienburg and his sighting of various items of Cathayan extraction therein. Since I saw not these artefacts and was given little in the way of description, my initial investigations came to naught, more so when I made actual inquiries with an elf of my former acquaintance. Now I dearly wish for some of their silence on this matter, for my master believed it to be of such import that he deliberately booked us this passage to further his (and therefore my) investigations.

It is not all bad news, for I have divined a number of disbeliefs from this debacle. Yes, it is patently obvious that the elves do have some trade routes with faraway Cathay; from ancient times, the elves have been a seafaring race, so it shouldn't be surprising that they use a long eluded (to us humans) sea route to trade with the orientals. Doubtless they have a port similar in aspect to that in Marienburg in operation on the distant eastern coast.

From the conversations with merchants who have made the long Silver Road journey more than once, there could even be the possibility that the Cathayan Imperial Court has an elven presence; an ambassador or better. The regal elegance might well appeal to an elf's vanity and I understand that the Cathayans respect age, wisdom and experience above others, so that would salve Elvish arrogance to boot. My master would certainly not be tolerated!

I have also spoken to sailors who claim to have been aboard ships that reached Cathay and even stormy mythical Nippon. They say that there are two elven towers towards the end of the nautical voyage, who would stop and search vessels that approach, sometimes confiscating certain goods aboard these ships, though as to what those goods were the simple seamen did not know.

For myself, I have certain suspicions with regards these matters. An elven battle standard that I was once able to closely examine for some minutes bears a very close resemblance to the silk being brought by merchants to the Old World, leading me to wonder if the elves introduced the substance to the Cathayans or vice versa. No doubt the former, for the standard I examined was rumoured to pre-date the time of Sigmar by more than a millennia; yet could have been woven recently, so tended was it.

There is also the recent fashion amongst the higher nobles for smoking topum, a narcotic hallucinogen that has been coming from Cathay in small quantities for years, but not in such large amounts as to fuel such a malady of addiction. My belief is that the elves are funnelling it into Marienburg and its mercantile nobility, but to what end, bar strict profit, I cannot fathom.

My final conclusion is from a whispered conversation I had with a hired sword that had done a little work outside the area Old Worlders are permitted to remain in. She told me that in a deep gorge along which flowed an immense river that runs along the north of Cathay to the ocean, she had seen an elven warship tethered to the shore, picking up some cloaked individuals. She had sensed danger and retreated quickly, but it was a sight so incongruous that it stayed with her. What it could mean I don't like to speculate, because the elves are friendly for the most part. Elves are secretive too and these are secrets they would no doubt kill for.

So I am left with questions, enigmas and puzzles and am thus to sit in a wagon, sacks for my bed and cushions, desolation at my windows, to ponder on another of my master's fantasies. Thus I would like to thank you, mother dearest, for having put me in this cretin's service six years prior. I hope you treasure this last missive from me, even if you have to get someone to read it to you. I shall no doubt die in that far-off land, for my master wishes to leave the permitted lands by hook or by crook, with me detailing his misadventures. Since the Cathayans treat this as a death sentence, I have no doubts that I will be old crow's food by such time as this reaches you.

Best wishes, fond regards and love,

Your son,

Remino Hauser.

Of Cathay, its Myths, Populace and Wildlife

A brief study of that distant land and
its environs as told to the author by a resident of that realm
in numerous conversations conducted in the year 2493.



Travelling Preacher accredited to
the Altdorf Cathedral of devoted Sigmar.

A NOTE FROM THE PUBLISHER

We here at Altdorf Press are proud to reprint this pamphlet by Minister Hans Hierbach, a travelling Sigmarite Preacher, which we originally published over thirty years ago upon his return from these distant lands.

Long thought apocryphal in nature, more recent reports from travellers and merchants substantiate some of the more mundane aspects herein and we feel that it is time for a reappraisal of this work.

Since Minister Hierbach passed away nearly fifteen years ago, a portion of the proceeds from this reprint will be given to the Sigmar Altdorf Orphans Fund and we hope that his critical reputation will be fully restored.

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Of Distant Cathay

In all the realms that our beloved Empire has contact with, this far land is the least known, even after centuries of contact between the Old World and the Oriental nations.

That most of this contact has been in the form of mercantile venture is not in the least bit surprising, since it would take the daring and cunning of a trader to willingly make the long and dangerous passage across the Dark Lands with the possibility of vast wealth amassed upon their return.

I travelled with such an individual, one Leonard de Squirm, a Bretonnian who operated a shop in Miragliano and who had trekked on caravans a number of times. He was as educated as one would expect from such a man, but happily let me join the caravan and provided some intellectual pursuits on the thirteen months we all travelled. Of that journey I do not intend to speak, as it is outside of my aims for this missive, though I shall complete one if this is well received.

Our first (and indeed only) port of call was a stop outside Fu-Chow. A week after leaving the Mountains of Mourn and traversing the silted wastes known as the Baleful Desert, we entered the grass plains on Cathay's border and soon afterwards the resort itself. First impressions were not totally admirable, as the town is little more than a sprawling collection of two story buildings made from wood and stinking of cattle. It was also largely warehouses, as I soon found out that there was an Imperial decree forbidding any Old Worler from entering Cathay any further east on penalty of death. My greater understanding of this was expounded in later conversations with Xuwei, one of the Cathayan officials in their bureaucracy. The decree was to prevent cultural contamination amongst the peoples. I have an idea that there might be some deeper meaning behind this, but Xuwei could not (or would not) illuminate me any further on the matter.

As I have said, the neighbourhood did not initially appeal and I was left with very poor impressions of Cathay. It would

be a few days later, whilst my mercantile companions were negotiating better profits for their wares and a reasonable trade for the opulent goods they intend to bring back to the Old World, that I would get a chance to learn more about Grand Cathay and its traditions.

Their spoken language does seem to be mere gibberish and more than once I found myself surrounded by the natives and unable to communicate my basic needs in any way. The written language is even more complex. Sentences are written in vertical columns and use pictograms to represent words. Leonard informed me that no matter how many times he had made the journey to Cathay, he still had not managed to learn more than two words in their language and had no idea what any of the written words mean. It was of no surprise to learn that his two words were 'more' and 'less'.

I also found that my priestly presence was even less welcome than that of the merchants, for whilst the traders were only here to trade for Cathayan goods (mainly silk and jade), I would seem to be there to convert upstanding Imperial citizens to my 'barbaric' religion. I was happy to correct these suspicions and yet unsuccessful in my attempts.

Given all these difficulties, it was understandable that in order to aid us and to better communicate our needs, a number of hired Imperial translators from the Cathayan embassy remained by our sides at all times. These minders made sure we did not stray outside of our set boundaries. These representatives were evidently unsure of what to do about myself and I got a sense that my translator Xuwei was put out at having drawn the short straw. We did strike up a rapport during the three months the caravan stopped over, long enough for him to tell me all of what you will find in this pamphlet. I can only hope that I provided an adequate cultural exchange with my words and I was told that Xuwei was appreciative of not having to handle business dealings for a change.

A description of Xuwei is in order before we continue, so that you have an idea of the differences between our people and theirs.

His skin is marginally tanned and more sallow. Xuwei's hair falls in between black and grey with eyebrows more bushy, though his short-trimmed beard is close cropped and thinly grown. His eyes were more elongated than an Old Worlder, not greatly so, but enough to highlight the difference. His clothing was finer than any of my own, a dark blue robe made from silk and decorated with gold linings and cuffs, over a similar coloured set of trousers. It was certainly ornate and I was much impressed by it, even the small round hat he kept firmly pressed over his hair. A single pigtail fell over his shoulders, a symbol of his rank in society I believe, where a mere bureaucrat would sport a single thin one, whereas his superiors might have multiple denser or longer braids. Compared to a bureaucrat in Altdorf, it would be hard to believe that this gentleman did not hold a great rank.

The Lands of Grand Cathay

Over many weeks I got Xuwei to tell me as much about his land as he could, making notes when I was alone, lest he suspect that I was taking such information from him for some sort of military action. About these lands he was reticent to speak much in great detail and so many physical details will seem vague.

To the north Cathay itself halts at the Great Bastion, built (or created, see Myths later) many centuries before to protect this foreign Empire from any raids led by the nomadic Hung tribes that roam the Eastern Steppes. This nearly endless wall runs the length of the northern border and stands at least five men in height at its lowest point and rises over the tops of any hills or mountains in its way. Less than a thousand miles south of the Bastion is Weijin. Here lies the Seat of the Dragon Throne, home of his divine Emperor and the Imperial court of Grand Cathay. Indeed the whole city is entrusted to the running of Cathay and its sole purpose is to serve the Celestial Emperor. All food has to be

imported into Weijin. More than a hundred tons of food each week is required to feed the bureaucrats and staff. Xuwei was not privileged enough to know the exact quantity, a fact he would continually apologise for when he could not (or would not) answer my questions.

West of that, at the far western end of the Great Bastion lies Nan-Gau, the city that contains many of the military personnel of Cathay. These are primarily used to patrol the borders of their empire, walking the entire distance of the Great Bastion as part of their patrols (over two thousand miles according to Xuwei) and it would be they who would capture any foreigners who took it upon themselves to try and slip deeper into Cathay without a divine decree granted by the Bureaucracy. The greatest commanders of the Celestial Emperor's army are stationed here, travelling to Weijin only to make reports concerning military development or to log any events the army has experienced, unless he needs to mobilise a large force to contain an enemy whereupon the chief commander will immediately convene with the Emperor himself.

It would also seem that the greatest reason for maintaining a large army in this area is that a preponderance of monsters populates the area and, if kept unchecked, could rampage through the area.

The second largest concentration of military power was to the south, where Cathay borders Khuresh, a wild land of mountains, deserts, jungles and marshes. Not totally uncivilised, Khuresh represents a large threat to Cathay as a number of dispossessed elements of Cathayan society have congregated in the northern part of the Hinterlands seeking ways to overthrow the Emperor. There is also the threat of ratmen who seem to mass periodically in the area. Here the military maintains a separate command to that of its northern counterpart (from what I gathered, it would take a month of hard riding for a man to go from one military outpost to the other). The commander of this station is still subordinate to the northernmost provinces but it is seen as a way of promotion, for the southern command is usually the prime candidate for promotion into the role of

their northern superior. Only the most severe censure can prevent this ascension, but has happened more than a few times in the past. The southern outpost is also responsible for maintaining the trade route of the Spice Road through to Ind and making sure that merchants stick to it and finally reach their stop over.

The final site of significance Xuwei spoke of was an undisclosed port city at the end of the Red River so-called because at certain times of the year, the waters would turn red (due to weather phenomenon, not blood, so I was reassured). The same waterway which flows through the trade reservation itself, it grew as more tributaries added to it. The port city, which I shall refer to as Han-Yi in absence of an informed suggestion, was the only other place in Cathay that tolerates the presence of outsiders, for it was at this port that a number of ships have traded through previously. Xuwei said that this port was less used for foreign trade compared to the land-locked post as ocean-going vessels encountered greater difficulty in reaching Cathay than by way of the overland route. Certainly ships from Araby, Remas, L'Anguille and Marienburg did dock, but their crews were fatigued, depressed and malnourished from the arduous voyage. Encounters with pirates, elf boats, sea monsters, grim weather and the perilous storms sweeping across the coasts off of Nippon to the South-east of Cathay, threaten the long voyage. Word of this made me grateful that I had chosen to traverse the Silver Road. Xuwei sounded envious of those receiving a post here, for it is an easier place to work, with the offer of a better wage and a great deal more free time to spend in leisure pursuits.

Of the rest of this great country, Xuwei spoke little. All I got from him was that it is primarily pastoral, devoted to farming and livestock, primitive compared to the sophisticates in the different cities. The trading resort we frequented was considered backward, hence Xuwei's feelings towards his position there.

My guide did speak of how the bureaucracy worked, though I had some difficulty fully understanding it. The general populace of Cathay does reach some

teaching in the written word, enough to read and write. From there any who show proficiency in such matters can be allowed to receive further lessons, in calligraphy and art forms such as painting and poetry. At some point these pupils undertake written and oral exams in order to progress in the Emperor's court. Those who fail may sit the exams at a later date or return home and begin a career with one of the powerful merchant families. Xuwei expressed that those who followed a mercantile career path had compromised and conceded a life of worthwhile opportunity to earn coin.

As to how the Dragon Throne maintains their armies and military positions, Xuwei could provide me with no information, aside from saying that peasants were not allowed to carry weapons of any kind by divine decree. In short, the people of Cathay possess no arms to defend themselves if they come under attack. This must make it easier to prevent an uprising against an unpopular sovereign, much like in Bretonnia.

Myths & Legends of Cathay

I was surprised to discover Cathay has such a wealth of stories about it, thinking that such a realm would be too civilised to bother with superstitious folklore. Certainly Xuwei was embarrassed to speak of many of these tales, conferring from his tone that such things were below his station and more in keeping with the peasants. The majority of the tales he passed along were tales his grandmother had recanted in his childhood. He put little credence in such wives tales. His attitude was pragmatic to say the least.

The founding of Cathay predates our own Empire by a couple of millennia, possibly at the same time as the founding of Khemri in what are now referred to as the Lands of the Dead to the distant south. Xuwei's grandmother recalled the lands themselves had been formed from the body of a goddess, who was struck down from the sky for looking for a place to put her

people. Her body became the lush fields of millet and rice, the rivers from her milk, and her blood the people of Cathay. To this day, peasants still believe the goddess watches and nurtures her people.

Yet the goddess did not provide all and it is spoken that another deity brought the light of the heavens to Cathay so the people might enjoy its benefits. He set it high above the clouds, but it would slip from its place and roll to the west, forcing the god to go looking for it every day to return it to the sky. Eventually he found a way to keep the sun in place and walked off into the forests, only to be brought back to unsettle the sun once again when the God of the Hills (I think) found him and told him of grumblings he had heard in Cathay now that there was no night. So it was that the god left the forests and created the Home of the Gods in the Mountains of Mourn, where he could catch the sun at the close of each day and then carry it to the Eastern end of the world to start the day anew.

The nature of these gods is different to that of the Old World gods. Gods do not seem to take such an active interest in the well-being of their followers, some being little more than spirits of the major rivers or the winds. They also are not human in appearance. One among them is described as being the body of a tiger (a sort of orange striped large cat, if the description of a tiger by Xuwei is correct), with the tail of a rat and the head of a man and that isn't even the most outré of them.

Numerous legends also state that the gods dwell for the most part atop the highest peak in the Mountains of Mourn, where they can oversee the entirety of Cathay and thus the whole world. This mountain also holds the sky up, stopping it from drifting away and from crushing the world below. Since this home is above the sky, no mortals travelling through the Mountains of Mourn can ever reach it, though Xuwei said that some magicians (their version of our Colleges of Magic) tell of younger gods that do come down from this high peak to dance atop some of the smaller peaks, with the light from their dancing witnessed by those who seek it. In recent years, these sightings had lessened

to such an extent that the magicians now believe that the gods are retreating from mankind as they intrude upon their realms. Once a man can scale to the Home of the Gods, then it is believed that they will retreat fully from this world to their distant castle in the cold north. It should be noted that those wise in the magic arts dislike foreigners travelling so regularly through the Mountains of Mourn, fearing that such excursions are scaring the gods away, bringing the Great Retreat closer to fruition.

Perhaps of interest is the legend of the once God of War who is now considered an outcast. This legend states that the god was once a beast of the forests and hills, attacking anyone who tried to tame him, until the Great Hunter took it upon himself to hunt and best the beast. For the longest of times, hunter and beast stalked each other across Cathay, occasionally fighting each other, until on the great plain where the Hung now hunt, the two finally came to a conclusion. The hunter god won, but the beast wounded him mightily, leaving the Great Hunter weak. With the beast thought tamed, he brought it to the Home of the Gods and presented the tame God of War to the others, showing that it was possible for war to be civilised, but he was proved wrong, as the beast turned on him in the moment of triumph, mauling him to death and fleeing north in terror of the other god's retribution, fleeing until he could regain his strength and return. For his braveness, the Great Hunter was transformed into a mighty willow tree (which is supposed to stand in a square in the city of Nan-gau). To this day, the image of the willow stands as an example of prowess and courage. As for the beast god, he gathered followers from amongst the rough tribesmen he found in the north and from time to time makes them attack Cathay to better prove his power.

In this tale I do see some ideas of how daemons and Dark Gods are represented inside Cathayan religion. Certainly Xuwei said that there were tales of the God of Trickery whose wicked deeds would ultimately be undone by his own deceptive words and schemes, only to try again and again, likely a representation of a

daemon prince of Tzeentch. Tales of seductive ghosts and shape-shifting many-tailed foxes could belong to Slaanesh and the Woman of Plague, who appears as a hideous old widow in perpetual mourning, analogous with Nurgle.

The most commonly held belief was that of the creation of the Great Bastion by the very first Dragon Emperor. Apparently the first Emperor of Cathay, was appointed by the goddess fondly recalled by Xuwei's grandmother, to form the first Dynasty. He was also a dragon, formed from the hair of the goddess, and therefore blessed in aspect and wise in measure. He could change into the form of a man at will and thus ruled well for many years. It was he who founded Weijin and personally built the Dragon Throne. For many years over the founding, the Emperor was forced time and again to face the followers of the reviled God of War in combat and as he grew older, grew more worried that he would not be able to protect his people in his dotage, or that his only heir, a feeble man unable to change into a dragon, would succeed him as Emperor.

The Emperor was sent a dream by the Goddess of the Moon where if he would lie down across the northern border of Cathay as a dragon, his Goddess would change his body into stone and thus he would halt the beast children of the warring god for all time. He agreed and appointed another heir to be the next Emperor. His son refuted this decision and begged his father to reconsider, even going so far as to ride on his father's back as the Emperor flew to the north border to fulfil the promise of his goddess. There, in the air, son fought with father, at first as a feeble man, but then he changed into a bright dragon and continued fighting. The Dragon Emperor could see that his son was strong enough to become the new Emperor, lacking only the power to overturn his decision to put another on the throne. All he could do was plead with his son to let him continue north, the better to protect Cathay in death. Seeing the nobility in his father's action, the Emperor's son begged the Goddess of the Moon to allow him to help and together father and son would lie across the border and become petrified by

the light of the moon, their bodies stretching across the plains, from the Mountains of Mourn to the Bay of Zbie in the east, forever to protect their beloved Cathay.

As to how much truth there is in the creation of this magnificent wall, I have no idea and without seeing such an edifice, I have no further comments on the matter. Only to speculate that if it is as impressive as they say, then I doubt that any civilisation could build it regardless of how advanced. I do suspect that this is just an embellishment of some line of fortifications that do exist.

As for Sigmar, my hosts hold no special affection for my belief, judging that if Sigmar did come west after he quit the throne then no doubt he ascended to the Home of the Gods in the mountains. As a foreign deity, my hosts consider it more than likely the local gods had rejected him. I was most unhappy at this speculation, but did not push the subject, as I have no wish to perish at the hands of these people. They would be most valuable allies.

Creatures of Cathay

I did see some unusual creatures for which I had no frame of reference. One of the smallest was that of a Ratcoon, a small (cat-sized) animal with brown fur and stripes of varying colours, with eyes the colour of bruises. This was a wild animal that scavenged for garbage and roots, which the Cathayans believed to be nothing more than a large rat.

There are a lot of snakes with diamond back colourings, some of which were highly dangerous when they bite and some that were so large that they would try to swallow a man in a single bite, after having first wrapped themselves around the body and suffocated them to death.

Xuwei mentioned a strange bear that lived in the lowlands and hills in the middle of Cathay. This bear was black and white only in colour and ate the vast forests of bamboo (a sort of thin reed that was the size of a tree). Shy and reclusive, it could be exceedingly vicious when surprised out in the wild, with three inch long claws

protruding from its paws and large fang-like teeth, belying its cute appearance. More than one peasant had been savaged when accidentally surprising these bears.

As I mentioned above, Cathay has the same problem with beastly mutants that our Empire has. Beastmen found here have the heads of foxes, hares and the aforementioned Ratcoons, as well as the bull and goat-headed variety. In the early years of the nations founding, before the first Dragon Emperor united it, many primitive villages would place any babe born with bestial characteristics into a position of power in the belief that the gods had blessed them. The Emperor outlawed such practices on punishment of death, for these creatures were often savage and cunning, displaying a likeness to the outcast God of War in temperament. To this day some foolish villages on the outskirts are still known to adopt this outlawed practice and more than one loving family has been spared of grief by putting their warped baby out into the wilderness either in the hope that it will die of natural causes or be found by someone or something that will take care of it. Blind sympathy seems rampant throughout the whole of humanity.

My biggest curiosity was with regards the main reason we come to Cathay – Silk. I asked Xuwei about the animals that made this fine material and it was obvious that the question made him uneasy. For a while now, a lot of Old World scholars considered that it must be some sort of sheep or process of fleecing. No one could find any more because the Cathayans would not permit us access to go anywhere outside the resort. Pressing the matter might have been a death sentence and Xuwei made quite a show of refusing to tell me, except that on my last day, he whispered a short description to me.

Apparently there is a valley somewhere to the east of Shang-Yang where a huge spider lives. Everyday villagers from nearby go in and chop down its fabulous webs, whilst trying to avoid the spider and its small broodlings. Every year hundreds of the natives die in this pursuit, but they bring back tons of the web and using their feet, pound it flat, then use a thing like a comb to tease it into strips, before

submerging it in a waterfall to get the shiny appearance and making it soft enough to use as a fabric. From that it is then dried out and either given to skilled tailors or sent to trading posts like this one to sell to our merchants. From the way Xuwei whispered this to me, it was clear that if anyone outside of Cathay learned that he had informed me of this, Xuwei would be killed. Naturally I promised not to tell anyone.

A final note on this subject should go to dragons, such rare, almost legendary creatures, are at the level of folklore in the Empire, for their powers are immense by nature. Yet we see them as exemplifying the majestic wildness of nature, red in tooth and claw, unpolluted by Chaos, all wings and fire, yet to Cathayans, dragons are the originators of their Empire and their saviours. They are noble servitors of their gods, messengers and paladins for their causes. Though the first Emperor and his heir are long dead, there remains the belief that whoever is the Emperor on the Dragon Throne is still a dragon, able to transform his physical form into that of a dragon, the better to defeat the enemy Cathay faces. Whether this is true or not, it has not been put to the test in many centuries.

The other difference between Old World dragons and their Cathayan brethren is that the eastern dragons do not have wings. They are serpentine in appearance, as though a snake had grown immense claws, and are lithe, like a living river of power. They are depicted as able to fly, though the actual explanation for this was lacking by Xuwei, so it could be down to some sort of natural power or magical ability. Since no dragons have been spotted in many years, the answer could simply be aesthetic taste or heraldic design.

There seems to be little variance between Old World creatures and the ones in Cathay otherwise, for our travels revealed little difference between common animals. Oxen and horses are rife, though the oxen have grown a lot hairier and slightly larger. They could have been crossbred with the rhinoceros that the Ogres keep or a different beast all together. I have never studied foul smelling beasts of the fields that close to make a note.

Dragon Monks

Wandering monks are not an uncommon sight across Cathay. Dragon Monks are highly sought after by the nobility and the rich to act as bodyguards, yet often travelling incognito, for who would suspect some travelling old mendicant or drunken beggar of possessing martial skills capable of killing a man in seconds using only their bare hands.

The popular image of bald holy-men is a false projection for the true nature of their order. Dragon Monks ways are secretive and none outside of it can truly comprehend how they perform their feats, often in defiance of human capabilities. It is even whispered they are dragons in human form, hence the order's title. Still it is true that the warrior monks are bald adults seen travelling where they may throughout Cathay for reasons of their own. Some travel from town to town, demonstrating their prowess, others join caravans and act as bodyguards, then there are those who open a school to teach their combat techniques.

The latter has proven popular across Cathay and each school teaches different styles, often competing against a neighbouring school, sometimes in friendly rivalries, sometimes deadly. The schools do not stress the more meditative and religious aspects of the Dragon Monks, focussing purely on strength and action. It has not gone unnoticed that travelling monks do not openly associate with these places and the schools have yet to produce a prodigy fearsome and effective enough to match a Dragon Monk.

There seems to be no rhyme or reason to the travels of these cowled wanderers and, after many years pilgrimage, seem to return to their mountain sanctuary. Maybe the monks test themselves against the world, maybe they return due to boredom or simply to continue their learning. What is not realised by many in Cathay is that some monks stay or return when exceptionally aged, wandering as beggars or drunks. More than one band of ruffians has tried to rob an old peasant, only to meet an early grave at the hands

and feet of an elderly martial expert. The reasons these fearsome folk continue their travels in such humble fashion remain a mystery.

A final mention should go to their methods of fighting, for it would appear to the untrained eye that the Dragon Monks all fight the same – hands and feet moving into action at lightening speed, featuring whatever weapons come to hand, but those who have had the chance to monitor them fighting often point out that each monk has their own style. No two warriors quite alike, though equally effective in a situation. How and why such should be only adds to the enigma.

Departing Cathay

After our permitted time in Shang-Yang had expired, we were forced to leave, a departure rigidly enforced by a small column of armoured horsemen who were to escort us west to the edge of the Baleful Desert so that none of the caravan would stay behind. Our translators did seem quite happy to see the back of us and I expected as much, though I was saddened that I couldn't stay a little longer to further question Xuwei on a great many matters that I could think of.

I did not believe I had even scratched the surface of this distant land and having looked over the many notes I made from my conversations, there were still countless avenues of discussion I wish I had pursued. Over the twelve months we travelled back to the Old World, I organised my notes in an attempt to provide a lot of answers to the most common questions, resulting in this pamphlet.

Yet I was forced to leave much out of this publication, either because it was too unbelievable or I had not enough evidence to make something sound true. I wish that I had time to return to that far land, but even now I hear Sigmar calling me to his side and the travel between our two lands is too long and dangerous for one as old as I have become. All I can do now is dream of it and leave any further discoveries to the young bloods that may follow in my footsteps.



The Road to Riches

the elves

All successful merchants love money and seek new and better ways to profit from their endeavours. For some, this is a new fashion, others profit from the problems and misery that the world inflicts, but the adventurous always explore the darkest or furthest corners of the map, looking for the new and exotic.

It was long thought that Ulthuan was the most distant western continent and that no ship could go east as the Southlands just seemed to go further and further south without end. Then Lustria was found and intrepid explorers sought to challenge the Elven hold on the waters, sailing as far as they could before the crew mutinied or the ship located by Elven vessels and captured. The lucky few survived these dangers and more and sailed around the Cape of the Southlands, into new waters.

These seafaring voyages were unprofitable and brought back nothing of use. Until one captain, his name now lost in the midst of time, found an old map of the world of Elven origin, showing far more land east of the Cape, lands where the Elves held citadels and mentioned lands never before heard of. It was this map that brought to the Old World the names of Ind, Cathay and Nippon, distant exotic names, but with little else of worthwhile information. For many years, this map was considered a hoax created by persons unknown, most likely an explorer seeking to gain enough money to mount a sea trip to these mythical lands.

the Dwarfs

Two events changed this way of thinking. The first was the appearance of a strange type of cloth the Dwarfs were starting to sell. This cloth was fine and glistening, soft and shiny. It was also very expensive and of great social standing to possess a garment made of it, the nobles of the Old World wanted more and the Dwarfs could not make enough to cover demand. The appearance of this cloth alone would not have aroused any suspicion, as it would have been assumed to be of Dwarfen manufacture, crafted with their usual level of excellence.

Secondly, a pair of Tilean brothers, Ricco and Robbio, had been thinking about being able to reach Ulthuan via an overland route, travelling east to go west. For years the Dwarfs had warned humans that the lands to the East, beyond the World's Edge Mountains were more dangerous than they could ever imagine, filled with hordes of greenskins, packs of wolves, the wandering dead, monsters the likes of which couldn't be imagined and mile after mile of endless desert. No human could go there and survive. No Dwarf explorer had ever returned and now none venture there. The brothers were not totally convinced and spent a great

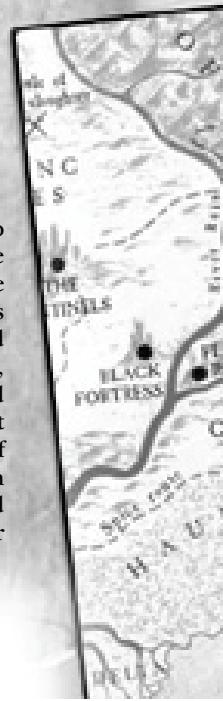
deal of time and money getting to know Dwarfs in the various holds and buying Elven artefacts that the Dwarfs were willing to part with.

These artefacts did seem Elven, made from the new cloth that both races were now importing into the Old World, and covered in strange hieroglyphs that suggested they were either Elven or magical in nature. Their theory must be true, they reasoned, otherwise how else could the Dwarfs have held such curios in the possession. From Verezzo, they raised funds from the Merchant Princes so that they could take a caravan over the World's Edge Mountains and then on to Ulthuan, braving whatever dangers they might encounter, believing that the Dwarfs were spreading lies about the difficulty of overland passage to better protect their own trade treaties. Out of all the different Princelings, only Remas would not buy into the scheme and this was merely because the brothers considered them trading rivals and as such did not want them stealing any privileged information and trying to get one up on Verezzo, thus claiming a monopoly.

The resulting caravan was still a sight to behold, with more than seventy caravans leaving Tilea carrying a selection of high quality goods and a large company of mercenaries to protect them against any dangers that might arise. The column was nearly a mile in length and in good humour, even as they reached the last dwarf hold, Karaz-a-Karak, and passed through into the Dark Lands. The Dwarfs were surprisingly good humoured about this band of humans making an effort to go into a devastated and dangerous land, probably because they believed that it spelled certain death for all involved. This would explain why a number of Dwarf slayers would join them, seeking an honourable death in the lands to the east.

On first sight of the barren wastes that were awaiting them, who can guess what thoughts went through their heads. It seemed to be an endless desert of rocks stretching to the horizon, the sky filled with dark ominous clouds. There was an apparent lack of creatures trying to rip them apart, which gave them courage to continue on.

It would take over ten years for the caravan to return to the Old World and it was believed that the brothers had failed, killed by what lived beyond the mountains. In those years, the Dwarfs and Elves continued their cloth trading and the focus shifted from looking for a way to reach Ulthuan to the east, to gold trading from Lustria. It was now believed that Lustria could be reached by going east overland, as opposed to the existing dangers of seaward routes. Elves still maintained their grip on nautical travel and very few explorers saw the need to try and traverse the ways to the Southlands or



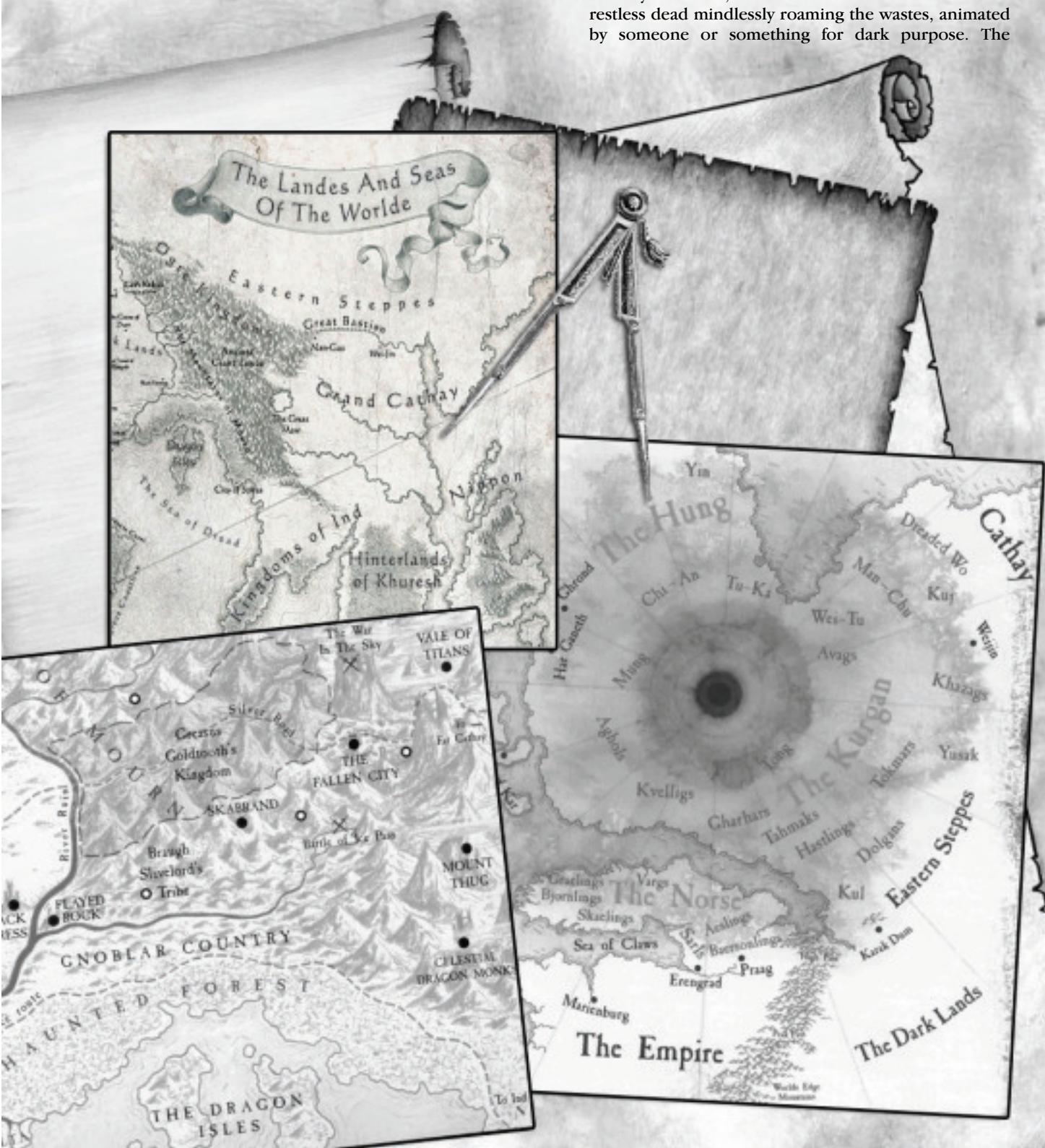
the south of Lustria by boat. Any that tried would disappear over the horizon never to be seen again.

Then, one day, a dozen caravans, dirty, bedraggled and wounded, trekked into Verezzo, small carts pulled by large shaggy beasts called rhinoxen in their wake. Amongst these men was Robbio and he brought with him tales of far travels and distant lands, realms never before seen or heard-of by Old Worlders, wonder and danger in his tales, and on the cart he had brought bolts of the Elven cloth, that he dubbed 'Silk', as well as a number of other artefacts, a green coloured stone carved into the shapes of jewellery and animals, precious jewels, strangely-designed weapons and scrolls and parchments with runes none could interpret.

These men told of a distant land called Cathay, whose people lived in mud huts and ate food from water filled ponds, a land where people were as civilised as the Old Worlders. A land of wonder and opportunity, a land only the bravest and hardiest of all could reach. A strange new land.

the silver road

As the Dwarfs had claimed, the journey took its toll. The blasted wastelands were not uninhabited, as they had first thought. Bands of Orcs and Goblins on wolf back roamed freely, capturing and attacking anything they saw fit. Many times in the distance what they had first thought to be groups of tribesmen who might be friendly to them, turned out to be hordes of the restless dead mindlessly roaming the wastes, animated by someone or something for dark purpose. The





winds were relentless and hot as were the days, but at night it turned bitterly cold and on more than one morning they would find one of their party frozen solid in death. There was no respite and their only means of navigation was by the sun. Half of the trade convoy had been wiped out before they came upon a set of large metal gates in the midst of this vastness, killed by the walking dead, greenskins, wolves, dehydration, cold and fatigue.

The first landmark they would find would be a set of large metal gates stood alone in the centre of the bleakness. At these gates, so much like Dwarfen ones, but in aspect far more sinister and in decoration mounted by a bull, the slayers took their leave of the group, heading north with no word explaining their reasons, leaving the group to debate about whether they should return or continue. They did not dare split in half for fear that none would survive. Only the most able persuasion by the brothers and promises of full shares to all survivors and half shares to the families of the dead made them continue on.

If they had thought that the horrors they had already experienced would be lessened as they moved east, the caravan would be proved wrong. As gangs of greenskins lessened, metal monuments to some dark god lined their route and in the distance, smudges of dark clouds could be seen around what appeared to be mountains and the distant sounds of thunder heard. These disturbing signs kept the group moving and slowly the desert changed with them. Winds came up, the sounds of wailing and screaming borne on them. This disconcerting change played on the men and drove some mad. They might then claim it was daemonic in nature, sirens beckoning the caravan on to its doom or make them run screaming out into the desert to find the source. If they were too swift, such madmen would disappear from sight of the group and never be seen again, left to whatever fate as might meet them. If they could be restrained, then they would be bound tightly and placed in the back of the wagon till it wore off.

The worst came one night in that wasteland, when suddenly they were ambushed by Dwarfs in dark armour. They came out of the night, charging into the Tileans and trying to subdue them. The metal armour these dreaded Dwarfs wore was very different to their Old World counterparts and inscribed with a bull. They fought as fiercely as Dwarfs do and the Tileans were forced to flee, taking as much as they could carry with them, losing a great deal of the wagons, the majority of their trading goods and their mad, bound companions.

The surviving Tileans, along with the remaining caravans, continued stumbling east as quickly as

they could. The encounter with the black Dwarfs played heavily upon them, and the sight of mountains to the east told the brothers that maybe their quest was at an end, for it was likely that these would be the western borders of Ulthuan. They did not dare think that it would be the home of more corrupted Dwarfs

and could not know that it was merely the next trial on their passage.

Day after day they neared these mountains and day after day seemed to not get any closer, the peaks growing in size, but still distant. Eventually they reached the roof of the world and then went beyond it. They tore through the sky and it would be a long shadow that they cast. The Tileans wondered how much further they could go on. It was a relief to leave the seemingly endless plain of death and they prayed that it would take no more than weeks to make their way through the canyons and valleys of these peaks.



the ivory road

They would of course have their hopes dashed, upon discovering another world there. It would be a week of hard labour before they found signs of life and that danger had not been left behind. After months in the desert, the Tileans were unprepared for how treacherous these heights would be and how nasty the wildlife would be. The bears were unlike anything they had faced in the Old World. It proved a difficult trial to capture one. The Tileans morale was being pulverized as they made every effort to stay alive.

Of their first contact with the Ogres, Robbio would remain forever reticent about what had happened, except to say that twelve of the bravest men from his personal retinue fled and the rest were eaten or killed. Certainly the appetite and savagery of these Ogres was apparent even then and Robbio would make further mention concerning the diminutive race of goblins that co-existed with the Ogres, pointing out their larcenous trickery, disgusting habits and despicable cowardice. More than once the group would be assaulted by small bands of these contemptible creatures seeking to steal their supplies or cut their throats in the dark. The group even came upon large ruins dotted on various slopes, more immense even than the Ogres who dwelt in the mountains. No race he knew of could have constructed such great fallen dwellings and Robbio would forever claim they had

discovered what must have once been the homes of the very gods themselves, no doubt brought low by the savage man-eaters and their packs of greenskins.

He also estimated that it took them the better part of a year to traverse these mountains, surviving on water from streams and meat from whatever they could kill. It was not an easy life, but the explorers were now bound to feel that they could not return home having come so close. Certainly the band must have been lost for the most part, but being unable to ask for help and guidance from the ogre populace, it is understandable. That no fewer than a dozen wagons



survived is a testament to their endurance, though the death toll of the camp followers remains a mystery.

Perhaps what was most jolting for them was to come to the other side of the mountains eventually and find only more desert land. At first they believed that they had gotten turned around in the mountains, backtracking to the wastes where they had entered, but this was rockier and less burnt looking. There was less of a wind too and making what preparations and supplies that they could, continued on. Of this desert there was as much to dislike. The sun seemed to continually bake down on them and the rocks turned to sand and the sand turned to glass in places. Bloated insects and scorpions would besiege them from beneath so they found it easier to travel by night than by day, constructing crude shelters from cloaks offering protection from the sun and sandstorms.

With less of an idea of how far they had to go, the Tileans kept moving, with no final aim in mind, only the brothers burning desire to prove that Ulthuan lay that way, everyday believing that they would come across some sign of Elven civilisation. The days bled together and their daily lives were little more than marching through the desert at night and sleeping in the daylight to whatever end they reached.



the borderlands

The first sign of life they found surprised them intensely, when they caught sight of movement on the horizon, armed figures sitting on horseback. The sun was setting and the group were just getting ready to organise their night watch when these were first seen. It would be two more days before it became clear that they had finally crossed the desert and shoots of long green grass sprouted up between the dunes and desert became prairie. The temperature dropped and the effect of the sun dissipated, the days getting marginally colder, clouds in the sky and the wildlife getting less vicious and insectoid.

Growing more confident that they were now reaching the western borders of Ulthuan and that the mounted figures they had seen had been some of the famous Ellyrion Reavers patrolling the lands, Robbio resolved to reveal themselves to the next set of horsemen that they saw, hoping that clemency would be shown to a group of bedraggled human explorers in exchange for a quick sea voyage home to prove his point.

The deserts were now lush grasslands and hope grew that a settlement of some kind would appear. Yet, the more they continued travelling the more deserted the land appeared and this made them worried, for the land seemed good enough for grazing animals, but it was clear of anything that lived. In fact, these grasslands were just the western boundary for Cathay

and it would be a week's travel before the first sign of civilisation was found by the Tileans.

Once again it would be a group of figures on horseback that they would see. This time the figures weren't maintaining distance, they had evidently seen the Tileans. A duo of mounted warriors forming the vanguard charged the mysterious group down while marksmen peppered them with arrows. A misunderstanding between the two groups was later pronounced to have been started when the Tileans panicked having seen these mysterious riders wore metal armour with daemon-faced masks. Having thought the strangers might be a group affiliated with the Dwarfs from the plain of their misfortune, drawing swords to protect themselves. When a crossbow bolt tore out the throat of one of his men, Robbio ordered them to put down their weapons, reasoning that whereas the Dwarfs had desired prisoners, these riders weren't out for captives and saw less of a threat. Indeed, dropping their weapons did just the trick.

The riders took them hostage, though neither side could speak the others language and Robbio knew no Elvish to try. Unsure about what to do, the group went with them and were surprised to learn that these weren't Elves, but men. Surprised by this development and now unsure of where they had ended up, Robbio observed his captors and their actions. They were taken to a military camp, which tried to question them, before eventually the group was put into a cage and shipped deeper into lands that would come to be known as Cathay.

Over the following years, Robbio and his men would wind up in the Imperial Palace before the Dragon Emperor and his wife, learning about the culture and people of Grand Cathay and even the most basic Cathayan language. Part curios and part diplomats, the Tileans were welcome in polite society for the most part, but seen as novelties of the royal court until it could be decided upon what to do with them.

They were surprised by how civilised the Cathayans were, but also by how insular they could be, since the Cathayans maintained no contact with their neighbours beyond the occasional trading. Indeed, the Cathayans were quite suspicious of outsiders, since they had been under attack from Hobgoblin hordes and the Hung horsemen tribes to the north for many years, the occasional raid by Ogres to the East, hence the great expanse of grassland between the desert and the nearest major settlement, and skirmishes with forces to the south coming up from a place recorded as the Hinterlands of Khuresh.

the silk road

During their time as visitors the Tileans made as much effort as they could to bring silk, jade and anything that would earn them a fortune. The hardest part was in seeking permission to be released from this new life, as the Dragon Emperor seemed to be fond of having the foreigners in his court, though they spoke only the most basic Cathayan. The best deal that they could manage was for a single member of their party to remain as a hostage and diplomat, so that the others would be honour-bound to return for him. That would be very naïve thinking for a Tilean – they voted amongst themselves to determine who would

stay as the Emperor's envoy, thinking it was a death sentence for the loser. Ricco deliberately rigged the vote so that he could remain, having fallen hopelessly in love with one of the concubines in the court.

They left Cathay sad at the loss of their comrade, whose fate would disappear from history completely, perhaps assassinated for the treachery of his kinsmen by the Dragon Emperor or just vanishing into court life. The Great Caravan would travel through Ind and up the Spice Road and then back through the wastes well defended from roaming predators by the Cathayan sell-swords, having learned that this would be an easier route to travel since Ind was more civilised than the Mountains. Within eight months of leaving Ind, the caravans were within sight of the passes, the return journey easier as the horses and mules used on the way to Cathay being replaced by the larger, stronger rhinoxen and yaks which were more prevalent there.

It took another month of travelling over these passes before they reached Tilea and home. Seventy caravans left to find Ulthuan and a dozen returned having found Cathay. They made a fortune on the goods they brought back and were treated as fools for their tall tales of this mystical land, but only by the commoners. Heads of various merchant houses listened intently and made plans to send a return caravan, hiring Robbio to be guide and caravan-master to which he readily agreed. They set off, intending to follow the way to Cathay by retracing the steps used to return to Tilea. This caravan would disappear into the wastes

and never be seen again, but it would be the first of many over the years.

The Dwarfs couldn't believe that humans would be so ready to throw their lives away traversing the wastes for cloth and trinkets and chose instead to make easy money from those foolish few with the terms of their road tolls and protection money, though it would provide a good outlet for those who sought to follow the Slayer's Path. It would be many years before the Elves would become lenient with sea-bound passage to Cathay. Since the dangers of the land route were considerable, many merchants tried their luck anyway.

As word spreads of a new and distant land of riches to be found in the east, more and more merchants would try their luck at bringing the wealth of Cathay to the Old World. It would take a century of caravans trampling the wastes, some reaching Cathay, some returning from Cathay, but most disappearing, for some sort of path to appear from out of the rocks and dust. For all the enemies on the path, the Ogres were the easiest to bring into line and with the safe haven of the Sentinels founded, it has become a little easier to travel the Ivory Road.

Fortunes are still made and lost by merchants gambling on caravans heading to Cathay and returning loaded with silk and precious stones. The risks have remained constant over the years, and the regularity of caravans has even made sure that new threats have arisen, as plunderers try their hand. The road is hard and the wastes remain as dangerous as they ever were.



"I seen it fer meself, so this be right outta the mouth of Verena. It were this caravan train run by some wretched Tilean, name was Julio Cavichio see. We'd reached Quanyin, or somethin' like that in Cathay. Dingy stop it were, but we 'ookeed up wiv some eastern trader ta continue on. They were as tooled up as we were, expectin' trouble, word was bunch o' ogres been spotted, 'cos the muntins o' Mourn, they was only a weeks march west.

Funnest thing was watchin' this merchant escortin' some old feller to a seat atop the front wagon, next to the driver. Old feller is bent double, walks slowly widda stick, squints. I figured they 'ave im inna wagon bein' a passenger an' all, but I'm jest an 'ired blade, so's keeps me marf shut.

Anyways, I keep expectin' us ta be stoppin', so's the old beggar can piddle 'issel, but stubborn like a bleedin' camel – never goes, even when the rest o' us do. Jest sits up there, sunnin' 'issel an' asleep. I soon forgets about 'im.

Two days go by an' we catch sight o' three big ogres standin' in our way – three big bastards they was. Now we got plenny o' men an' coulda got 'em, but it's take time an' an ogre ain't an easy kill, but they didn't seem ta be fixin' fer a fight, so's this 'as gotta be a shakedown, right. We coulda rid past 'em, sure, but we'd lose wagons ta 'em an' there coulda been more o' 'em 'idden round. They ain't 'ard ta miss, I knows, but they ain't stoopid. So's we slows down, gettin' ready ta pay 'em a 'toll'.

Then these ogres see the old feller sat onna front wagon as it slows to 'em. Sigmar keep me safe, I ain't never seed anythin' like it. Them ogres, they jest turn an' run away. They sees the old feller an' jest turn an' run off, fast as they can an' we both knows 'ow fast them kin be.

The pace o' the caravan picks back up an' we carries on. I swear, that old geezer, 'e ain't moved a muscle an' them ogres, they already specks inna distance.

We git ta the next stop an' that Cathayan merchant escorts the old feller from 'is perch an' tries to give 'im a pouch, guess is full o' coin or somethin'. That old feller, 'e looks atta pouch, atta merchant, drops the pouch, spits on it, then walks away leanin' on 'is stick. This Cathayan, 'e jest looks kinda pale now.

But, I swears this, that old feller, ain't gone buts a little way, when some uvva trader comes beggin' ta 'im, tryin' ta git the old feller ta come on 'is wagon, an' the old feller, 'e goes wiv 'im. Strangest damn fing I seen onna way to Cathay.

The Northern Wastes

Exactly where the Northern Wastes begin is hard to pinpoint and thus all travellers who go north from Praag in Kislev can be assumed to have entered – not that there tend to be many travellers going that way, except for those slipping away to join the hordes, mortal or otherwise, who exist up there or those trying to exterminate them. Between these traitors and treasure hunters, no one sane would ever consider north a viable direction.

In summer it seems that the plains are almost verdant and lovely and in winter bleak and unforgiving, making it easy to think that it is either uninhabited or perfectly fertile, but that is to overlook the occasionally warped piece of foliage or mutated animal, as well as the possibility of a raiding party of marauders coming over the horizon and charging any interloper down. Those who are lucky would end up dead during this initial encounter. The unlucky would end up as sacrificial victims for the Ruinous Powers.

It is these marauders that represent the first dangers any traveller in the wastes will face and none would care whether these attackers come from the Kurgan, the Hung or the Tong or some smaller tribe. Eluding these savages to continue north is both stupid and suicidal, but that has not stopped many continuing and the landscape does get colder regardless of the time of year, the sky darker, animal and plant life more stranger, as the mutating effect of the Shadowlands (the borderlands between the real world and the warped lands) take effect. From this point on, reality continues to break down and depending upon whether the gates are waxing or waning, the point where you have left the Wastes shifts.

But the wastes themselves cover the whole polar continent and it is possible to use them to travel to any other point on the planet, provided the traveller wanted to risk their lives and souls. Reaching Cathay this way would take less time, as the distance is shorter, but be many more times as dangerous, because both the Kurgan and the Hung claim parts of these lands as their own and they take the view that all travellers are fair game for their deprivations. There can be no negotiation with them.

Even the landscape itself is hostile, as the mutating, ever-changing effect of Chaos has scarred the lands permanently. A lack of landmarks makes map-making extremely difficult and something that can be seen in the distance one day can be gone the next. A traveller might even think they have been going east for many days only to find that they have been going west, north or not moving at all.

Perhaps the lack of landmarks is for the best, because such features do tend to be blasphemous in nature, dedicated to one or all of the Chaos Gods, and more often than not guarded by some creature or warrior devotee, and these can be more powerful than even a marauder tribe, whether such power is expressed as magic or in terms of physical might.

So between the people of the wastes, the monuments to the Dark Gods, the mutating effect of being close to the Realms of Chaos, the weather that can be unforgiving and unpredictable, animals and monsters more predator than prey and an inability to stay on an exact course, it is little wonder that the folk of the Old World consider the Northern Wastes to be a place of evil and foul omens, a place to fear and to be fearful of.



Tribes of Chaos

measure of mankind

Chaos is a near infinite topic. To agree to put pen and ink to parchment in its name is paramount to signing ones death warrant, or worse, committing oneself to an asylum for the criminally insane. Fortunately my folly is limited to an examination of the known Marauder tribes, those men from the north who have fallen under the influence of the Ruinous Powers.

Every man, woman, and child forms personal opinions about Chaos. These are based on the experiences of the individual. I challenge you to read from the Liber Chaotica (cover to cover, footnotes & all if you dare) as I guarantee that you shall disregard previous notions, if its unsanctified leaves don't consume you first. Assume nothing! For after all change is said to be the will of the gods.

Citizens of the Empire are not inherently good, nor are creatures and followers of Chaos irrefutably evil. So how does good and evil exist in the world? The impure are burned in accordance with Empire law. Mutants in turn harbour deep resentment towards the Empire and would gladly see its fertile lands laid to waste. For their part the Imperial nobility are considered no better than petty racists with vindictive personal agendas.

Religion divides the realms of men. In the Empire alone it creates a fountain of internal conflicts. Tribes of men who dwell in those less verdant locales to the north of the Empire wage war on one another for the glory of their patrons. It might seem impossible to divide black from the white. Unless of course you are a Witch Hunter – whereby there is no grey, only fiery justice awaiting the heretics and the tainted, adults and children alike.

Acknowledgment of the Dark Gods existence does not a heretic make. Agents of Sigmar would throw even more of their comrades on the pyre than they do already if it did. This means a line can be drawn somewhere in the sand. Mariners pay their superstitious tithes to Manann for it would not be wise to invite the wrath of the God of the Sea. If the gods of Chaos truly exist then it might only seem fit to worship them. You may wish to ask yourselves where precisely this marker lies.

the kurgan

Kurgan tribes are led by their Zar, a powerful warrior chieftain who is marked by Chaos. The relationship between tribes is tenuous for each follows one particular god. Each tribe employs a shaman. These sorcerers have themselves been favoured by one of their gods. Tribes dedicated to the Skull Lord have no patience for magic and put shamans to the sword. A muster of tribes will be led into battle by a formidable individual called the High-Zar.

Kurgan leaders adopt a practice of marking their captives. When a Zar lays the mark of his god upon a prisoner it typifies that he has recognised that the subject may offer some merit to his god. If the individual has the sight then he is almost certain to be spared. During wartime members of co-operating tribes will leave marked prisoners be. To do otherwise would infuriate a Zar. Warriors who survive long enough become subjects of shamanic rituals in the temples where they are kept guarded, before being pitted against one another in close combat until death. This determines whether the gods have an interest in the captives. It is thus that men of the Old World are forced to turn their backs on their former selves as they embrace new personas – fresh identities as heroes of the marauder tribes.

When a weapon or a steed has proved its worth in battle it is custom that it receives a name. This is not so much a sentiment as it is a symbol of importance. Marauder bands advocate the skill of archery. Unlike infantry based Imperials, the Kurgan needed a weapon that fires easily from the saddle.

Kurgan raiders use a complex process of fashioning their bows from three parts. A central stave of maple or mulberry, woods which take glue well, laminated with animal sinew on the back and horn on the front, in order to withstand the tension and compression. For special bows, human sinew and bone is used. This stave, the grip, is fixed to the two arms of the bow, along which bone from longhorn cattle has been glued. Bone tips are attached, and the bows are tied up tight against the shape they would be drawn to. The bows are left to dry for weeks, or if time permitted, months.

-Weapons craft of the Kurgans

Following battle it is customary to incinerate the carcasses of slain foes before sweeping the charred remains for skulls, which are piled high to honour the gods. Monoliths have infamously been raised by the Kurgan in the lands of the north. They take many forms in deference to a particular patron. Construction of a monolith typically takes place on a spot where the Winds of Chaos blow strong. These unholy landmarks are places of dark worship. Tributes are made onsite in the form of torture and sacrifice.

Pure blooded Kurgans are raven haired people with ruddy skin complexions. Some tribes are not strictly Kurgan. The Hastlings bloodline contains as much Norse (if not more so) as it does Kurgan. The Dolgans are strangers to Kurgan people and remain bitter enemies of all other Kurgan tribes.

Tribes of the Kurgan: The Vaan, Kvelligs, Gharhars, Tahmaks, Muhaks, Hastlings, Tokmars, Yusak, Avags, Gahhuks, Khazags, Dolgans, and the terrible Kul

Slumber now, Child of mine,
Until they come, with torch aflame,
But do not run,
Your time has come,
For the men of the North stake claim.

They come to claim, Child of Mine,
They come to claim your life,
With hearts of stone,
And splitting bone,
Their wake is deadly strife.

So sleep tonight, Child of Mine,
For tomorrow morn, the sun won't shine,
So stay aware,
And offer prayer,
For the men of the North march time.

-Traditional lullaby from northern Kislev

the tong

Many centuries ago a great host of ferocious warriors spilled out of the east. It swept across the north of the world with unforgiving force, crushing everything in the wake of its carnage. This mysterious tribe of grotesquely mutated barbarians is known only as the Tong. Each tribe of men, orcs, goblins and other races it encountered was annihilated. Mortal men or, daemonkin as the few warriors surviving their wave of extermination whispered in hushed tones, the Tong relentlessly threw themselves against the savage people of the north.

Faced with inhuman adversaries fuelled with reckless hatred and possessed of endurance above and beyond lesser breeds, even the most hardened Kurgan found they were powerless against this heedless assault. Skalds in Norsca recount how these despoilers demonstrated total disregard for their own well being. As the horde approached the Eastern Steppes, butchering the Kurgan tribe after tribe, it turned back, and unpredictably marched away. For a time the marauder tribes were diminished by this atypical incursion on their lands.

A hundred years later and their strength of arms renewed, the northern tribes marched south to Kislev afore the abominations of Chaos which spilled out from the Wastes. During the Great War Against Chaos the Tong rose up again from their distant habitat and marched south brutalising the nomadic tribes. Surprisingly these hideously mutated men never joined with the forces of darkness which had encroached upon the Empire. For years the unstoppable horde remained the scourge of warrior tribes across the Steppe. They became consumed with exterminating the Hobgoblin tribes. Their thirst for

bloodshed well and truly slaked the Tong finally returned unchallenged to their homeland.

There were those among the Tong who became swept up in the glory of conquest. Following the migration some of the fierce chieftains known as Khagan settled in the domains carved by their blades. The proud Tsavags were one such strong tribe and as keepers of the mighty war mammoths they chose to remain in the Shadowlands.

Since the vanishing of the Tong horde during the Great War, only the rare sightings of small warbands have given credence to their legend. Achievements and lineage are recorded through scoring cuts in the flesh to the face by Tsavag tribesmen including their revered chief handler the Mahout, who tends the herd. This self-mutilating practice of scarification by the mammoth masters serves to maintain their terrifying reputation.

the norse

Of all the marauder tribes the Norse which live in the south of Norsca are least under the influence of Chaos. The Norse are a seafaring race and there are those who have escaped the warping influence of the winds that blow out of the north altogether. Entire tribes have migrated from the icy shores of Norsca in favour of warmer climes. There have been settlements founded along the coastlines of The Southlands and in Lustria, notably the flourishing trading port Skeggi.

Those who remain in the frozen wilderness of south Norsca are more reluctant than their northern kin to take from the gods. In the extreme north the Norse and Kurgan practice overt worship of the four. Each southern tribe has its own special deities featuring ancestors, heroes and spirits to whom tribute is paid in the form of animal or human sacrifice. There is a measure of restraint in not giving so much of themselves to the gods. Perhaps there is a slight reduction to the environmental risk of mutation. It is more likely that the habit in which they pay homage to their pantheons has reduced any Chaotic influence. A mark of Chaos would still be a blessing to any tribesman who is a warrior but great responsibility comes with such a power. Warriors may call upon their many gods of war, desire, decay and hope from time to time. Those who do so likely will become more susceptible to the beguilement and manipulation of otherworldly forces.

Norse culture is steeped in the supernatural and their society has become attuned to it. None more so than a tribes Seer or their resident witch doctors known as Vitki. Communities of Norse people are led by their tribal chieftains the Jarls. Some tribes are collectively lorded over by a tribal King. A dreaded Seer will interpret the will of their ancestors and the gods. They glimpse at future events through reading signs in the entrails of ritual sacrifice in order to advise their Jarl. Each tribe will have some kind of witch or sorcerer. In some parts of Norsca an even older tradition remains. Drawing from the winds of Dhar, the Vitki are able to manipulate dark magic to aid their people through divination, healing and prophecy. Human sacrifices are required to fuel profane rituals and this leads to the death sentences of many thralls and peasants.

The sense of loyalty within a Norse tribe is quite different to that of other marauders of the north. To them the tribe is a family. To anger ones kin or to bring displeasure to the gods must lead to banishment. Cast out into the wilds there is no solace for these renegades. There is no welcome to be found in Norsca for exiles except in times of war. They can only hope to avoid falling prey to the beasts of the Umbral. Few survive a perilous southward expedition to the lands of the Empire.

The presence of a Norseman is tolerated by folk of the Empire. An Imperial noble with a skilled Norther in his employ might see it as something of a novelty and a band of honed mercenaries hailing from Norsca could expect to earn excellent coin. Marienburg with its cosmopolitan culture is a more hospitable location for Norse explorers. The city is more forgiving. Unlike the northern coast of the Empire, its port has not been the target of a Norse raid since the fourth and final sacking of the city in 1848.

The southern tribes of Norsca communicate peacefully with her immediate neighbours. Merchants actively trade goods between ports across the Sea of Claws. Occasionally fleets of longships will be despatched to plunder the coastline when survival is threatened. Although this may seem barbaric to the victims of a raid, these desperate actions can be acts of daring heroism without which a tribe may not survive. Foodstuffs, miscellaneous booty and a child or two is enough to deter a Norse raiding party from razing a village to the ground.

Southernmost tribes of the Norse: The Baersonlings, Sarls, Skaelings, Brennuns and the Bjornlings

To the north, the influence of Chaos is far stronger. Here the four great gods of Chaos are recognised as masters of all lesser gods and worshipped in their true forms. Lacking in patience the northern tribes are more demanding of the gods. No concern is shown to the consequences of drawing the attention of daemon or god. Attracting their gaze is only thought to symbolize their strength. To be touched by Chaos is to be blessed by the gods. The taint in these lands has spread far and wide. Minor mutations have become common place as marauders reap the blessings of continuous devotion.

Beyond the Forest of Knives in central Norsca the land becomes more saturated with the raw energy of Chaos. Its presence twists whatever life exists in this treacherous landscape. Here the marauders will consume the flesh of any man or beast warped by its touch, in the hope of being graced with a mark of their own. These savage northern tribes revel in carnage and destruction. Unlike their southern kin they will slaughter their neighbours out of spite.

Northernmost tribes of the Norse: The Aeslings, Vargs, Graelings and the Snaegr

the Hung

In the wasteland to the north of Grand Cathay lives a nomadic race of men who prey upon their borders with an unquenchable lust for butchery. Slavers, deceivers, slaughterers and petty thieves are the feral

raiders of the Hung. Their westernmost borders fall beyond the Eastern Steppes. Only the Great Desert separates them from keeping regular company of the Kurgan. Their widespread territory encompasses a land bridge offering passage to the northern fringe of the New World and beyond through the Broken Lands of the eldritch realm belonging to the Druchii.

The roving lifestyle of the Hung is supported by their affinity to animals. War dogs are valued above all other possessions though this would not be recognised by the physical condition of these malnourished hunting hounds. Mistreating their steeds in equal dosage, a Hung is sadistic enough to prepare a diet of mixed grains and human blood. This serves to make their mounts fierce and temperamental in any fight. The cruelty of their masters instils a false sense of loyalty in their stupid pets.

Instead of horses they have selected the toughest war ponies which can be bred for survival due to greater endurance and tolerance for pain. Life in the saddle requires each tribe member carries a dirty woollen tent on the back of a stout steed. Men and women are treated equally in these lawless lands where roving parties of vagabonds travel from one place to the next, accompanied as they are by wagons used by wives to weave primitive clothing and mate with their men.

Those who have encountered the Hung have described them as savage stinking beasts, or worse. They are squat in stature and stocky in build with thick necks and wide ugly faces. Self-mutilation is commonplace among their people. From birth, a mother will cut gashes in the skin of her child. Scarred youths become men who will continue to deface themselves by idly devouring flesh cut from the mutated beasts slain during a hunt in the Wastes. They will feed on fish and game when it is available only untainted food is scarce in their barren domain. When hunting is poor the Hung will consume insects, rats, lice from their own bodies or even afterbirth from a mare's foaling. Cannibalism is not uncommon and drinking the blood from his own steed will sustain the most desperate horseman.

Like other marauder tribes a war-priest or shaman conveys great influence over their Kahn. Each of these chieftains will recognise the tribe seer can commune with the gods and see into the world of the dead. The Hung will honour their gods in a similar way to the Kurgan by raising monoliths in reverence. Due to their habitual wandering they have no need for temples or shrines. A tribute to the God of Blood could be something as simple as a pit lined deep with corpses. To the God of Decay they might leave a rotting pile of human excrement.

In contrast to other northern marauders the Hung possess no sense of kinship or loyalty. Their treachery is renowned for they have dissolved treaties with their allies and dishonoured their own kind in equal measure. So deceptive are they that the Cathayans invented the phrase 'Word of a Hung' denoting a worthless promise. They treat bonds and bargains casually and recognise no dishonour in their actions.

Tribes of the Hung: The Yin, Sul, Chi-An, Tu-Ka, Mung, Seifan, Aghols, Wei-Tu, Man-Chu, Dreaded Wo, Veh-Kung and the Kuj

Border Town Burning

Rumours spread that a new Champion of Chaos is rising, a barbaric chieftain gathering an army of marauders, beastmen and the strangest of creatures to overrun civilisation. The despoiler wanders his homelands, the Northern Wastes, in search of four long-forgotten Chaos Artefacts which shall grant him the power to unite the forces of Chaos. While his number of followers grows, the celestial guardians of a distant trading post on the border of the Northern Wastes and Cathay protect the town community. Honourbound by duty, they make their stand against the tide of evil...

about

Border Town Burning is a new setting for Mordheim. It takes the battles to the borderlands in the east and the wastes to the north that are rife with Chaos. There a barbarian Chieftain is aspiring to become a Champion of the Dark Gods and unite the Marauder tribes with other unimaginable creatures of Chaos then lead a horde against the civilized peoples of the Warhammer World. First, to fulfil his destiny the Chieftain needs to not only fight for his god's attention but to locate four arcane artefacts that will grant him the power to be approved as a Lord of Chaos.

Unaware of this evil, treasure seekers and adventurers traverse the borders, led by maps and rumours of ancient magical items worth a fortune. Strange folk travel abroad. They trek from distant lands seeking wealth or in answer of the threat posed by tribes from the north. Seers lead their chieftain on to raze the border town guided by these portents of doom while in the east a celestial prophecy of great evil that is to befall mankind is quietly divulged to high ranking officials by the cowled guardians of a fortified monastery on a verdant slope in the borderlands.

features

The *Border Town Burning* campaign is intended to introduce some new rules and techniques to the Mordheim games. All participating warbands have their own specific objectives and they could be supporting the machinations of Chaos, repelling the threat or just trying to get their own piece of the cake.

The *Border Town Burning* supplement has special scenarios that are not available for playing battles like regular scenarios. They only become accessible as the warbands come closer to fulfilling their objectives. These special scenarios in whichever order they are encountered will tell the story in your campaign of support, treachery and arrogance. Beside these new rules, there are new warbands, hired swords and exciting new additions throughout the supplement.

accessories

There is a bit of additional game material necessary when running a *Border Town Burning* campaign. The much sought-after artefacts of Chaos can be represented with markers on the table. When the last owner is taken *out of action* then a marker would be used to represent the place where the model fell.

There are four unholy artefacts of Chaos. If you wish, you may print the provided templates and cut out the markers for the artefacts or you can design your own individual markers by using appropriate components from some of the Warhammer plastic sprues. Furthermore, some scenarios require special pieces of terrain. The supplement provides printable templates for these or you might prefer to model your own.

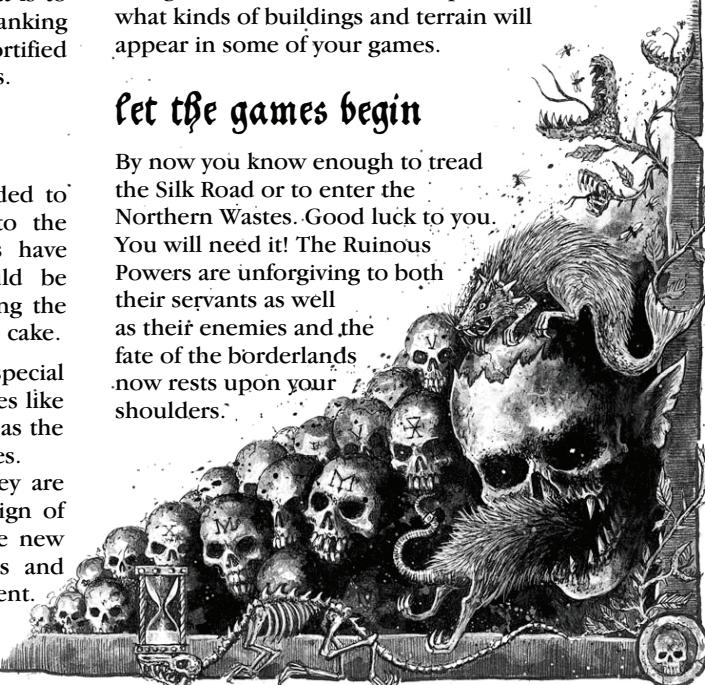
All of the additional material can be found in the appendix so that you can print it.

personalities

Most players customise their models, create names, or choose appropriate skills to personalise heroes in a campaign. The same principals can be applied to the game environment. For instance, let us pretend that in your campaign the border town of Sen-Quoi in the borderlands of Cathay is a trading hotspot, and it is under threat from hostile tribes of Chaos Marauders. Sen-Quoi will be populated by traders, farmers, peasants, adventurers, warrior monks and soldiers of the militia. You might like to create your own background for the town to help determine what kinds of buildings and terrain will appear in some of your games.

let the games begin

By now you know enough to tread the Silk Road or to enter the Northern Wastes. Good luck to you. You will need it! The Ruinous Powers are unforgiving to both their servants as well as their enemies and the fate of the borderlands now rests upon your shoulders.



West of Weijin

The mindless assault of the bone goliath forced Grand Master Ippan Shu to draw back and redress his iron fan. The weapon seemed ineffective against the raging monstrosity of bone whirling before him. Ippan cursed himself. He knew better than to take on a liche's construct with such methods. But the day was cold, the evening even colder, and this beast had appeared before him like a dream, swirling through the morning haze like a dervish gone mad. The goliath's assault had surprised him, and that most of all, troubled the great Shu. No one, nothing, could ever surprise him. And the fact that this thing, this tower of clangor bone and dark plate, could catch him unawares and flat-footed, concerned Ippan the most. Whoever controls it, Ippan thought to himself as he ducked another thrust of the beast's mighty spear, knows who I am, what I carry, and why I've come.

Ippan Shu drew back a great inhalation of air, held it for a moment, then let fly a stream of fire through bared teeth. The flames splashed against the empty chest of the beast and leeched through its body, bursting through the seams of its steel armour. Flames coursed into its skull cavity, igniting its large, hollow eye sockets and scorching its bleach-white teeth. The goliath flailed madly, dropped its spear, and fell into the line of dead trees flanking the narrow path through the woods.

The forest exploded into flame.

Ippan leaped forward and grabbed the discarded spear with both hands. It was twisted and crude (more like a dead tree trunk than a spear) and lacked the necessary balance for one as skilled as himself, but it would serve its purpose nonetheless. He raised it above his head and raced toward the mass of burning bone trying to right itself through piles of seared bark and branches. Ippan screamed and drove the tip of the spear into the soft dirt on the side of the path. The spear bent but did not break and Ippan vaulted himself up and over the fire. He could feel the heat singe the frayed edges of his red robe as he released his grip from the spear and flew, like a bird, through the air. He landed square upon the hard, toothy chin bone of the beast and heard a crack as the jaw, weak and brittle from the intoxicating heat of the fire, gave way and snapped in two.

Some kind of mad, harrowing moan escaped the hollow mouth of the goliath. It was not the beast's words; it could not speak for it did not have lungs or a throat. But it seemed to understand that its jaw had been severed. An escape of hot breath came up through its charred mantle and washed across Ippan's face, forcing him to leap to safety beneath the swipe of a huge skeletal hand. The beast rose out of the ash and flame, flailing with both arms now, twisting its jawless head back and forth as if it were trying to find its assailant through the billows of black smoke. Every loose strand of dry cloth, every leather strap hanging from the goliath's legs and arms was on fire. If the situation weren't so dire, Ippan could almost appreciate the size, power, and relentless drive of his foe and the sheer determination of its master... wherever it may be.

But now was not the time for reflection.

Ippan dodged another fist blow, leaped and grabbed hold of the goliath's wrist as the large curled fingers drew close. The rough bone of the beast's arm scorched Ippan's bare hands. Pain shot through his arms. He was a Dragon Monk, true, and fire was as natural to him as breathing. But the fire roping through the goliath's lurching frame was too hot even for a grand master. I've overdone it again, Ippan thought to himself with a frail smile.

The goliath waved his arm violently to try to shake off his attacker, but Ippan held firmly. He waited -- one, two, three shakes -- until his legs were close to the beast's neck. Then he let go, somersaulting through the air and landing solidly on the left clavicle where the armour had chipped away. Here the bone had been spared the flame. Ippan held on tightly as if he were grasping the reins of a wild horse. The goliath thrashed to and fro, its sharp, razor-like fingers snapping over its shoulders to try to snatch Ippan's robe. The goliath's skull rolled forward. Ippan drew his fan and snapped it open. *Now or never...*

With one swift motion, Ippan drew the sharp edge of his weapon across the tender gap between neck bones. He could feel the fan cut through the dry, dead cord with a silent *swick!* The beast slowed, dropped its arms to its side, and wavered in place. Ippan drew the fan back and made another cut, this time through the bone. The skull dropped forward again, but this time, it did not recover. Ippan watched as his cuts grew larger, larger, until that final snap. The goliath's head tumbled off its shoulders and hit the ground with a deadening thump.

The fight was over.

The rest of the goliath dropped straight down, an eruption of bone, broken armour and black leather flying everywhere as Ippan grabbed the limb of a nearby tree and flung himself away. He lighted gently upon the ground, turned and watched a huge, consuming flame sweep over the goliath's remains and reduce them to a pile of black soot. Ippan smiled, breathed deeply, and waited until the final pop of heat escaped the heap and dissipated into the growing quiet.

Somewhere in the forest where the trees were not burning, a crow sounded, its screech resounding through the dead forest like the howl of a lost soul. Was it the liche, Ippan wondered, revealing its displeasure with the destruction of its toy? Maybe so, but Ippan had other concerns at the moment.

He found the path again and located his bedroll, which he had ditched into the weeds when the goliath had appeared. He checked it twice, rubbed away stray grass from its silk fabric and tucked it beneath his left arm. He then stuck his hand into the right pocket of his robe. The object, which he had sewn into the lining, was there and safe. He tapped his fingers across its tight surface and smiled. The liche had not prevailed in its attempt at recovering the object. Ippan was grateful for that. At least until his next attempt. And there would be others... no doubt about it. This conflict was far from over.

But now he turned his attention to the long walk before him. The day would take him out of the forest and into a flat land where the fortress monasteries of the monks resided. There he would take succor and bathe his sore feet. And then, gods willing, he would pass into the land of Cathay and greet the emperor.

New Rules

This chapter introduces new rules for playing *Border Town Burning* campaigns. The new environment rules, random happenings and specific equipment bring this new Mordheim setting to life. They replace or enhance the respective chapters from the Mordheim rulebook.

alternate mordheim setting

The *Border Town Burning* supplement describes a new setting for Mordheim. Instead of playing games in the ruins of the City of the Damned your warbands will be travelling through the territories surrounding the fabled Silk Road and exploring regions of the Northern Wastes. There may be no warpstone tainted ruins or collapsed buildings but due to the proximity of the Chaos Wastes this is no pleasant scene either! The icy wastes are intolerable for any lesser men than the abnormally developed muscle-bound barbarians. Eerie forests in the borderlands are haunted by beastmen and other hideous creatures tainted by Chaotic influences. Ogres ambush daring merchant caravans trespassing across the slopes. Hobgoblin wolf riders remain the scourge of the wide steppes.

In this setting the brave and the foolish risk their lives and their sanity seeking fortune and notoriety. Be it by travelling to the mystic borderlands of Grand Cathay or by testing faith and fighting prowess when facing indescribable horrors in the Shadowlands. Amidst these dangers there will be parties who have precise aims like finding the lost Chaos artefacts and those aiming to prevent their discovery.

The following chapters describe everything that will be required to take your battles East of the World's Edge Mountains.

mounts

Unlike in the comet smitten City of the Damned warbands are not restricted to having one horse only when playing *Border Town Burning* campaigns. The complete "Blazing Saddles" article from the 2002 *Mordheim Annual* (page 65) or the "Mounted Warriors" article from the *Empire in Flames* supplement (page 24) respectively should always be applied. In the latest Mordheim Rules Review all mounted warriors have the *large target* special rule meaning every mount should increase your warband rating by +20 points.



wagons

The *Border Town Burning* setting makes great use of the wagon rules described in the "Vehicles of the Empire" article from the *Empire in Flames* supplement (page 30). The book is available for free as two downloadable PDF files from the Specialist Games section of the Games Workshop website.



If you are making regular use of carts, wagons and coaches in your Mordheim battles, you might like to have a look at the advanced rules section at the end of this supplement. There we have collected a few clarifications and included additional house rules to improve on the wagon driving experience.

serious injuries

In the Heroes' Serious Injuries Chart replace the event of "65 Sold to the Pits" with the following.

65 GET IN THE RING

Left for dead, the warrior has been picked up by a passing horde of Chaos. The captive has been given 'the mark' by a seer from one of the tribes and must enter the dreaded barbarian ring to fight for his life against a Warrior of Chaos. See the Bestiary section for full rules for Warriors of Chaos.

Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see if he is dead or injured (i.e. a D66 roll of 11-35). If he is not dead, he is thrown out of the barbarian ring without his armour and weapons and may rejoin his warband.

If the warrior wins he gains the attention of the ruinous powers and receives their favour. He gains the mutation *blackblood* (see Possessed warband), +2 Experience, +1 campaign point and evades detection to rejoin his warband with all his weapons and equipment.

new skills

Due to features in the campaign system which include supporting the use of the wagons and vehicles, there are a few new skills introduced in the *Border Town Burning* supplement. They are added to the existing skill lists and every Hero who has access to the respective list may also learn these skills.

Strength skills

Handyman: The warrior is skilled in fixing minor damage on the wagon. If the wagon is stationary and has not moved during the last turn then if the warrior is in contact with the wagon, he may repair one previously damaged wheel. The Hero may do nothing else that turn and the wagon may not be moved. He can even set in a new wheel if it flew off. A wagon cannot be repaired if an enemy model is in contact with the handyman or the wagon, as the situation is far too dangerous to focus on the cart.

Beastmaster: The Hero is able to communicate on a primal level with any beast he encounters. If the model confronts an animal (not mount!) in hand-to-hand combat, then before combat is fought he may take a Leadership test. If the test is failed combat proceeds as normal. If the test is successful the animal falls under his command. Place the models 1" apart from each other. The player may now control the animal model. However, the beastmaster must pass a Leadership test at the beginning of his turn otherwise control over the animal is lost. The animal must always remain within 6" of the Hero or control is lost immediately. No more than one animal can be controlled this way.

Academic skills

Driver: A wagon driven by a Hero with this skill may re-roll results on the Out of Control chart. The second result must be accepted even if it is worse.

Strategist: The Hero has great strategic skills. Before each battle a Hero with this skill may decide to develop plans that further the tactical ambitions of the warband. Choosing to have this model voluntarily miss the next battle due to the Hero's pondering means the warband gains +1 campaign point after the battle.

The Hero does count for calculating warband rating as normal and determining the prices for selling wyrdstone/treasure. However, he does not count as part of the warband when taking Rout tests. Initial warband size is considered to be one model less during the battle. The Hero does not gain +1 Experience for surviving a battle since he did not take part in the fight.

Scholar: Only warriors capable of casting spells or using prayers may pick this skill. Whenever the warrior may learn a new spell or prayer through an advance, he may choose which one he learns instead of determining at random, or he may decrease the difficulty of any one spell or prayer he already knows by -1 permanently.

"Wilhelm, you gotta nail?"

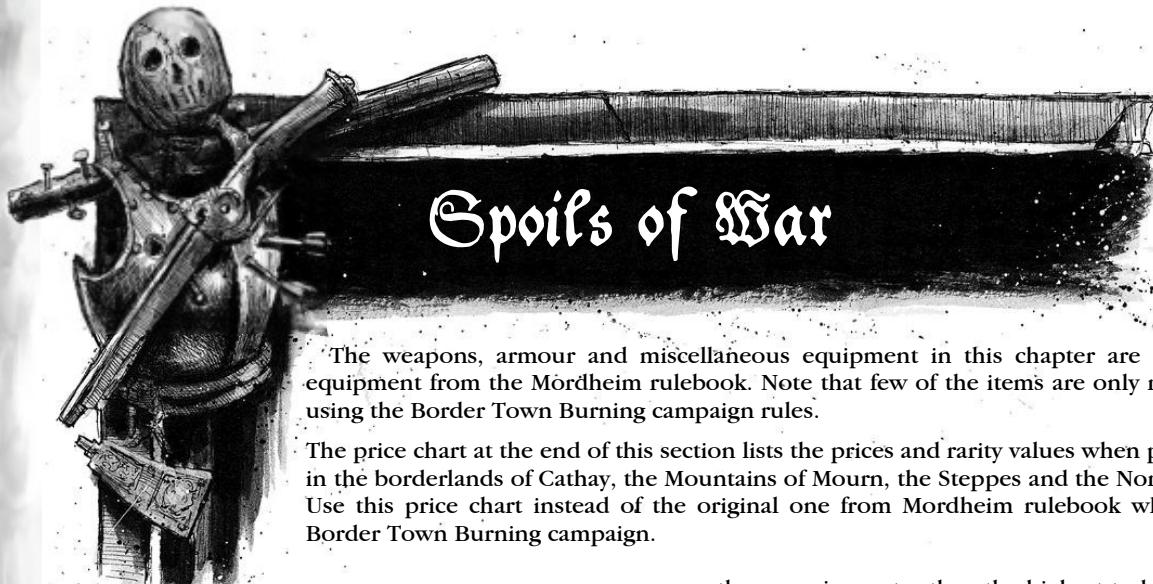
Wilhelm sighed. When he had signed up for this adventure, he had expected to see strange sights, fight unfamiliar foes and perform heroic deeds. He did not expect to wind up spending half his time pounding nails into dilapidated carts just to keep them from spilling their load and the other half shoring up cartwheels. He'd been born the son of a wheelwright, but after Beastmen had attacked the village in his eleventh year, Wilhelm took the hammer from his slain father's workshop to seek vengeance. Five years later, he fought by the sword in the glorious name of Sigmar. In the years that followed he had travelled around breaking heads, sometimes for survival, sometimes for coin.

This latest journey had brought him on that damned caravan, because he owed some bad people a lot of money and there were few places where he could hide from them and earn enough through his carpentry skill to pay them back. Following the road to Cathay was the best plan. The Silk Road was far away from any debtors. Wilhelm had expected to be paid enough as a bodyguard protecting the load to put his feet up for a year. Enough to settle his debts and enough to avoid having some black hearted scum from stamping his head into the ground.

The wheelwright's son never imagined doing mundane repairs and fixing miscellaneous breakages on the caravan. It had been the first week out in these wastes when one of the miserable spokes had broken, threatening the wheel. It had been Wilhelm who had fixed the problem. Ever since his 'heroic' deed, each time something broke they'd yell his name. He was getting sick of it, but he was good at repairing the wagon. Too good! They were shoddy carts to start with. Now he'd spruced them up, patched up any damage and he kept them rolling through the most difficult terrain he'd ever seen.

There were times though when he daydreamed they'd come across a horde of hobgoblins, a tribe of marauders, or anything! He hoped the whole caravan would just get wiped out, saving him from any more laborious carpentry. Wilhelm thought that with his luck, he'd be the only survivor and could fix up a cart to return home.

"Gotta bag of 'em Captain, what you broke this time?"



Spoils of War

The weapons, armour and miscellaneous equipment in this chapter are added to the equipment from the Mordheim rulebook. Note that few of the items are only relevant when using the Border Town Burning campaign rules.

The price chart at the end of this section lists the prices and rarity values when playing battles in the borderlands of Cathay, the Mountains of Mourn, the Steppes and the Northern Wastes. Use this price chart instead of the original one from Mordheim rulebook when playing a Border Town Burning campaign.

Weapons

The weapons described in this section are newly introduced in the Border Town Burning setting. Note that, unless listed in their equipment list, only models with the *Weapons Training* skill may ever use them.

Cathayan longsword

Prized indeed are blades of Itbilmar forged by Elves. Even more masterful are the arms crafted by swordsmiths in Catbay. Known as a Jintachi blade among Estalian merchants, the Cathayan longsword is a deadly crown jewel in the hands of a skilled fighter. Gold alone is never enough to acquire such a weapon. Jintachi are heirlooms and highly coveted. The few still smithed are gifted only in reward for some heroic deed that is done in the kingdoms to the east.

Range	Strength	Special rules
Close Combat	As user	Parry, Cutting Edge, Mastercrafted

SPECIAL RULES

Mastercrafted: Attacks made with a Cathayan longsword give the bearer +1 Initiative and +1 Weapon Skill.

Dragon sword

Dragon swords are great-swords that are typically used by Cathayan soldiers and ronins, and occasionally lifted by monks.

Range	Strength	Special rules
Close Combat	As user +1	Two-handed, Parry

SPECIAL RULES

Two-handed: A model armed with a dragon sword may not use a shield, buckler or additional weapon in close combat. It gets an additional +1 armour save bonus against ranged attacks if it carries a shield.

Parry: Dragon swords, despite their great size, can be used for parrying like a sword. When his opponent rolls to hit, the model armed with it 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.

Obsidian weapon

Obsidian is mined in the Dark Lands by the minions of Chaos. When expertly derived from its ore, the curious volcanic rock becomes ensorcelled by engineers manufacturing artefacts in the furnaces of Zbarr-Naggrund. Forging weapons using these vile techniques requires acute diabolic expertise making them extremely rare.

An obsidian weapon gives its user +1 Strength in hand-to-hand combat, 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.

SPECIAL RULES

Blemished: Although not strictly tainted by Chaos, all artefacts of Obsidian are considered tinged with evil, by the same darkness associated with their artisans. Obsidian weapons may never be used by Dwarfs, Elves, Sisters of Sigmar, Witch Hunters or Priests.

Heavy: Obsidian weapons are so heavy that the warrior using them always *strikes last*, even when charging.

Missile Weapons

Similar to the close combat weapons the following ranged weapons can only be used if listed in the model's equipment list or if the model has the *Weapons Expert* skill.

Cathayan candles

Cathayan Candles are explosive pots or sticks, made with black powder and other foreign ingredients. These volatile Bombas as peddled by Arabian dealers, 'usually' detonate on impact, igniting objects and bodies with which they make contact.

Range: 6"; **Strength:** 6;

Special Rules: Thrown weapon, Set on fire

SPECIAL RULES

Thrown weapon: A model using Cathayan candles does not suffer penalties for range or moving.

Volatile: On a roll of 1 to hit, Cathayan candles explode in the throwers hand. Roll to wound treating the throwing model as the target.

Set on fire: If you hit with the Cathayan candles roll a D6. If you score a 5+ 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.

Armour

Lamellar armour

The blacksmiths forge these heavy armours for in Cathay those noble knights protect the farmsteads. Especially among the Palace Guard of the Cathayan Emperor the plate armour is very common. The armour covers not only its wearer's torso but also the upper arm and thigh.

SPECIAL RULES

Save: A warrior that is wearing a lamellar armour has a basic D6 saving throw of 4+.

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

Chaos armour

Chaos Armour is a suit of strangely-worked and unnatural metal. It is the mark of a Dark God's favour. While most suits of Chaos Armour are received as Gifts from an Infernal Patron, they can be acquired, though only from Chaos Dwarfs in an exclusive exchange for many captives or perhaps some impossible deed to further their interests.

SPECIAL RULES

Rarity: When searching for Chaos armour a warrior gains +1 on his roll for each model he took *out of action* in the previous battle.

Cost: The cost for found Chaos armour is decreased by 1 gold crown for each Experience point the Hero has.

Gift of Chaos: Chaos armour is a gift from the Dark Gods to the worthy warrior. A Hero who has successfully purchased a suit of Chaos armour will never give it away to another warband member but put it on himself immediately. Chaos armour becomes fused to the body of its wearer. It can never be removed.

Save: A warrior that is wearing Chaos armour has a basic D6 saving throw of 4+.

Spellcasters: Chaos armour does not hinder its wearer from casting spells or rituals. It can be worn by spellcasters but they cannot combine it with a shield or buckler.

Miscellaneous

firecrackers

These tiny explosives are too weak to set something on fire or to injure human beings. Firecrackers generate a loud noise, causing alarm in animals.

If an animal or mounted warrior tries to charge the model, while it is not in combat, *knocked down* or *stunned*, it may pass an Initiative test in order to use the firecrackers. If it succeeds the animal must pass an Ld test (animals may not use the Ld of the warband's leader and mounts may not use the Ld of its rider). If it fails the test, the charge has failed and mounted warriors have to roll on the Whoa Boy! table. If the mount has the *battle schooled* special rule, the rider may re-roll the result of the Whoa Boy! table once.

The model can also throw the firecrackers in the shooting phase. It may throw them at any point in 8" distance. All Mounts or Animals in 3" around the detonation spot have to take a Ld test. If it fails, mounts have to roll on the Whoa Boy! table, and animals flee as if they failed an *all alone* test. There are enough firecrackers to last for one game.

ladders

Ladders are useful for reaching higher ground such as scaling walls or trees. A ladder is placed on the board like any other model. If you have no adequate model, use a marker to represent the ladder. A Ladder requires two models, Heroes or Henchmen, (or a single large model) to carry it. However, one model can carry a ladder alone, but may then move at half speed only (quarter for large ladders). Models carrying a ladder may not run. They may drop the ladder any time they wish (e.g. when charged). A ladder may be set up in the Movement phase in base contact with any of the carriers. This requires a quarter of their Movement (half for large ladders). Note that if one of the models has a lower Movement than the other, both models are slowed down while carrying the ladder.

Ladders are considered open ground and do not affect the model's movement rate (see Mordheim Rulebook). Any model in base contact with a ladder may try to knock it over in the hand-to-hand combat phase. The model must pass a Strength test with a -1 modifier for every model on the ladder after the first. If the test is successful treat the models as falling from where they were.

Small ladders have a length of up to 3", large ladders are longer than 3".

rosary

A rosary is made of stone or ivory beads and other blessed ornaments lined up on a chain. It helps concentrate while praying or meditating.

A prayer user wearing a Rosary may re-roll a failed Difficulty test if he hasn't done anything that turn except moving (no running) or remaining stationary. A Rosary cannot be used in combat.

map of cathay

There are many maps circulating for various regions around Cathay and the borderlands. Most of them cannot be trusted but now and then a warband may get hold of a valuable chart.

Roll a D6 to determine what the map depicts.

D6 Result

- | | |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The map is fake and completely useless! |
| 2-3 | The map shows the way to a mysterious lady. As the warband follows the depicted route the first random happening to occur in the next battle will be "The Old Crone" (56) automatically. |
| 4-5 | The next time a roll of 4+ is scored on the progress table the warband with a map of Cathay automatically counts as having the most campaign points and thus may choose the next scenario. If both warbands have a map of Cathay compare campaign points as usual. |
| 6 | The map leads to the hideout of Belandysh! Whenever the warband with this map rolls a 1 for random happenings they may choose to have the "Belandysh comes!" (42-43) event happen automatically instead of determining at random. |

rickshaw

Rickshaws are two-wheeled carts pulled by a human runner. Affluent merchants, influential officials and other members of the social elite can be seen using this means of transport to move about in the city.

One non-animal warband member must be assigned as the runner in order to move the rickshaw. He cannot charge or run whilst pulling the cart. As long as he pulls the rickshaw it remains in base contact with the runner and both are moved together. The runner may stop pulling the rickshaw at any time and move normally the same turn (including declaring charges).

There is one seat in the rickshaw for one passenger to sit down. Boarding and deboarding the cart works the same way as mounting and dismounting.

Models shooting at a rickshaw get a +1 on their 'to hit' rolls. For each hit, roll on the table below to determine which part of the rickshaw and crew is hit. Then apply 'to wound' rolls accordingly.

D6 Result

- | | |
|-----|----------------------------------|
| 1-2 | Runner |
| 3-4 | Rickshaw (Toughness 8, Wounds 2) |
| 5 | Wheel (Toughness 6, Wounds 1) |
| 6 | Passenger |

In hand-to-hand combat attackers may choose whether they want to attack the runner, a wheel, the rickshaw itself or the passenger as long as they are in base contact with the respective part. The passenger is hit on 6+ only.

Note that as soon as one of the wheels is destroyed (i.e. loses its last wound) the rickshaw can be pulled no more. Unless the rickshaw is destroyed completely it can be repaired after the battle.

manticore spoor

A soporific substance just as lethal as the beast which excreted it. Penetration of the victims flesh by a warriors blade smeared with fresh dung from a Manticore induces a dreamless sleep state followed by near certain death.

Any model wounded by a weapon smeared with Manticore Spoor must roll a D6 at the beginning of its turn: On a roll of 1 the poisoned model loses one wound. On a roll of 6 the poison's effect ends and the model has to test no more. Multiple wounds caused by a weapon using Manticore Spoor do not cause the victim to test more than once per turn.

spider spittle

Toxins are harvested from small animals poisoned by spider bites to concoct a paralytic dose. A blade envenomed with the arachnid poison can be used to paralyze a foe in close quarters.

Any warrior hit by a weapon laced with Spider Spittle must pass an immediate Toughness test or becomes paralyzed. A paralyzed warrior cannot move or fight and are hit automatically in close combat. The models remains paralyzed until it passes a Toughness test in its recovery phase.



smoke bomb

The Cathayans are experts in working with blackpowder, poisons and other strange natural ingredients far superior to anything known to alchemists of the Old World. Smoke bombs are especially popular with thieves and assassins. Smoke provides a unique opportunity to mask a quick retreat.

At the beginning of the Movement phase a smoke bomb may be thrown at any point within 4" where it creates a thick smoke of 2" radius that lasts until the beginning of the model's next turn. If the model is in close combat, it must pass an Initiative test or suffers one automatic hit from each enemy model. After that the bomb detonates anyhow – even if the model is wounded.

Models within the smoke may not attack/shoot or be attacked/shot at. Same applies to casting spells and prayers. Models engaged in close combat are immediately moved 1" away from each other.



As models cannot see through the smoke they cannot attack through it either.

However, models can move in the smoke, out of it and through it as normal. Note that the Augur of the Sisters of Sigmar is not affected by smoke bombs due to her *Blessed Sight*.

Whenever a model carrying a smoke bomb is *knocked down*, *stunned* or *out of action*, the bomb detonates on a roll of 4+. Note that no extra roll is needed when a *stunned* model turns *knocked down* at the beginning of its turn.

gnoblar fighter

Ogres keep Gnoblars as humans keep dogs, except that Ogres don't keep their Gnoblars well. Each Ogre bites his Gnoblar's ear as a form of identification. Once an Ogre starts eating, it's difficult for him to stop. Even if they don't get eaten, the Chaos Dwarfs are likely to round them up and enslave them.

Gnoblars do not count as animals. In all other respects they are treated like War Dogs with the following additional special rules. Gnoblars count as Greenskins but do not suffer from Animosity.

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

Weapons/Armour: Dagger and sharp stuff (treat as *thrown weapon* with S2, range 8" and *fire twice*)

SPECIAL RULES

Largely Insignificant: Gnoblars count towards the number of warriors in a warband but are not considered for Rout tests - neither for determining the initial warband size nor as lost models.

Bicker: Roll a D6 at the beginning of the turn for each Gnoblar within 2" of another Gnoblar and not engaged in close combat. On a result of 1 the Gnoblar starts to bicker, insult and/or bully the other Gnoblar and may do nothing else this turn.



wheelbarrow

Probably the adventurer's best friend, wheelbarrows allow for convenient transport of all sorts of bulky objects like treasure chests and powder kegs.

A wheelbarrow is placed on the board like any other model. If you have no adequate model, use a marker to represent the wheelbarrow. A Hero or Henchman who is neither an animal nor *stupid* may push a wheelbarrow while he is in base-contact with it. Pushing a wheelbarrow does not affect the normal movement of the model. However, it cannot charge whilst pushing a wheelbarrow but it may let go of it at any time.

A wheelbarrow can be used to transport *cumbersome* items such as chests and barrels. First the item must be dropped on the wheelbarrow. After that a model

can push the wheelbarrow and its load. A wheelbarrow can contain no more than one *cumbersome* item at a time, but any number of smaller items (weapons, armour and small misc equipment).

chest

Chests are often used to store weapons, equipment and victuals. And sometimes even more valuable luggage can be found inside the 'trunk'.

Cumbersome: A chest must be carried by two models. The carriers must remain in base contact with the chest or it is dropped. They may not use ranged weapons or attack in combat.

powder Keg

A powder keg is treated as a chest with one exception: it can be caused to explode! Warriors may shoot at a powder keg with blackpowder weapons, Cathayan candles, fire bombs and fire arrows and they may attack the keg in close combat using torches and brazier irons. Of course, they may also use all similar weapons and items that can ignite the powder inside.

The model must hit and wound as usual (Toughness 4). Then roll a D6: on a 4+ the keg explodes (remove the keg from the game). If the model rolled a critical hit the keg automatically explodes.

An exploding powder keg causes an automatic Strength 6 hit to all models within a range of D6+3".

When playing the Horrors of the Underground scenario, roll another D6: on a 4+ the explosion caused the tunnel to cave in. Place a marker at the powder keg's previous position as described in the Tunnel collapse event.

victuals

Victuals may be used after a battle. If the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead). A warband may use as many victuals as they wish, but note that the warband size cannot be considered lower than 1-3 models.

rain coat

Rain Coats or Capes protect its wearer – and especially his equipment – from becoming *soaked with water*. Note that this miscellaneous item is an exception to the normal rules as it is available to Henchmen.

winter furs

Winter clothes include Snows Shoes and Pelts. A set of pelts includes gloves and snow shoes. A model wearing a pelt clothing is immune to the following special rules from *Bitter Cold* weather: *Deep Snow* and *Chilling Cold*.

If the pelt clothing becomes *soaked with water* it is useless for the rest of the battle. Note that like Rain Coats this item may be used by Henchmen also.

Heden pulled back the rug in his sled and revealed the wonders he was transporting to the effete Old Worlder, who gasped at the small horde that would have been worth a fortune anywhere else. Maxwell fingered the dagger in his pocket and quickly thought about how swiftly he could stab the Norseman to death. The bears were tethered to the front of the sled and shouldn't be a problem in the murder and then all of the opulent goods would be his.

He turned to the hunter come smuggler, smiling, then gulped as his head was pulled back and a thin blade placed against his neck. A throaty female voice whispered into his left ear, "Don't dare think about it."

Heden leaned forward, grinning menacingly. "Meet my business partner, Shaarna. She is a tough negotiator. Now, what would you like to buy? And how much are you willing to pay?"

Price Chart

The following equipment is available to warbands fighting in the Border Town Burning setting. Note that some items' costs and their availability vary from the Mordheim rulebook.

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Brazier Iron	35 gc	Rare 7
<i>(Witch Hunters only)</i>		
Cathayan Longsword	75 + 2D6 gc	Rare 12
Club, Mace or Hammer	3gc	Common
Dagger	1 st free/2gc	Common
Double-handed Weapon	15 gc	Common
Dragon Sword	20 gc	Rare 10
<i>(Battle Monks and Merchant Caravans only)</i>		
Dwarf Axe	15 gc	Rare 8
<i>(Dwarfs only)</i>		
Flail	15 gc	Common
Halberd	10 gc	Common
Lance	40 gc	Rare 8
Morning Star	15 gc	Common
Obsidian Weapon	4 x Price	Rare 12
<i>(Marauders of Chaos, Norse, Beastmen, Chaos Dwarfs, Possessed and Carnival of Chaos only)</i>		
Pike	12 gc	Rare 9
Rapier	15 gc	Rare 5
<i>(Reiklanders, Marienburgers and Merchant Caravans only)</i>		
Spear	10 gc	Common
Steel Whip	10 gc	Common
<i>(Sisters of Sigmar and Chaos Dwarfs only)</i>		
Sword	10 gc	Common

MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 9
Cathayan Candles	25 + D6gc	Rare 9
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Double-barrelled Hunting Rifle	300 gc	Rare 12
Double-barrelled Pistol/brace	30 gc/60gc	Rare 10
Duellng Pistol/brace	30 gc/60 gc	Rare 10
Elf Bow	35 + 3D6 gc	Rare 12
Handgun	35 gc	Rare 8
Hand-held Mortar	80+2D6 gc	Rare 12
<i>(see page 43 of the Nemesis Crown supplement)</i>		
Hunting Rifle	200 gc	Rare 11
Long Bow	15 gc	Common
Pistol/brace	15gc/30 gc	Rare 8
Repeater Crossbow	40 gc	Rare 8
Sling	2 gc	Common
Short Bow	5 gc	Common
Throwing Axes/Knives/Stars	15 gc	Rare 5

ARMOUR

Item	Cost	Availability
Barding	30 gc	Rare 8
Buckler	5 gc	Common
Chaos Armour <i>(Marauders of Chaos, Norse, Beastmen, Chaos Dwarfs, Possessed and Carnival of Chaos only)</i>	185 gc	Rare 13
Gromril Armour	150 gc	Rare 11
Heavy armour	50 gc	Common
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 11
Lamellar Armour	120 gc	Rare 9
Light Armour	20 gc	Common
Pavise	25 gc	Rare 8
Shield	5 gc	Common
Toughened Leathers	5 gc	Common

MISCELLANEOUS

Item	Cost	Availability
Banner	10 gc	Rare 5
Black Lotus <i>(not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar, Rare 7 for Skaven)</i>	10 + D6 gc	Rare 9
Blessed Water <i>(common for Warrior-Priests and Sisters of Sigmar. May not be bought by Undead)</i>	10 + 3D6 gc	Rare 6
Book of the Dead <i>(Vampires and Necromancers only)</i>	200+D6x25	Rare 12
Bugman's Ale	50 + 3D6 gc	Rare 9
Caltrops	15 + 2D6 gc	Rare 6
Cathayan Silk Clothes	50 + 2D6 gc	Rare 9
Chest	5 gc	Common
Crimson Shade	35 + D6 gc	Rare 8
Dark Venom <i>(not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar.)</i>	30 + 2D6 gc	Rare 8
Elven Cloak	100+D6x10	Rare 12
Familiar <i>(cost must be paid no matter what the Rarity roll results in)</i>	20 + D6 gc	Rare 8
Fire Arrows	30 + D6 gc	Rare 9
Firecrackers	20 gc	Rare 9
Fire Bomb	35 + 2D6 gc	Rare 9
Flash Powder	25 + 2D6 gc	Rare 8
Garlic <i>(may not be bought by Undead warbands)</i>	1 gc	Common
Halfling Cookbook <i>(Humans only)</i>	30 + 3D6 gc	Rare 7
Healing Herbs	20 + 2D6 gc	Rare 8
Holy (Unholy) Relic <i>(Rare 6 for Warrior-Priests and Sisters of Sigmar)</i>	15 + 3D6 gc	Rare 8
Holy Tome <i>(only available to Warrior-Priests and Sisters of Sigmar)</i>	100+D6x10	Rare 8
Hunting Arrows	25 + D6 gc	Rare 8
Ladders (small/large)	5/10 gc	Common/Rare 5
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
Manticore Spoor	30 + 2D6	Rare 9
Map of Cathay	20 + 4D6 gc	Rare 9
Net	5 gc	Common
Powder Keg	15 gc	Rare 7
Rabbit's Foot	10 gc	Rare 5
Rain Coat	10 gc	Common
Rope & Hook	5 gc	Common
Rosary	10 gc	Rare 6
Smoke Bomb	30 + 2D6 gc	Rare 10
Spider Spittle	30 + D6 gc	Rare 7
Superior Black powder	30 gc	Rare 11
Tarot Cards <i>(not available to Witch Hunters or Sisters of Sigmar)</i>	50 gc	Rare 7
Tears of Shallaya <i>(not available to Possessed or Undead)</i>	10 + 2D6 gc	Rare 7
Telescope	75 + 3D6 gc	Rare 10
Tome of Magic <i>(not available to Witch Hunters or Sisters of Sigmar)</i>	200+D6x25	Rare 12

Torch	2 gc	Common
Victuals	8 gc	Common
War horn	30 + 2D6 gc	Rare 8
Wheelbarrow	5 gc	Rare 5
Winter Furs <i>(not for Beastmen)</i>	5 gc	Common
Wolf cloak <i>(Middenheimers, Norse Explorers and Marauders only)</i>	10 gc	Special
Wyrdstone Pendulum	25 + 3D6 gc	Rare 9

MOUNTS & ANIMALS

Item	Cost	Availability
Cold One <i>(Dark Elves, Lizardmen and Norse and Marauders only)</i>	100 gc	Rare 11
Chaos Steed <i>(Possessed warbands and Marauders with Chosen of Chaos skill only)</i>	90 gc	Rare 11
Elven Steed <i>(Elves only)</i>	90 gc	Rare 10
Giant Wolf <i>(Goblins only)</i>	85 gc	Rare 10
Giant Spider <i>(Goblins only)</i>	100 gc	Rare 11
Gnoblar fighter <i>(Ogres and Chaos Dwarfs only)</i>	15 + D6 gc	Rare 9
Rhinox <i>(Ogres, Marauders, Norse and Merchant Caravans only)</i>	200 + D6 x 10 gc	Rare 15
Riding/Draft Horse <i>(Humans, Marauders and Norse only)</i>	40 gc	Rare 8
Rickshaw <i>(Humans only)</i>	70 gc	Rare 8
Stage Coach/Wagon	100 gc	Rare 7
Temple Dog <i>(Dragon Monks, Sisters of Sigmar and Priests only. Not available to Skaven, Undead and Chaos Dwarfs)</i>	250 + D6 x 10 gc	Rare 13
Mule	30 gc	Rare 7
Nightmare <i>(Vampires, Necromancer and Grave Guards only)</i>	95 gc	Rare 11
Opulent Coach	250 gc	Rare 10
War Boar <i>(Orcs only)</i>	90 gc	Rare 11
War Dog/Bear/Monkey <i>(not available to Skaven)</i>	25 + 2D6 gc	Rare 10
Warhorse <i>(Humans, Marauders and Norse only)</i>	80 gc	Rare 11

Lesser Artefact Table

2D6 Artefact

2-5

Magical Scroll. A Hero uncovers a magical scroll written by the wizards of one of the esteemed colleges of magic. Immediately roll another D6 to determine what kind of scroll is discovered. The scroll can be read during a player's shooting phase and once used crumbles to dust in the reader's hands:

1 *Inferno Scroll.* The scroll glows with fire magic. Once read, the scroll will burn up and every model within 3" of the reader will take a S4 *fire* hit and will be *set on fire* on the result of a 4+ (see Environmental Rules), regardless if the hit wounds. The reader will suffer a S2 hit.

2 *Jade Scroll.* Written on a large leaf, the jade scroll glows with the magic of life itself. A friendly model within 6" can restore all lost wounds and recovers from being *knocked down* and *stunned*.

3 *Blizzard Scroll.* Once read, a heavy blizzard arises. For the next D3+1 game turns apply the rules for *Heavy Snowfall* and *Strong Wind*. If it was raining before, apply *Heavy Rain* after the scroll's effect ends.

4 *Sunlight Scroll.* The sunlight slices through the clouds and burns the eyes of the wicked. Enemies shooting this turn has an additional -1 'to hit' penalty and all undead and possessed models will take a single S2 hit with no armour saves allowed. Undead and Possessed may not use this scroll, but if they happen to acquire one, they may destroy it granting the *leader* +1 Experience. In addition, during this turn any adverse weather effects will be ignored.

5 *Amethyst Scroll.* The smell of death is all around, as an incantation inked upon the hide from a beast of burden is unfurled. An enemy model within 8" will take D6 S3 hits.

6 *Metal Scroll.* Etched into a thin sheet of tin, once read, the scroll melts and all models wearing any armour within 10" must pass an Initiative test or they will be unable to strike any blows in close combat this turn.

6 **Cloak of Tranquillity.** This cloak keeps the wearer at a constant comfortable temperature. The Hero wearing this cloak will be immune to any penalties resulting from *Bitter Cold* or ice based magic. In addition, he cannot become *soaked with water*. Note that the *Frozen Water* rule applies as normal.

7 **Skinkskin Boots.** These boots give a hero the *Aquatic* special rule and are immune to slipping due to *Muddy Soil*.

8 **Fortune Ring.** Wearing this magic ring grants a person extraordinary luck. The Hero wearing this ring may alter one die roll by +1/-1 per battle.

9 **Steelcloth.** A magic shirt enchanted to be as strong as steel. This can be worn under normal armour to add a further +1 to armour save to the wearer or can be worn on its own giving the wearer a 6+ save. This item is destroyed if the Hero wearing it is ever *set on fire*.

10 **Ice Gem.** This blue gem has a constant aura of cold about it. During the shooting phase the gem can be pointed towards an enemy within 8". An icy wind chills the target doing D3 Strength 1 hits. The model wearing this can also never be *set on fire* but can take damage from fire sources as normal.

11 **Firefly.** A small jewelled brooch that glows with a constant warm light. The model wearing this will always count as carrying a lantern and once per battle the firefly can be used to send a small searing bolt towards an enemy model within 12" causing a single Strength 4 *fire* hit.

12 **Chaos Artefact.** The warband has accidentally found one of the Chaos Artefacts. Roll a D6 to determine which: 1-4 Ghartok's Skull, 5 Chaos Broadsword of Damnation, 6 Chaos Dragon Scale Armour. If any warband has already found the rolled item, roll again. If all Chaos Artefacts have been found by warbands roll again on this table.

Chaos Artefacts

Chaos Artefact Special Rules

If a Norse, Marauder, Possessed, Carnival of Chaos or Beastman warband finds one of the following Chaos Artefacts they will always be used by the warband's *leader* as they are the only warriors worthy of powerful Chaos Gifts.

Any model other than a Marauder, Beastman, Norseman, Mutant, Dark Elf, Undead or Chaos Dwarf Hero equipped with a Chaos Artefact is subject to *stupidity* for it cannot tolerate the item's Chaotic influence. In addition, the *A Thousand Voices* spell counts as permanently cast upon the affected model reducing its Leadership by 4. The spell cannot be dispelled.

Note that an Artefact of Chaos is much too important and dangerous to be left in the warband's camp or hideout. Therefore these artefacts may never be stored in the warband's stored equipment field but must be carried by a Hero (the *leader* in case of a Chaotic warband, see above). The only exception to this rule is the Tilean Merchant Caravan who may keep the item stored in a Trade Wagon.

Losing a Chaos Artefact

The Chaos Artefacts are protected by the Chaos Gods themselves and cannot be destroyed. If a model with one of these items is taken *out of action* place a marker. Any model may pick the item up by moving in contact with the marker. If the marker is not taken, the model *out of action* keeps the artefact and if it dies from its Serious Injuries it is given to the nominated warband *leader*, who took it from his unlucky comrade's remains.

If the *leader* dies after the battle (e.g. in the Exploration phase) the artefact will be given to the new *leader*.

In the unlikely case of a Chaos Artefact being lost when no new owner can be determined, the next time a warband finds a Lesser Artefact it finds that Chaos Artefact instead.

Chaos Artefact Chart

Ghartok's Skull

Ghartok's Skull counts as a helmet. In addition, whenever its wearer is wounded by a critical hit on a roll of 4+ on a D6 the hit is considered normal instead. Unlike other armour the helmet does not hinder its wearer from casting spells or rituals.

Dragon Scale Armour

The Dragon Scale Armour grants its wearer a 4+ armour save that cannot be negated below 6+. In addition, any spell targeting the wearer fails on a roll of 4+ on a D6 (for spells like *Silver Arrows of Arba* roll only once instead of for each arrow). The armour does not hinder its wearer from casting spells or rituals of his own.

Broadsword of Damnation

The Broadsword counts as a double-handed weapon. Whenever a warrior is taken *out of action* by a critical hit of the Broadsword, the warrior is transformed into a horrible Spawn of Chaos, that is controlled by the Chaos player. The warrior dies permanently after the battle.

Note that this weapon cannot be destroyed through the Sword Breaker's *Trap blade* special rule or any other circumstances that would normally cause weapons/equipment to break. The same applies to the *Disarm* rule from a Whip.

Liber Chaotica

This mighty tome of Chaos magic contains all the rituals of Tchar, Onogal, Shornaal and Chaos Undivided (Chaos Rituals). A spellcaster in possession of this book is able to use all spells from his dedicated list. Note that he must still learn a spell twice (ie. spend two skills) to permanently reduce its Difficulty.

A non-spellcaster may choose one random spell determined before the battle from the Rituals of Chaos Undivided. The warrior may attempt to cast it as if he was a spellcaster.

A leader with the Mark of Arkhar increases his save against magic to 2+ and becomes immune to the effects from all Chaos rituals (including Rituals of Hashut).

Ridden animals

The monstrous animals described in this section can be used as mounts for fearless warriors that dare to ride them. They add +20 points to the warband rating. Due to their enormous size or special durability these mounts have more than one Wound. Therefore whenever a model shoots at a warrior riding one of these mounts roll a D6 to determine who is hit: 1-4 mount, 5-6 rider. In close combat models may choose whether they want to attack the mount or the rider. The +1 armour bonus for having a mount applies as normal.

They both benefit from the *Skull of Iron* and *Staggered, but not down* special rules that cause them to ignore *stunned* and *knocked down* results and instead lose an attack until their next recovery phase.

Rhinox

Below the ruined realm of the Sky Titans are the ice fields where Rhinox herds and ice elk graze. Rhinoxen have become a cornerstone of culture in the wild kingdoms. To discipline these ill-tempered beasts of burden requires a momentous feat of strength.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	5	5	2	2	3	5

SPECIAL RULES

Availability: A Hero searching for a Rhinox adds +1 to his rarity roll for each point of Strength he has. If a Rhinox was found the Hero must take a Strength test. If the test is failed he was wounded by the Rhinox while he tried to capture and tame it. Roll once on the Serious Injury table for him immediately.

Fear: Rhinoxen are large and dangerous cave-beasts with horns as long as a full-grown man. They cause *fear*.

Bad Tempered: Even Rhinoxen that have been broken by their riders have a temper shorter than a pygmy's thumb. If there is an enemy model that is an eligible target for the Rhinox rider to charge during the Declare Charges part of the Movement phase, it must immediately pass a Leadership test or declare a charge – if there is a choice of models to charge, then the controlling player may choose freely between them.

Thunderous Charge: Even a single Rhinox rider in full charge is a terrifying sight, the ground itself trembling as the cave-beast thunders into the ranks of their foe. On any turn when a Rhinox rider charges more than 7", he causes D3 impact hits at the basic strength of the Rhinox.

Temple dog

Magical constructs, chiselled and set from enchanted stone stand immobile guarding temple grounds from intruders. On closer inspection these avatars seem indistinguishable from a normal statue, only springing into life when certain strictures have been violated on the temple grounds.

Heavy weathering on the majority of these constructs indicates they may come from an ancient time and that any such magic harnessed during their creation was lost or remains undiscovered.

Fanciful tales of hidden shrines, their priests butchered by defilers, now lie concealed in ruin. Ruins watched over by ever vigilant guardians who shall resist all attempts to settle them back into quiet stone, warding off those who dare to unravel the mystery.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	5	0	5	5	3	3	3	8

SPECIAL RULES

Fear: Temple Dogs are supernaturally animated celestial monuments that cause *fear* in other warriors.

Save: Because of their stone-like skin, Temple Dogs have an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Ferocious Charge: Temple Dogs attack with +1 Strength when charging, due to their bulk..

Magical attacks: All attacks from a Temple Dog are considered to be magical in the same way as the attacks of Daemons.

Immune to poison: Temple Dogs are not affected by poison.



"You see these things all over the place, who knows which ones are just statues and which ones are gonna leap out and maul you. I stay well enough away."

– JOAQUIN HAUMSER,
MERCHANT OF NULN

Objectives

Warbands in the Cathayan borderlands are wrestling for power, striving for fame & fortune or struggling for survival. Each has its own agenda. Objectives are used to determine goals that players work toward achieving throughout the course of a campaign.

It does not matter whether there are Marauders of Chaos and Battle Monks warbands in your campaign or not. Neither is it required that any player fights for the forces of good (or vice versa). Border Town Burning campaigns can be played with all concerned infighting – exacting works of evil or all disputing law & order. Of course it is generally more fun if roles are distributed evenly but it hardly matters if they are not.

Choosing an objective

Depending on the warband type each warband has its own objective that it aims to complete throughout the campaign. This objective is determined at the beginning of the campaign. All players may always have complete insight concerning other players' objectives. There are six objectives being introduced in the Border Town Burning supplement.

A warband may switch to another legal objective in between battles. However, this results in a penalty of losing -D6 campaign points.

Campaign achievements

Mark a check box for every Campaign Point (CP) the warband gets – similar to gaining Experience points. Whenever you reach a thick-bordered box check the Achievement chart for the Objective to see what happens.

Campaign Points:

5	10	15	20
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

You can find an adapted warband roster with a field for tracking your Campaign Points at the back of this supplement or you can download one from our website.

If campaign points are lost for any reason, then this has no bearing on campaign achievements already reached. Any lost campaign points must be regained before a warband can progress to its next campaign achievement.

Starting over

When a player chooses to disband his warband, their progress and achievements are lost along with the warband members. He then selects a new objective for his new warband just like at the beginning of the campaign.

To make up for the time lost (similar to the underdog bonus for lesser warband rating) the warband immediately gains an amount of campaign progress points equal to the next lowest amount of the other participating warbands minus D3.

Example: A Reiklanders warband is reformed. Other warbands participating in the campaign are Marauders of Chaos (The Scion of Chaos: 12 CP), Battle Monks (The Celestial Protectorate: 8 CP) and Orcs & Goblins (The Scourge of the Realm: 9 CP). The Reiklanders player rolls a D3, which scores a 2. Thus the mercenaries starts with 8 - 2 = 6 CP.

Winning the campaign

As soon as a warband fulfils its objective they win the campaign. An objective is complete when all check boxes for the objective are filled and any further requirements are met.



The Scion of Chaos

The darkest of tribes are seeking four artefacts of Chaos. If one Chieftain proves the more skilful leader in finding their whereabouts, then followers of Chaos shall flock to his banner. As the aspirant's warband grows to become a horde he shall wreak destruction and spread Chaos across the world. The Chieftain may even ascend to become Chosen of Chaos.

Warbands: Marauders of Chaos, the Possessed, Beastmen Raiders and Norse Explorers may choose this objective.

No Alliance with: The Scourge of the Realm, The Celestial Protectorate

Objective progress

+1 Playing a Scenario. Whenever the warband plays a scenario it gets +1 CP.

+1 Winning a Scenario. Whenever the warband wins a scenario it gets +1 CP.

+D6 Prophecy Fulfilled. The warband gets +D6 CP for every Chaos Artefact it can get hold of. Note that each bonus applies only once per artefact.

-D3 Prophecy Foiled. The warband loses -D3 CP for every Chaos Artefact which falls into the hands of an enemy warband. Note that each bonus applies only once per artefact.

+1 Rival Out Of Action. The warband gets +1 CP for taking the *leader* of a warband with the Scourge of the Realm objective or the *leader* of another warband with the Scion of Chaos objective *out of action*.

Achievements

CP Achievement

- | CP | Achievement |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5 | I am the Scion: The warband's <i>leader</i> hates every other <i>leader</i> with the same objective. He must charge them when they are in reach, unless he is capable of casting spells in which case he may choose to target them with a spell instead. |
| 10 | Growing Horde: The warband's maximum number of warriors is increased by +2. |
| 15 | Growing Horde: The warband's maximum number of warriors is increased by +2. |
| 20 | Portents of Doom: The Chieftain's Horde is sizeable enough to march on the border town! So long as the warband includes a Seer or Shaman to guide them they may choose to play the "The Horde approaches" special scenario instead of a scenario from the scenario table. |
| 25 | Growing Horde: The warband's maximum number of warriors is increased by +3. |
| 35 | Daemon Prince: As soon as the warband's <i>leader</i> has gathered all four Chaos Artefacts he immediately turns into a mighty Daemon Prince who will serve his masters for eternity. |

The warrior counts as a Dramatis Persona from now on, healing all previously suffered permanent Serious Injuries (although he can suffer new ones like all special characters!). In addition, he gets M 8, +1 W, has the *flying* special rule (see Daemon Prince in the Bestiary) and is subject to the rules for *Daemons* as described in the Bestiary. If he does not have a Mark of the Dark Gods yet but could get one (ie, it's a Marauder Hero), he may choose one now (the Shaman's Mark does not count). He keeps the *leader* rule and continues to lead the warband until he dies permanently.

When taken *out of action* the Daemon Prince will not automatically drop the Chaos Artefacts. Instead roll for Serious Injuries immediately. If the Prince dies, place markers for the artefacts.

There is a template at the back of this book which will help you organize the new special character.

In order to hire the Daemon Prince in future games laid outside the Northern Wastes such as Mordheim or other places, a wizard casting a *Circle of Summoning* is required.

- 40 Ascension!** If the warband is led by the Daemon Prince it wins the campaign.



The Scourge of the Realm

Rumours have spread that the hordes of Chaos are gathering to be led against Cathay – by an aspiring Champion of Chaos. This warrior is said to be the fiercest and most skilful fighter in the Northern Wastes who can best any man from the Old World. The very notion is an insult because everyone knows that no one poses a greater threat than the scourge of the realm!

Warbands: Maneaters, Orcs & Goblins, Chaos Dwarfs, Dark Elves, Undead warbands and Skaven warbands may choose this objective.

No Alliance with: The Scion of Chaos

Objective progress

+1 Playing a Scenario. Whenever the warband plays a scenario it gets +1 CP.

+1 Winning a Scenario. If the warband wins a battle it gets +1 CP.

+1 Traces to Chaos. Whenever the warband encounters a warband or non-player group of Marauders (Chaos Marauders, Norse, Chaos Warriors) or Beastmen (Ungors, Gors, Bestigors, Centigors or Minotaurs), roll a D6: 1-3 nothing happens, 4-5 the *leader* is subject to *frenzy* for this battle, 6 the warband gets +1 CP after the battle.

+1 Accomplished Leader. The warband gets +1 CP whenever the leader's total Experience reaches the following: 30, 45, 60, 75 and 90. Note that each bonus applies only once per warband.

+1 Scion Out Of Action. The warband gets +1 CP for taking the *leader* of a warband with the Scion of Chaos objective *out of action*.

Achievements

CP Achievement

- | | |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5 | I am the Scourge: The warband's <i>leader</i> bates every other <i>leader</i> with the Scion of Chaos objective. He must charge them when they are in reach. |
| 10 | Remarkable Duellist: The warband's <i>leader</i> is a well-trained fighter. When using a weapon that has a Parry special rule, he parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. |
| 15 | Irrepressible Hunger: The warband's <i>leader</i> is able to take on several opponents at once. If he fights against more than one enemy at a time, he gains one extra Attack per enemy model that is not <i>knocked down</i> or <i>stunned</i> in each hand-to-hand combat phase (e.g. +3 Attacks while fighting three enemy models). In addition, the warrior is immune to 'All Alone' tests while fighting Marauders or Beastmen. Note that he must always assign at least one Attack to each enemy model in close combat. |
| 20 | Furious Charge: The warband's <i>leader</i> gets a +1 bonus on his 'to hit' rolls in the first turn of a hand-to-hand combat when charging. |
| 25 | Furious Assault: The warband's Heroes get a +1 bonus on their 'to hit' rolls in the first turn of a hand-to-hand combat when charging. |
| 35 | Infamy: The warband's Heroes each cause <i>fear</i> in enemy models. |
| 40 | Duel to the Death: The warband has found the Scion of Chaos. From now on whenever the warband's leader and the enemy chieftain are moved into base contact the scenario "ends" and they fight a duel to death instead. All other models can be removed from the board. |

Resolve the combat as normal, using rules for *knocked down*, *stunned* or *out of action* as usual (remember which turn it is). If either side is taken *out of action*, roll for Serious Injuries and apply the result immediately.

Treat the following results as *Full recovery*: *Captured*, *Sold to the pits* and any "Miss the next (or D3 or whatever) games" effect. Note that *Old battle wounds* do not work at this point. After applying the Serious Injury the model counts as *knocked down* and the duel continues until one of them dies permanently.

Note that neither side may escape from combat willingly. The only way to leave the duel without killing the opposing model is at the beginning of the first turn after a Serious Injury has been applied to the model (after the Recovery phase but before the Shooting phase) and only if he is neither *knocked down* nor *stunned*. If one side chooses to end the duel this way, their warband counts as having failed a Rout test and they lose the game (but not the campaign).

If the Scion of Chaos is killed, this warband wins the campaign. If the Scion wins the duel, his warband wins the current scenario. The defeated warband must determine a new leader and try to initiate another duel in the next scenario.

If there is no warband with the Scion of Chaos objective participating in the campaign, use the rules for a Chaos Champion from the Bestiary. As soon as the last check box is filled and after the next battle in which the contender wasn't taken *out of action*, let them fight. If there is more than one warband with the Scion of Chaos objective the Scourge has to fight the leader from the warband with the most CPs. On a tie compare the warband ratings.



The Celestial Directorate

Superstitious elderly peasant folk of the borderlands tell all manner of far fetched stories gathered from ancient scrolls and some of these tales from old manuscripts they call prophecies. That a saviour shall rise against the tide of darkness, that foreigners shall come to the aid of civil border dwelling folk, that the forces of light can turn back the tide of darkness and win the day.

Warbands: Battle Monks of Cathay, Shadow Warriors, Sisters of Sigmar, Witch Hunters, Maneaters, Pit Fighters, Dwarf warbands and Mercenary warbands may choose this objective.

No Alliance with: The Scion of Chaos

Objective progress

+1 Playing a Scenario. Whenever the warband plays a scenario it gets +1 CP.

+D3 Emissary's Report. After a won battle if the Emissary was not taken *out of action* he may miss the next battle (determine new *leader* for that battle) to make a report in the border town thus gaining +D3 CP. Because of the long journey the Emissary may not search for rare items, Dramatis Personae, etc. It would be too risky for the Emissary to take the Chaos Artefacts with him so they must remain with another Hero from the warband while he makes a report.

+D6 Chaos Artefact Found. The warband gets +D6 CP for every Chaos Artefact it can get hold of. Note that the bonus applies only once per artefact.

+1 Chieftain Out Of Action. The warband gets +1 CP for taking the *leader* of the following warbands *out of action*: Marauders, Beastmen and Norse.

+D3 Dead Servant to Chaos. Whenever a Hero of a Marauder, Beastman, Norse, Carnival of Chaos, Chaos Dwarf or Possessed warband taken *out of action* by the warband dies permanently after a battle the warband gets +D3 CP.

Achievements

CP Achievement

- 5 **Zealous Belief:** The warband's *leader bates* every other *leader* with the Scion of Chaos or Scourge of the Realm objective. He must charge them when they are in reach, unless he is capable of casting spells in which case he may choose to target them with a spell instead.
- 10 **Conclave:** The warband is well renowned for their efforts of defending the borderlands. After every scenario they fought in the Cathayan borderlands the warband counts as one size category smaller than they actually are. This represents local farmers and peasants providing the warband with supplies as a sign of their gratitude.
- 15 **Reinforcements:** Whenever the warband loses a henchman capable of earning experience through a Serious Injury caused by a warband member pursuing the 'Scion of Chaos' objective, the Celestial Emperor will send additional recruits to support the defence. You gain one henchman of the same type as the deceased model with the same weapons and armour. Note that the model comes straight from the Emperor's military academy and thus has gained no experience points yet.
- 20 **Monastery Haven:** The monks from the celestial monasteries provide tranquil refuge in seclusion and mystic methods of healing to those fighting for a just cause. As long as there is at least one Cathayan native in the warband (ie. all models in a Battle Monks warband, Cathayan Pyromaniac or Merchant hired sword, Ippan Shu dramatis persona, etc.) the warband may send one of their Heroes to the monks in order to heal one permanent Serious Injury. This causes the Hero to miss the next D3+1 battles.
- 25 **Divine Retribution:** The warband's efforts allowed the threatened border town to build up their defences. When playing the "Siege!" scenario the warband is supported by one Raging Peasant (see Battle Monks of Cathay warband list) for every three campaign points. This may temporarily exceed the warband's maximum number of warriors.
- 35 **Ring of Impunity:** The warband proves to be a powerful defender of the Cathayan civilization. Knowing this Ippan Shu joins these worthy advocates time and again to support their battle against evil. The warband may hire Grand Master Ippan Shu for a hire fee of 1 campaign point instead of the normal fee.
- 40 **Buried and Forgotten:** At this point if the "Siege!" scenario has not yet been played, ie. if the Chaos artefact called Liber Chaotica has not yet been assigned to any warband, the Celestial Directorate is given the item by the keepers of the town's temple. It is also given a map to "Ghartok's Tomb", where all four of the dreaded Chaos artefacts shall be buried. The warband may now play the "Ghartok's Tomb" scenario when they get to choose which scenario is played. In order to win the campaign they must win that scenario with the following modification: All Celestial Directorate warbands win the game by bringing all four Chaos artefacts inside the tomb. If no enemy model moved inside the tomb while the Hero was there, the warband successfully manages to hide the items inside the tomb and close the gates for good.



The Lure of Fortune

Black market traders moving 'hot' product, registered merchant houses boasting opulence in quantity, and cut-throat denizens who crawl from their smugglers haunts in the dead of the night to solicit the latest in contraband. Tilean Merchant Princes and Strigany peddlers are likeminded enough to recognise the potential for profit that lies at the end of the Silk Road..

Warbands: Merchant Caravans, Maneaters, Chaos Dwarfs*, Norse Explorers, Shadow Warriors, Dwarf warbands, Pirate warbands and Mercenary warbands may choose this objective.

No Alliance with: –

Objective progress

+1 Playing a Scenario. Whenever the warband plays a scenario it gets +1 CP.

+1 Winning a Scenario. If the warband won the battle, it gets +1 CP.

+D6 Enterprise Expanded. Whenever the warband introduces an additional coach or wagon to its land train during the campaign, it gets +D6 CP. Replacing destroyed or lost wagons does not count.

+1 Riches Accumulated. The warband gets +1 CP whenever their amount of stored Cathayan Silk items reaches the following: 3, 6, 9 and 12. Note that each bonus applies only once per warband.

+D3 Chaos Artefact Found. The warband gets +D3 CP for every Chaos Artefact it can get hold of. Note that the bonus applies only once per artefact.

Achievements

CP Achievement

- 5 **Land Train:** If the warband maintains a Coachman, his upkeep cost is reduced by -1 gold crown for each Cathayan Silk item stored. If the warband does not maintain a Coachman, then a Hero is appointed as the driver and gains the Academic skill *Skilled Driver*.
- 10 **Silk Trader:** From now on the warband treats Cathayan Silk items as a Common item and ignores the Clothes' variable cost.
- 15 **Famed Travellers:** The warband may pay the upkeep cost when hiring a new Hired Sword instead of the normal hiring fee. The upkeep cost must be paid as usual.
- 20 **Trading Post:** Whenever the warband's exploration dice score a five of a kind you may choose to replace them with "11111" (Abandoned Trading Post).
- 25 **Volume Discount:** The warband may purchase Cathayan Silk items at a discount of -1 gold crown for each piece of Clothes they already have in their storage.
- 35 **Trade Routes:** After lots of travelling the warband has learned some of the best trade routes of the area. In every scenario where there is no given order for setting up the warband the player may choose where they are placed before any other player.
- 40 **Journey Home:** From now on the warband may choose to play the "Journey Home" special scenario. Winning the scenario will cause the warband to win the entire campaign. Note that the scenario may only be played if the warband also has a wagon and the required amount of 12 Cathayan Silks in their storage. For this purpose each Lesser Artefact replaces two silks and each Chaos Artefact replaces three silk items.

The Black Dwarfs

*This objective is adapted for use by Chaos Dwarfs. A Chaos Dwarf warband is on patrol in search of captives to lock in their Engine of Chaos. Simply replace the Cathayan Silks with Captives and the required Opulent Coach with a Engine of Chaos. In addition replace three of the Achievements as described below.

- 10 **Slave Masters:** The warband may treat any of their Gnoblar fighters (see Spoils of War) as captives. Captured Gnoblars are imprisoned in the Engine of Chaos and may no longer fight for the warband.
- 25 **Curse of Stone:** As the Sorcerer's body is afflicted by the curse he suffers -1 to Movement. If a Chaos Engineer is with the warband, then a Mechanical Suit can be purchased at the reduced cost of 125 gc.
- 35 **Turncoat:** A minion of the warbands spy network reports back. The warband may hire any friendly Hired Sword that is currently with another warband. Remove the Hired Sword from the originating warband list. If no friendly model is available then choose a non-friendly model.

The Silent Threat

Most honourable warriors would choose to prove their might in arms while others prefer to hire sell-swords or goad mercenary thugs into getting the job done for them. In the twisted reality of a fiendish mastermind with little or no conscience, there are many other ways to find a means to an end.

What might start off as an innocent bit of eavesdropping might quickly escalate? Before you know it you have minions creeping around in the still of the night slitting the throats of enemies. Acts of dishonour such as petty theft and doping become increasingly more common upon forming a cabal and rightly so if they're for good reason and you're not getting caught! Power attained in cultism through underground larceny and secret plotting is more than a match for all but the mightiest of arms.

Warbands: Carnival of Chaos, The Possessed, Dark Elves, Skaven warbands, Undead warbands and Mercenary warbands may choose this objective.

No Alliance with: The Celestial Protectorate, The Damned Shall Burn!

Objective progress

- +1 Playing a Scenario. Whenever the warband plays a scenario it gets +1 CP.
- +1 Winning a Scenario. If the warband won the battle, it gets +1 CP unless the scenario played was "The Heist".
- +D3 Winning "The Heist" Scenario. If the warband won this special scenario it gets +D3 CP.
- +D3 Target Eliminated. Whenever an opposing Hero is taken *out of action* by a warband member with none of his allies around within 6" the warband gets +D3 CP.
- +1 Poisoned Out Of Action. The warband gets +1 CP for taking a Hero of any warband *out of action* using poisoned weapons unless the Hero dies.
- +D3 Death by Poison. Whenever a Hero that was poisoned went *out of action* and dies permanently after a battle, the warband gets +D3 CP instead of +1 CP.

Achievements

CP Achievement

- 5 **Saboteurs:** Black Lotus, Dark Venom, Spider Spittle and Manticore Spoor become less difficult to acquire. The rarity for all these items is reduced to Rare 5. In addition, one Henchman group at a time may now also use these poisons (note that you need one dose of poison per model in the Henchman group in order to equip them all).
- 10 **Poisoners:** The warband gains a 20% discount (rounding fractions down) when buying Black Lotus, Dark Venom, Spider Spittle and Manticore Spoor.
- 15 **Burglary:** From now on, whenever the player gets to pick a scenario, he may choose to play the "The Heist" scenario (either attacker or defender) instead of any of the regularly allowed scenarios.
- 20 **Wanted!** From now on, in between battles, the warband may pay 20 gold crowns to have a price put on an enemy Hero's head through their evil schemes. Once the reward has been set up, all warbands may pay any number of gold crowns between battles to increase the bounty. The first warband to take the hunted Hero *out of action* gets paid the bounty after the battle.
- 25 **Alter Ego:** A randomly selected Hero (not a *leader*) from a randomly selected warband has begun working incognito with the opposition. Wearing a simple disguise, this traitorous individual is added to this warband's roster as a Hired Sword with no upkeep cost. This is in addition to remaining a Hero in the starting warband. While incognito, the Hired Sword does not gain experience or become injured and the model carries the same equipment, adhering to all of the same requirements of his Hero alter ego. Any injuries, skills, equipment acquired or lost by the Hero will affect the Hired Sword alter ego. If at any stage the model is killed then remove the character from both warbands rosters. Note that in battles against the original warband the Hired Sword will work only as the Hero in the starting warband to hold up the double-cross.
- 35 **Assassination:** As the fiendish conspiracy of this scheming clique comes to a head, nominate a *leader* from any warband to be assassinated. The chosen model is treated as eliminated and must be removed from that warbands roster sheet as if dead. The warband chooses a Hero to be the new *leader* as usual. Only warbands with the *Burglary* achievement will earn this achievement.
- 40 **Triumphant Cabal:** The warband wins the campaign if they have won "The Heist" scenario as defender, against at least one warband of each of the objectives, including this one (or as many as possible depending on the participating warbands).

The Damned Shall Burn!

Sometimes a fanatical group of Witch Hunters or similarly self-proclaimed executors of their gods will, choose to travel north to persecute heretics. The zealous will do battle with 'old night' itself to pursue their ultimate goal of eradicating evildoers once and for all. Whether it comes in the form of a supernatural menace or a human child touched by the Dark Gods, it is of no consequence for all shall burn.

Warbands: Witch Hunters, Sisters of Sigmar, Amazons* and Lizardmen* may choose this objective.

No Alliance with: All Chaos and Undead warbands

Objective progress

+1 Playing a Scenario. Whenever the warband plays a scenario it gets +1 CP.

+1 Winning a Scenario. If the warband won the battle, it gets +1 CP.

+1 Chieftain Out Of Action. The warband gets +1 CP for taking the *leader* of a Chaos (Marauders of Chaos, Beastmen, Carnival of Chaos, etc.) or Undead (The Undead, Restless Dead, etc.) warband *out of action*.

+1 Slain Heretic. Whenever a Hero of any Chaos or Undead warband taken *out of action* by the warband dies permanently after a battle the warband gets +1 CP.

+1 Foiled Prophecy. The warband gets +1 CP for every Chaos Artefact it can wrest from the clutches of The Scion of Chaos. Note that each bonus applies only once per artefact.

Achievements

CP Achievement

- | | |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5 | Vision: The player may re-roll any one dice roll during a battle, or alternatively during exploration. |
| 10 | Vision: The player may re-roll two dice rolls during a battle, or alternatively during exploration. |
| 15 | Fearless of the Supernatural: All of the Heroes in the warband are <i>immune to psychology</i> when facing supernatural creatures of Chaos and the Undead. |
| 20 | Power of the Church: The Grand Theogonist has taken notice of the warband's successful endeavours. Willing to support his worthy servants he sends a group of Warrior Priests to join the warband. The warband may now hire 0-3 Warrior Priest of Sigmar Hired Swords (see Town Cryer 28, page 20) for a hire fee and upkeep cost of 10 gold crowns. |
| 25 | Vision: The player may modify any one dice roll by +1/-1 during a battle, or alternatively during exploration. |
| 35 | Cleansing: Each heretical warband that is routed by the warband is now eliminated from the campaign! |
| 40 | Eradication: If all heretical warbands have been eliminated from the campaign then the warband wins the campaign. |

The Strangest Tribes

*This objective is adapted for use by Amazons and Lizardmen. Being somewhat alien to the habitat their natural reaction defers them to the basic instinct of exploiting ancient foes. Amazons replace all instances of Slain Heretics with Northern tribesmen (Marauders of Chaos & Norse Explorers). Lizardmen replace all instances of slaying Heretics with Skaven and Dark Elves warbands. In addition replace two of the achievements as described below.

- | | |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 15 | Awesome Savagery: All of the heroes in the warband are subject to <i>frenzy</i> when facing their natural foes in combat. |
| 20 | Feral Revolt: D3+1 wild animal's join the warband. These beasts are treated as War Dogs but do not count towards the maximum number of models in the warband. |

Scenarios

A structure was developed to manage campaign rounds. *Border Town Burning* features nine standard scenarios and these combine with campaign objectives and exploration so that a further eight special scenarios can be unlocked during the campaign. This is different than in the Mordheim rulebook.

pre-battle sequence

The pre-battle sequence consists of two main parts. There are guidelines provided here to explain which scenarios are being played and how opponents are determined before battles..

choosing an opponent

If the players are using Objectives in their campaign then they should try following these steps when determining opponents.

1. If a player may (or has to) play a special scenario that requires all campaign participants to partake then all players must fight in that scenario.
2. If a player may (or has to) play a special scenario then that player may select an opponent to fight.
3. If a player may choose a standard scenario to play then that player may select an opponent to fight.
4. The player with the highest CP (compare warband rating on a tie) may select an opponent to fight from those remaining.
5. Then that player rolls on the Progress table to determine how the scenario is chosen. If a scenario is determined that requires or allows for more players, then the player who chose the scenario may choose those additional players as well.
6. Repeat steps 4 and 5 until all players have an opponent and a scenario. In the event that one player would have to sit out then the remaining three players must play a multi-player scenario.

Please note that this system only works well if all participating players are present. If not all players are present then feel free to adopt an alternative approach which suits your campaign when determining opponents. Missing players should be scheduled additional battles to allow them to catch up or receive +1 CP for each round of games that they missed.

determining the scenario

The *Border Town Burning* campaign is played with new scenarios written for this setting. It is advised that the players use these scenarios, because they are what distinguishes the campaign and keeps the story going.

If two players may choose the scenario, the player with the greater CP gets priority. If both warbands are tied for CP, the one with highest warband rating gets priority. If the warbands' rating is also equal, players roll a D6 to decide which player gets to choose from scenarios 1 to 8 on the Scenario Table plus Wyrdstone

Hunt from the rulebook. The other scenarios (9-16) can only be played if an objective's achievement permits it or through other special circumstances.

Most of the common scenarios from the Scenario Table are meant for two players only. Certain special scenarios require all players participating in the campaign which are stated with the scenario rules.

If the scenario rules distinguish between an attacking and a defending warband and there are no further specifications, the player who determined the scenario assigns roles.

progress table

D6 Result

- | | |
|-----|---------------------------------------------------------------------|
| 1-2 | The player with the least CP may choose which scenario is played. |
| 3 | The scenario is determined at random. |
| 4+ | The player with the greatest CP may choose which scenario is played |

scenario table

For players using the standard rules this Scenario Table replaces the original one from the rulebook.

2D6 Result

- | | |
|----|---------------------------------------------------------------------------------|
| 2 | The player with the lowest warband rating may choose which scenario is played. |
| 3 | Scenario 3: Wyrdstone Hunt (see Rulebook) |
| 4 | Scenario 1: Avalanche! |
| 5 | Scenario 2: Horrors of the Underground |
| 6 | Scenario 3: Blockade |
| 7 | Scenario 4: Tainted Copse |
| 8 | Scenario 5: Man Hunt* |
| 9 | Scenario 6: Traces to Emprise |
| 10 | Scenario 7: Last Orders!** |
| 11 | Scenario 8: The Enemy of my Enemy** |
| 12 | The player with the highest warband rating may choose which scenario is played. |

special scenarios

- Scenario

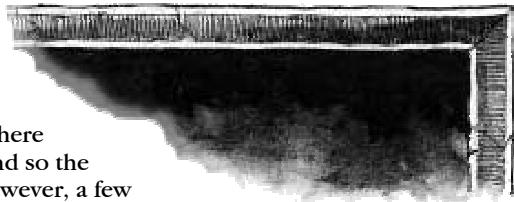
- | | |
|---|-----------------------------------|
| - | Scenario 9: The Heist |
| - | Scenario 10: Lost Caravans |
| - | Scenario 11: Dragon Hunt* |
| - | Scenario 12: The Horde Approaches |
| - | Scenario 13: Siege!** |
| - | Scenario 14: Hostile Embargo |
| - | Scenario 15: Ghartok's Tomb |
| - | Scenario 16: Journey Home** |

*optional multiplayer scenario

**multiplayer scenario

territories

Unless stated otherwise the scenarios are typically placed somewhere along the Silk Road in the vicinity of the Cathayan borderlands and so the respective special rules apply to them (see Winds of Change). However, a few scenarios take place in certain specific regions such as the Northern Wastes and other special rules apply to games played there. The descriptions of the various territories should also give you an idea of what kind of scenery to use in your games.



Scenario 1: avalanche!

On the snow-covered slopes bordering various territories the warbands are caught fighting each other for treasures while a huge avalanche is coming from one of the mountains sides. The natural disaster is burying everything in its path.

terrain

Both players take it in turn to place pieces of terrain according to the description given of the Northern Wastes region (see Environmental Rules). We suggest that the terrain is set up within an area roughly 4' x 4'.



warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The highest scoring player takes the first turn.

special rules

Giant Avalanche: A huge avalanche is rolling over the board burying everything. At random determine one of the two "unused" board edges after both players have deployed their warbands. After the second player's turn the avalanche moves 2D6" forward.

A model buried by the avalanche is immediately taken *out of action* (see below for special serious injuries roll). The area buried by the avalanche counts as impassable terrain.

Triggers: Avalanches only occur during scenarios in the Northern Wastes and the Mountains of Mourn that specifically state that it is set in an *Avalanche-prone area*. Every time a blackpowder weapon, fire bomb, explosive or fire ball is used, roll a D6: on a score of 6 an avalanche is triggered. When a cannon is fired, like the Pirates' swivel cannon, add +2 to the roll. An avalanche can also be triggered by the following skills: *Bellowing Roar* (Beastmen or Maneaters) and *Bellowing Battle Roar* (Lizardmen).

When a new avalanche is triggered, determine a random edge of a board that represents the foot of the mountain. In some scenarios there may be given sides where an avalanche can come from – in that case, randomly determine one of them. Every model 16" away from that edge has D3 rounds to escape from the edge or it will be buried under the masses of snow and taken immediately *out of action*.

Buried: After the battle roll a D6 for each Hero and Henchman taken *out of action* by an avalanche. On a roll of 1 the warrior that was buried is dead. Remove him from the warband's roster.

ending the game

Rout tests are taken as normal. The game ends in a tie when the avalanche reaches to being within 8" or less away from its opposing board edge – or in other words it has buried the whole board except for an area of 4' x 8". The warbands will stop the fighting and run for their lives!

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of a winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.



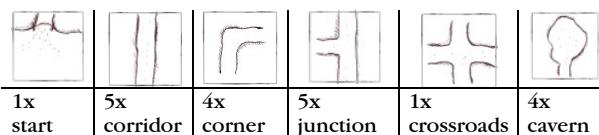
Scenario 2: Horrors of the underground

The warbands hear of a powerful treasure lost in the tunnels beneath the Cathayan borderlands. One warband is already exploring the dark underground caverns by lantern light.

The network of corridors links to the mines of a border town. Another party has arrived at the mineshaft entrance and is hastily preparing to follow their rivals into the gloomy depths. Precious metals were once mined here by men blasting passage ways by exploding blackpowder kegs. That was until so many workers had disappeared under ground that the mines had to be closed. To this day no one knows what evil consumed the unfortunate miners because no one wanted to know the truth...

terrain

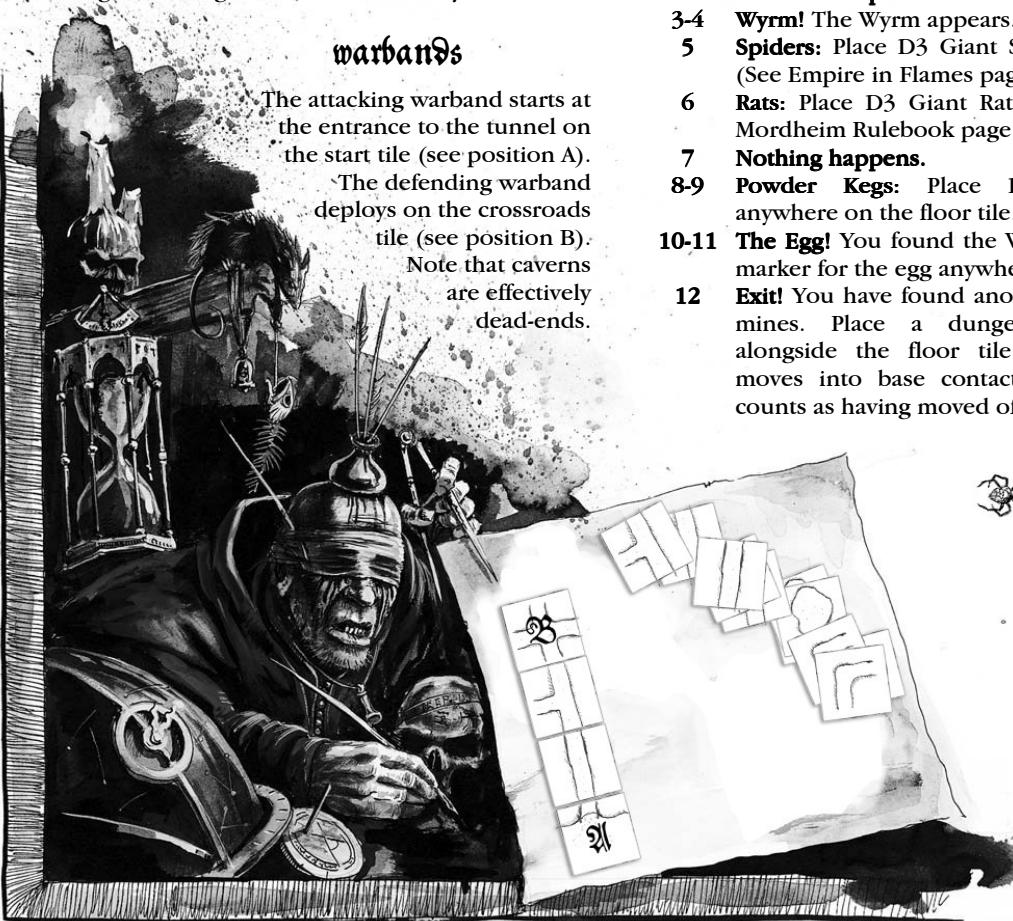
This underground scenario uses special 8" x 8" floor tiles supplied specifically for this scenario. Floor tiles can alternatively be represented by using the ones from Warhammer Quest if you have them available.



Use the start tile, a corridor tile, a junction and a crossroads to create the opening configuration as depicted below. This is the tunnel area already explored from where the warbands start. Players are encouraged to design their own tunnel layouts.

warbands

The attacking warband starts at the entrance to the tunnel on the start tile (see position A). The defending warband deploys on the crossroads tile (see position B). Note that caverns are effectively dead-ends.



starting the game

The defending player takes the first turn.

special rules

Going underground: Ridden animals and wagons never enter underground tunnels. If either warband owns any of these, they miss this battle.

Tools: There is a lot of old equipment from the miners left. Thus all warband members capable of using equipment may get a free torch at the beginning of the game. In addition, all models using bows get free fire arrows for this game. These items can be used in this game only and are lost after the battle.

Unexplored: A floor tile with path edges that have no adjacent tile yet placed counts as *unexplored* area. Models may not double their Movement when crossing into an unexplored tile.

Exploring tunnels: When a model moves into base contact with the edge of a floor tile with no adjacent tile yet placed, determine at random which floor tile is placed there. In the case of corners and junctions, the player whose model explored this part of the mine gets to choose how the new tile is placed.

After each tile is placed, roll 2D6 on the following table to determine whether anything special happens.

2D6 Effect

- | | |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 | Tunnel collapse! The tunnel caves in. |
| 3-4 | Wyrm! The Wyrm appears. |
| 5 | Spiders: Place D3 Giant Spiders on the tile. (See Empire in Flames page 27) |
| 6 | Rats: Place D3 Giant Rats on the tile. (See Mordheim Rulebook page 95) |
| 7 | Nothing happens. |
| 8-9 | Powder Kegs: Place D3 powder kegs anywhere on the floor tile. |
| 10-11 | The Egg! You found the Wyrm's Egg! Place a marker for the egg anywhere on the floor tile. |
| 12 | Exit! You have found another exit out of the mines. Place a dungeon door marker alongside the floor tile. Any model that moves into base contact with the marker counts as having moved off the board. |

Tunnel collapse: Part of the tunnel roof crashes down, creating a barrage of boulders which block the way. Place a marker directly before the exploring model to indicate this route has been blocked off.

The block can be cleared by non-animal models. This is represented by attacking the barrage of boulders in the close combat phase (Toughness 6, Wounds 4). The barrage has a 3+ save that is affected as usual by Strength modifiers.

The Wyrm's Egg: A model that carries the Wyrm's egg has embarked on a dangerous task. Whenever a model that carries a Wyrm Egg enters an unexplored area treat all results of 3-6 as the effect for *Wyrm!* In addition, whenever the model enters a previously explored tile, roll a D6: on 1-2 the Wyrm appears.

The Egg is worth D6x10 gold crowns when taken off the board. Alternatively, instead of selling the egg the player may choose to crack open the egg shell and roll on the following table to see what it contains.

2D6 Effect

- 2-7 **Slime!** This would've become a baby Wyrm had it not been cracked open before its time. The remains are worth nothing.
- 8-10 **Young Wyrm:** The baby Wyrm within the egg is old enough to survive the warband's curiosity. A spell-user may use the young animal as a Familiar (see Mordheim Annual 2002, p. 61). Alternatively the Wyrm can be sold for D6x10 gold crowns.
- 11-12 **Artifact:** The Wyrm must have eaten the wearer including his magical item. Roll on the Lesser Artefacts table to see what the egg contained.

Skorri looked down the long mine entrance and nodded back to his men. "Looks like a mine, maybe silver or gold." One of them pointed towards the large sign, covered in Cathayan runes, some of which were red and written over the rest.

"Boss, what does that say?" Skorri shrugged at the young blood, it was just foreign gibberish to him too.

They slowly moved into the darkness, picking up discarded lanterns on the floor and lighting those they found with oil in them. Little details like that sent alarm bells throughout the whole group, but the ground glittered yellow and orange in places telling them that the mine had hidden wealth.

No one knew how deep they had gone before a chill wind blew through the corridor. From the darkness, they thought they heard someone or something muttering from ahead, but as they crept towards it, the sound moved away. "Boss, I don't like this."

Skorri nodded. They had their weapons drawn and stopped moving. "First sign of trouble, head back to the surface!"

At that point the sudden realisation of the peril they were in struck. "Errrr! Boss..."

From out of the darkness sprung a lashing tail and row upon row of teeth, reaching out at the treasure seekers. It was possible that someone could hear their doomed screams from the entrance, but then it was equally possible that they could also have been able to read the sign too.

The Wyrm: This huge monster that lives in the forsaken mines is the reason why so many miners disappeared. If the Wyrm hasn't been placed already place it anywhere on the newly explored tile.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wyrm	6	4	-	6	5	-	5	3	9

Weapons/Armour: Teeth and claws!

SPECIAL RULES

Fear: The Wyrm is a terrifying monster that causes fear.

Scale armour: The Wyrm is covered with scales that grant him an unmodified 5+ armour save.

Wounds: Whenever a model causes the Wyrm to lose a Wound, the monster digs a way out of the tunnel and disappears. Remove the Wyrm from the game. It will reappear as soon as the *Wyrm* event is rolled again.

ending the game

The warband who manages to take the Wyrm's egg off the board wins the game. If a warband fails its rout test it automatically loses the game and the opposing warband wins. If the egg has been found when one warband routs, the winner automatically acquires it.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of a winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+D3+1 for the Wyrm's Egg. The warband that manages to take a Wyrm's Egg off the board gets +D3+1 Experience, which may be distributed freely among the warband's heroes.

Warning!

By order of the Shang-Yang mining company, the mines have now been closed.

Due to a subterranean disturbance the underground caverns have been declared hazardous. The mines are unsafe for any further excavations.

Under no circumstances should anyone enter the Shang-Yang Mines.

-Mr Wu,
Shang-Yang Mining Company

Scenario 3: blockade

The soldiers posted on watchtowers in the Cathayan borderlands protect citizens from the predations of raiders. From their strategic vantage points they can alert the border towns whenever vicious assailants approach. These fortifications are dependent on regular supplies couriered from the border town and if these fail to arrive. As one such supply caravan makes its journey to fortified outpost, a tactical raid is underway to intercept its cargo.

terrain

Place a building (or other appropriate terrain feature, a herdstone for Beastmen for instance) that is roughly 10" x 10" in the middle of the board. This represents the watchtower. Then each player takes it in turn to place a piece of terrain appropriate for the Cathayan borderlands. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

The player who chose this scenario can chose the role of attacker or defender. The defending warband is placed inside the tower. The attacker may place his models anywhere on the board but at least 15" away from the tower.

starting the game

The defending player takes the first turn.

special rules

Defence: As long as the defending warband's leader is inside the tower he may re-roll a failed rout test once each turn.

Supplies: At the end of his turn the defending player rolls a D6 and adds the number of turns already passed. On a result of 6+ the supply caravan from the border town appears. Roll a scatter dice to determine the point of entry. Deploy the caravan on the table edge at the point of entry.

The supply caravan consists of a cart drawn by one draft horse and five Guards to protect it (see Bestiary). The cart follows the rules for wagons as described in the Empire in Flames supplement (p. 30). However, it is loaded with supplies that slows it down to a maximum Movement of 8". Note that one guard will have to drive the wagon.

The defending player controls the models of the supply caravan as if they were in his own warband.

Losses from the supply caravan do not count when taking rout tests. If the supply caravan reaches the safety of the tower then the Guards continue to fight in its defence. Any surviving Guards will return to the border town at the end of the battle.

ending the game

The attacker wins the game as soon as there are no warriors from the defending warband inside the tower and there is at least one attacking warrior placed inside.

In addition, the first warband to fail its rout test loses the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of a winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

raiding the supply caravan

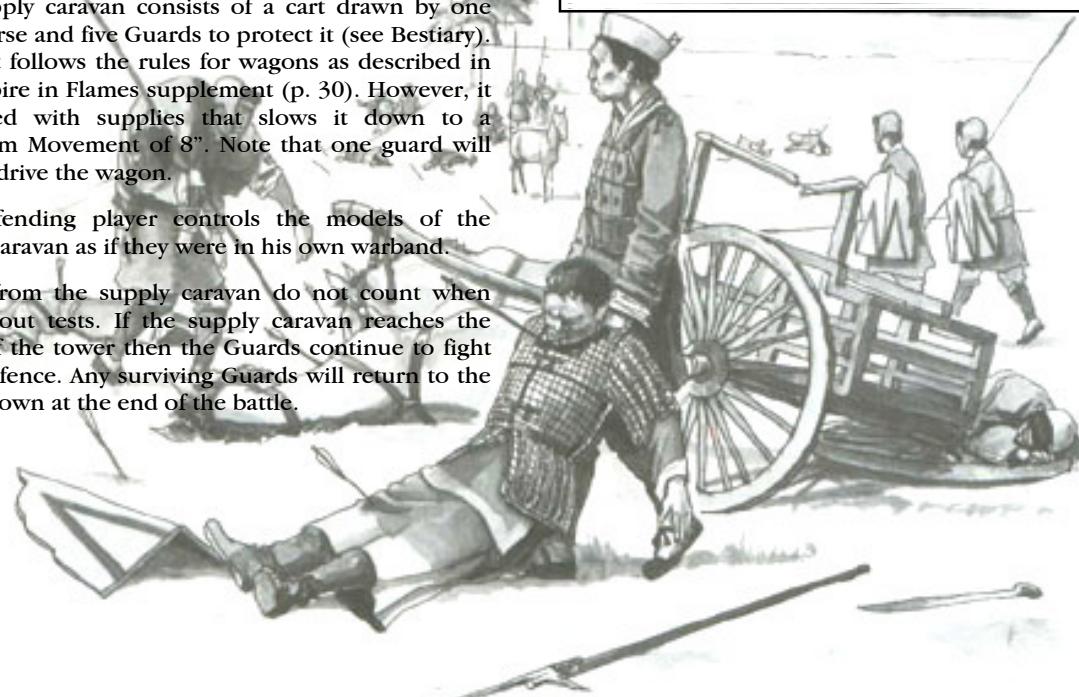
If the attacking warband wins the game they may plunder the tower's supplies. Roll for each item below to see what they find.

Auto	Victuals that decrease the warband's size category by -1
2+	D3 Helmets
3+	D3 Swords
4+	D3 Light armours
5+	Dragon Sword
6+	Handgun

Campaign points

-1 Tower raided. Defending warbands with the Celestial Protectorate objective lose -D3 campaign points, if they lose this scenario.

+1 Supplies received. The defending warband gets +1 campaign point, if the supplies caravan reaches the tower or if the attackers rout so that they cannot prevent the supply caravan from arriving at the tower.



Scenario 4: tainted copse

special rules

The influence of Chaos has warped the trees and there are what appear to be strange yet harmless creatures, mutated beyond recognition, slithering & crawling about the wood. Those who enter do not easily find their way out for the very shape of the wood has been warped by whatever foul sorcery has blighted this freak earth. Warriors find themselves moving in circles, turning one corner only to find they have returned to the exact spot where they were standing moments before.



terrain

We suggest that the terrain is set up within an area roughly 4' x 4'. Each player takes it in turn to place a piece of terrain. Most of the sections should represent a forest. We suggest you add some swamp sections in between. Place some sort of road sections in the middle of two opposing table edges to represent the entry and exit points of the forest.

warbands

Each warband starts on one of the road sections at the edges of the board.

starting the game

Both players roll a D6. The highest scoring player takes the first turn.

Notes on forest sections

A model counts as *standing within a forest section* when it is inside the specific piece of terrain and not in base contact with any of the piece's edges.

Difficult terrain: A forest section counts as difficult ground, i.e. models can only move at half their Movement rate through these areas.

Obstructed view: It is difficult to see and shoot within a forest. The sight of any model standing within a forest section is reduced to 2". Note that a model standing in a forest cannot be seen by models further away than 2" either. Models may still take an Initiative test to charge unseen enemy models in accordance with normal rules.

Chaos influence: The wood has been heavily affected by Chaotic influences from the North so the area is steadily twisting and mutating. Therefore rolling for random happenings does not end after the first event.

Living forest: After each player's turn roll on the following table, once for each forest section.

D6 Result

- 1-2 **Where did these trees come from?** Using a scatter dice to determine a random direction, move the forest section D6", including all models inside it. If the section collides with another terrain feature its movement ends there.
- 3-4 **We've been here before!** Rotate the section in an angle of 180 degrees. If it cannot be turned around completely, turn it as much as possible.
- 5-6 **Er, are we lost?** Switch this section with another randomly determined section. If two sections cannot be switched because of size difference, switch it with another.

Models standing inside a forest section are moved with it. When a section is moved into a model, move the section as intended and place the model inside the forest.

ending the game

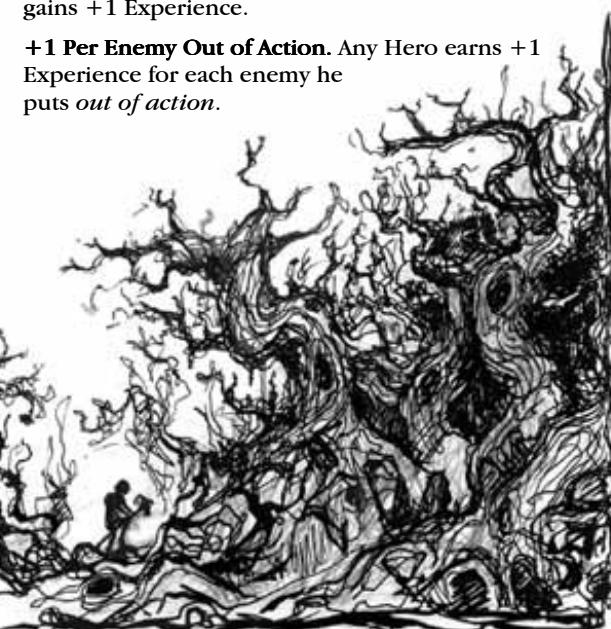
The warband who is first to get at least half of its starting models off the road section edge of the opposing warband wins the game. Alternatively the first warband to fail its rout test loses.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of a winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.



Scenario 5: man hunt

Your warband is travelling through an extremely dangerous unknown territory. A sensation of creeping dread overtakes the warriors when they realise that they are not alone... In this hostile realm the warriors have become the prey!

territory

The player with the highest warband rating rolls on the following table to determine the territory in which the scenario is set.

2D6 Effect

2-3	Northern Wastes
4-6	The Steppes
7	The player may choose the territory (Northern Wastes, the Steppes, Mountains of Mourn, or the Cathayan borderlands).
8-10	Mountains of Mourn
11-12	Cathayan borderlands

Note that the respective special rules of the territories apply as usual (see Winds of Change chapter).

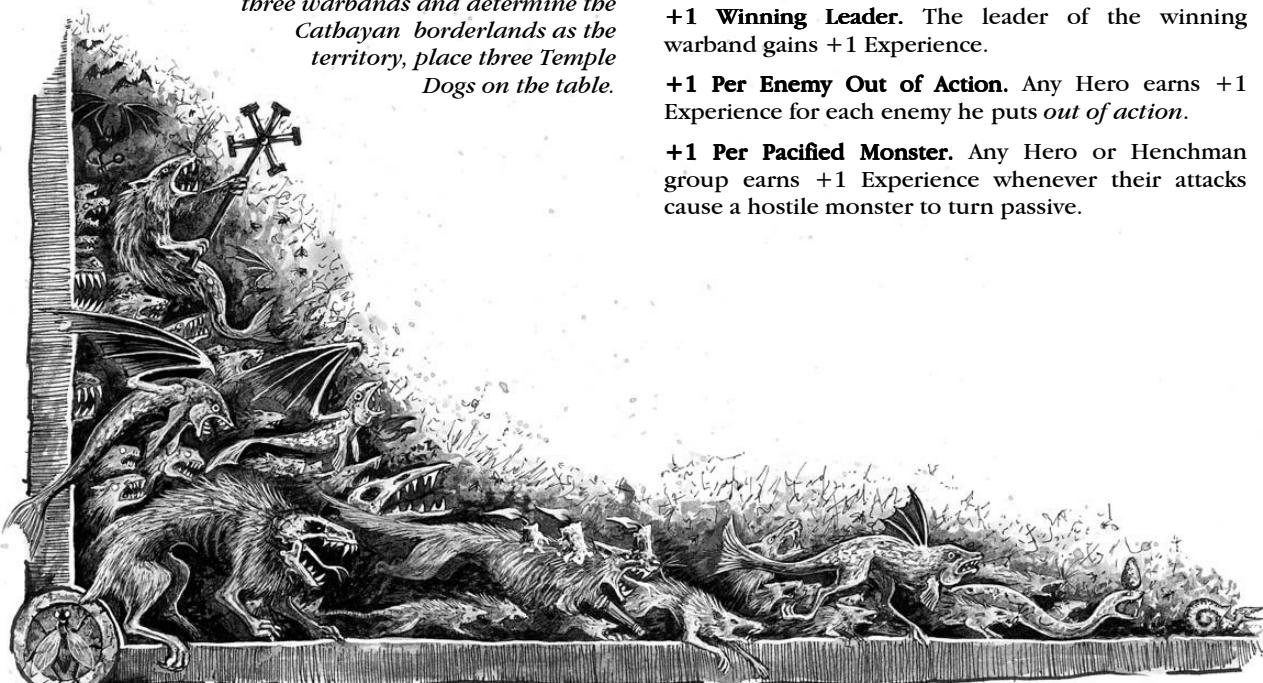
terrain

Each player takes it in turn to place a piece of terrain appropriate for the territory determined above. We suggest that the terrain is set up within an area roughly 4' x 4' if there are only two warbands, or 4' x 6' if there are three or more players.

special rules

For each participating warband place one monster on the table up to a maximum of four. The corresponding monsters used are those from the monster encounter table, for the result 12 (see Perilous Phenomenon).

Example: If you are playing the scenario with three warbands and determine the Cathayan borderlands as the territory, place three Temple Dogs on the table.



Players should take turns placing monsters. Roll for the monsters' initial alignment and move them in their own turn as described in the Bestiary.

Whenever a monster is wounded, instead of losing a wound it must pass a Leadership test. If the test is failed, move the monster up to 2D6" directly away from the model that delivered the wound. Then roll on the alignment table for it with a -1 modifier for each wound the monster has received this turn. Note that a monster will move the 2D6" distance only once per turn but each time it is wounded still causes a roll on the alignment table. Please note that because monsters lose no wounds in this scenario they cannot be taken *out of action*!



warbands

After the monsters have been placed use the set-up rules for multiplayer games from the Chaos on the Streets article (see Mordheim Annual 2002) to deploy the warbands.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands except one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Per Pacified Monster. Any Hero or Henchman group earns +1 Experience whenever their attacks cause a hostile monster to turn passive.

Scenario 6: traces to emprise

The trail of crumbs that passes for information came to the warbands from some dubious sources. In their bid to master the pieces of a puzzle the warbands descend upon isolated dwellings that lie on the outskirts of the borderlands. The search for the truth ends here. Who will be the first to tie together the facts that will uncover a sinister plot?

terrain

The scenario is set in a village in the Cathayan borderlands territory. Beside forest sections, swamps and other terrain features, at least six houses should be placed where the Heroes search for information. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of any chosen table edge and then the opponent sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The highest scoring player takes the first turn.

special rules

The Heroes move from house to house to gather *information points*. Each house can only be visited once per warband. Note down *information points* gathered for each Hero separately. If a Hero is taken *out of action* any points gathered are lost.

At the beginning of their turn a Hero in base contact with an entry point (door, open window etc.) of an unvisited house may enter it. The player then tries to get some information from the inhabitants.

There are two ways of getting information from the houses' inhabitants: either by questioning or by torturing them. It is up to the players, to decide which way works the best for their Heroes. After a turn of questioning, a Hero may choose to torture the inhabitants in the following turn to get more information out of them. Only one questioning and torturing can be done per house, and it is pointless questioning inhabitants that the Hero has already tortured!

Questioning: The Hero makes a Leadership test. For each point the test is passed by, one additional *information point* is gathered. Heroes cannot benefit from their leader's Ld.

Example: Rolling a 5 with a Ld of 7 grants 2 information points but rolling a 7 grants none.

Heroes that don't come from the following races receive a +1 penalty on their Leadership tests because the villagers are less willing to speak with them: all Humans, Elves, Halflings, Dwarfs.

Heroes with mutations or wearing Chaos armour always suffer a +1 penalty on their Leadership tests.

Torturing: The Hero makes a Strength test. For each point the test is passed by, one additional *information point* is gathered. Weapon bonuses and *Mighty Blows* do not apply!

Heroes that cause fear receive a -1 bonus on their Strength tests because they are particularly intimidating.

ending the game

Voluntary routs are not permitted. The game ends as soon as a warband has searched every house. To determine which warband wins the scenario both players compare the amount of information gathered and the one with more *information points* wins. Alternatively a routing warband loses as normal.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

information points

After the battle both players consult the following table to see what the information traces them to. Note that the benefits are cumulative, so gathering 8 information points equates to an additional +1 CP and being able to choose one of your next scenarios.

Points	Benefit
0-5	No benefit
6-7	May choose one of your next scenarios
8-9	Additional +1 campaign point
10+	From now on whenever you may choose a scenario, you may also choose "The Lost Caravans" special scenario.

In addition, the winning warband may make use of one of the following two special rules once.

Truce: True to the motto "the enemy of my enemy is my friend", the warband may assist their rivals in the hope of benefiting in the long run. At a cost of -D3 campaign points the warband may grant any other warband +1 campaign point once. A warband with the Celestial Protectorate objective may not give the campaign point to a warband with the Scion of Chaos objective. Remember that loss of campaign points will never cause a warband to lose any Achievements already earned.

Misinformation: The warband is spreading falsehoods in order to throw the other warbands off the scent. At a cost of -D3 campaign points the warband may have any other warband lose -1 campaign point once. Remember that loss of campaign points will never cause a warband to lose any Achievements already earned.

Scenario 7: Last orders!

It can be found on the ambiguous borders of the Chaos Wastes. Managed by coolheaded landlord Knute Alsgaard, the Last Hope inn remains neutral ground, a sanctuary where in theory, anyone is permitted to enter. The Last Hope has been built to withstand the worst kinds of predators in the territory. It is as much a fortress as it is a watering hole for exiles.

Visitors relinquish any weapons they are carrying upon strict inspection. Sometimes these are returned to their owners. Alsgaard is an astute dealmaker and the Last Hope acts as a trading post that supplies arms and opulent goods to travellers and warriors. Patrons suffer the Norse proprietor's inflation in isolation. The potent house ale never disappoints a dwarf.

An unlikely mix of clientele frequents the Last Hope. Here is where daring adventurers from Bretonnia may come to discuss music with a Vampire. It is where a Kossar dines frequently with warriors of the Kurgan tribes. Imperial soldiers exchange information with elves while casting a shifty gaze over at the ogres who brought in whoever they pleased to do illicit trade with.

On this particular evening the owner of the holding decided to turn in early. Taking the evening off Alsgaard leaves his customers in the capable hands of a full complement of bar staff. A drink is spilled! The brawl begins...

terrain

This scenario takes place inside a large inn. The layout of the inn is decided by the players using any suitable terrain that they have available, although we would suggest the following:

The site of this 'battle' should consist of two or three sections, at least 10" x 10", and not needing to be more than 18" x 18". There is one section to represent each floor of the inn.

The ground floor is the location of the bar room. It should be relatively open. It should include a bar, a few tables plus several chairs or benches scattered around. Stairs lead up to the upper floor. There might be a wine cellar, a kitchen, a store room or a lavatory.

The upper floor of the inn consists of a series of rooms off a main hallway. Each room might include a bed. Add other furnishings you desire. Do not forget to include a marker to represent the top of the stairs from below. Add another set of stairs to the next level if you have one! The Last Hope is a fortress so it has another floor, which is in the open air. The roof!

warbands

The player who determined this scenario shall be used may also choose how many and which additional players take part in the brawl. Rather than players fielding their full warbands we suggest a maximum of 30 models in a multiplayer scenario.

In a multiplayer scenario each player randomly determines a Hero from his warband to take part in the scenario. On the second round of selection, each

player randomly determines a non-animal Henchman (only Wardogs are allowed!). This is alternated each until the maximum number of models is reached. Any mounts and vehicles must remain outside.

set up

The warbands are scattered about the inn when the trouble starts. Randomly determine which floor of the inn each warband member begins on. Then each player takes turns placing each warrior in his warband. Warriors may not be placed in hand-to-hand combat.

starting the game

Each player rolls a D6. The highest scoring player takes the first turn.

special rules

Diving Charges: Warriors may always attempt a Diving Charge from the tables and bar, irrespective of the height of the furniture. Stairs may also be used.

Unarmed: All weapons have been confiscated for this game. Armour can be worn including helmets and shields. Miscellaneous equipment can be carried.

Weapons Amnesty: Due to the generally non-lethal nature of the weapons used in this fight, players should roll twice for Injury for each warrior taken *out of action* during the game, and choose the best result.

Injuries for Heroes are rolled twice. In some cases, which result is determined to be the best may be something the player has to decide for himself!

ending the game

The warriors have been indulging in the inn's refreshments and are now very refreshed indeed! No Rout tests are necessary – the winner is the player with the last standing model. Any player may voluntarily rout if the excitement becomes too much.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

random happenings



The following random happenings replace the events described in the Perilous Phenomenon section when using this scenario.

At the start of each player's turn, roll a D6. If the result is 1 then roll another D6 to determine which event takes place. Random happenings are commonplace in the Last Hope! More than one happening can occur during this scenario so players continue to roll for random happenings.

D6 Result

1 Kitchen Hands

The warbands are not alone in the Last Hope. Nearly a dozen hardened warriors are employed to run the inn and keep it safe from outsiders. Kitchen workers and bar staff enjoy a good brawl as well!

One randomly determined member of your warband, that is not knocked down or stunned, takes a single Strength 3 hit from the inn staff. These attacks will not cause Critical Hits.

2 The Buxom Barmaid

A busty serving wench flits about the bar, flirting with patrons. This barmaid has a body to die for...

The barmaid will approach a randomly determined model from your warband and invite him to defend her honour against the 'nasty man over there'. That warrior must pass a Leadership test or move with all haste, escaping from combat if necessary, to charge a randomly determined model. First the player must roll to determine which warband (including his) and then roll again to see which model is the target. The optional rules for escaping from combat can be found in the rulebook.

The warrior will pursue and fight his new rival until one of them is taken out of action.

Warriors that are immune to psychology may ignore the barmaid's advances.

All of the warriors know that attacking the bar staff can only result in them getting banned. No model will risk attacking the barmaid.

3 Liquid Courage

Heavy quaffing of Alsgaard's intoxicating home brew takes its toll on even the most hardened of drinkers.

Randomly determine which model fell off the wagon. The effects of the ale last the remainder of the battle. Models that are immune to poison ignore this effect.

D6 Result

- 1 **Blurred.** The model has -1 Ballistic Skill.
- 2 **Bungled.** The model has -1 Weapon Skill
- 3 **Drowsy.** The model has -1 Initiative.
- 4 **Sluggish.** The model has -1 Movement.
- 5 **Fortitude.** The model has +1 Wound.
- 6 **Leathered!** Roll twice on this table.

4 Renegade

There is a mercenary leaning against the wall. The veteran casually observes the mayhem, quietly sipping from his stein. Ducking crudely improvised projectiles, this renegade waits to offer his services.

The renegade approaches a random unengaged warrior of your warband. The model may pay him 3 gold crowns. Any models are assumed to be carrying some of the gold crowns from whatever is left in the warbands treasury.

If paid, he'll toss a throwing knife at a target of the player's choice. On a 1-3 the renegade pockets the gold and asks for more. The renegade continues to take a further 3 gold crowns until a knife is thrown or until the player chooses not to pay him.

The thrown knife will hit the target on a roll of 4+ with Strength 4.

5 Ogre Bouncer

The landlord has hired an ogre to work on the door. The bouncer is not at all happy that he has suddenly got so much hard graft to do.

Place the ogre bouncer at the doorway to the inn. See the Bestiary for the profile and rules of an Ogre. No roll for alignment is required. The bouncer is employed to charge towards the nearest hand-to-hand combat, engaging as many models as possible.

If no hand-to-hand combat is taking place then the ogre bouncer will stand his ground, watching for any further trouble.

Re-roll this result if the ogre has been places already.

6 Ornamental Weapon

A member of the clientele has located a sword among the many trophies and decorations on display at the inn. The warrior sets to work trying to prise it free from the wall fittings. It appears to be stuck fast.

Determine a random model from the warband. If the warrior passes a Strength test he finds a sword.

Improvised weapons

Being forbidden to bring their weapons into the bar means that the warriors must make do with whatever comes to hand in the Last Hope. At the start of any turn, a warrior can search the inn for a blunt implement to use as a bludgeoning weapon. This could be a bowl, a stein, a cooking ladle, the leg of a chair or a local codger's walking stick). Only warriors capable of gaining experience may attempt to search.

If a search is attempted the warrior may not charge. Roll a D6: on a 3-6 the fighter finds something suitable, but on a 1-2 nothing close by will work and the warrior will have to make do with his fists. A warrior searching for a weapon in combat will strike last that turn, regardless of success. A warrior with a weapon may not improvise another. If a weapon is found, treat it as a club with the following features:

Range: Close Combat; **Strength:** As user;
Special Rules: Concussion, Breakable, Projectile

SPECIAL RULES

Breakable: If the warrior attempts a close combat attack with an improvised weapon and rolls a 1 to hit, the item has broken and becomes useless. The warrior must resort to his fists for the rest of the combat and may search for another weapon in the next turn.

Projectile: Alternatively, a warrior may treat the improvised weapon as a missile. The weapon is automatically lost after it has been thrown. A weapon is thrown as a missile using the following features.

Range: 6"; **Strength:** As user;
Special Rules: Thrown Weapon



Scenario 8: the enemy of my enemy



When a party of warriors is found to be growing too strong even bitter enemies may bury the hatchet for a short while to gang up on the mutual threat. Even in alliance they never truly trust each other. After all there is no proof for either side that they are not walking straight into a trap.

terrain

The player who chose this scenario may also choose the territory where it is set. Each player takes it in turn to place a piece of terrain, either a ruined building, forest section, or other features appropriate for the region. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

This is a multiplayer scenario and uses the rules from the "Chaos in the Streets" article (see Mordheim Annual 2002). The scenario requires three warbands. The player who chose this scenario may choose which warband is the defender and which two are the attackers..

The defender deploys first within 8" of one table edge. Then the attacker with the lower warband rating sets up within 8" of the opposite edge. Finally the second attacker deploys in the same area as the first attacker.

starting the game

The attacker with the least warband rating takes the first turn, followed by the defending player and finally the second attacker.

special rules

The attacking warbands are paired up from the beginning of the game. They are not allowed to shoot missiles at, attack or cast harmful spells on each other due to their alliance. Any attacker can have their warband leader take a Leadership test at the beginning of their turn to ignore the alliance. If the leader is *out of action*, test on the next highest Leadership for a warband member. If the test is passed, the player may attack his partner this turn and if this happens it immediately breaks the alliance. Once the initial alliance has ended, further alliances are formed and broken following the normal multiplayer rules.

Note that the alliance restrictions from the warband Objectives are ignored for the alliance described above. They apply only after the attacker's initial alliance has been broken.

ending the game

The game ends when all warbands except one fail their Rout test. The routers automatically lose. An alliance of two or more warbands may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

Zelius looked at the barbarian in front of him. The man was hardy and strong. An ideal slave because the master of the gaol could get years of labour out of him alone, decades of toil from the whole group of them. Presently they needed help to conquer a more hated foe.

"You are strong in ways we are not, small one. Together we can take the men in dragon robes to the clutches of the worms."

Zelius nodded. The warrior monks of the east were a power unto themselves. They never lived to become prisoners. Even so, it was distasteful for the children of Hashut to ally themselves with savages. With a little luck the gaolers could imprison both groups.

Producing a knife, the Hung slit open the palm of his hand, letting the blood drip. He extended his hand and waited for Zelius. "We seal with the blood of binding. Make sight under firm oaths."

Sickened, Zelius thought the practice primitive. He took the bone knife and slit his palm open, shaking the hand of the barbarian, sealing the oath.

The Hung nodded. "Now all shall fear us. To arms! To spill the blood of our enemy! To victory!"

Zelius grinned with forethoughts about this victory.

Special Scenarios

The scenarios in this chapter can only be used if a warband is allowed to play them through achievements in their objective or other explicit circumstances that arise in the campaign.

Scenario 9: the Heist

Rumours have spread that a warband has obtained a magical artefact. A thief has been hired to steal the powerful item! Now everyone is chasing after him – the warband that were robbed is hunting him down while his employers are trying to organise his escape.

terrain

Each player takes it in turn to place a piece of terrain. We suggest that the terrain is set up within an area roughly 4' x 4'. The first six pieces should be buildings or sections of wood in which the thief seeks to hide out. There can be more than six buildings and forests, of course, but six of them must be marked as hideouts for the thief.

warbands

The warband who chose to play this scenario is automatically the defender.

The attacking warband is deployed first within 8" of a table edge of the player's choice. The defender sets up within 8" of the opposite edge. Defending Skaven and Dark Elf warbands with *Infiltration* must determine one of their Heroes to act as the Thief (see below).

starting the game

The attacking warband takes the first turn.

special rules

The attacking warband has to search the six buildings/forests in the hope of uncovering the thief's hideout. If one of their Heroes moves inside one of these buildings/forests and it had been empty before, then the player rolls once on the following table.

2D6 Result

- | | |
|-------|-------------------------------------------------------------------------------------------------------------------------------------|
| 2-6 | Nothing! There seems to be nobody around. |
| 7-8 | Coins. The thief lost a part of his loot on his hasty flight. The Hero finds D6 gc. |
| 9 | A trace. The Hero finds some traces leading to the thief. The next time the player rolls on this table he gets a +1 bonus. |
| 10-11 | Zing!! A knife is thrown at the Hero and causes a S3 hit unless he passes an Initiative test |
| 12 | Discovered! The Hero has found the thief. The defending player places the thief inside or within 1" of this building/forest. |

The attacking player only gets to roll on the table once during each turn. He also gets a +1 bonus on

the result for each of the hideouts after the first that is occupied by at least one attacking Hero. If more than one Hero moves into a new hideout the player chooses which of them rolls on the table. When the sixth hideout becomes occupied by an attacking Hero the thief is discovered automatically.

As soon as the thief has been discovered he is being moved by the defending player like any other member of their warband using the thief's profile.

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

Weapons/Armour: Sword, Dagger, Throwing Knives

Skills: *Hide in Shadows* (see Mordheim Annual, page 18).

When a Skaven or Dark Elf warband is the defender, instead of hiring an incapable human thief, they have the artefact stolen by one of their Heroes instead.

The Skaven or Dark Elf player determines one of his Heroes to steal the item. This Hero is not placed at the beginning of the game. When the thief is discovered, that model is placed instead of the normal thief.

ending the game

The attacking warband has to find the thief and take him *out of action* in order to win the game. There is no need to take any Rout tests as the game lasts for a maximum of eight rounds. If the attackers fail to find the thief in this time or if the thief reaches the defending player's table edge, the defender wins the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

the artefact

The winning warband gets the stolen artefact. If the attacking warband had more than one magical artefact, the winning leader takes a Leadership test. If he passes, he may choose which item was stolen. If the test is failed the item is determined at random. If the attacking warband has no artefacts then the defending player can select any other item from the attacker's warband roster, excluding animals and vehicles.

Scenario 10: the lost caravans

The warbands encounter a destructive trail. Countless caravans obliterated! The caravans have lost their way upon entering the wilds that border with the dreaded Mountains of Mourn. Following the debris leads to a grand looking wagon belonging to a renowned Cathayan merchant. Standing in the corpses of their fellows the last remaining guards are defending the merchant against a rampaging party of ogre raiders. Since they are out-sized and out-numbered it will not be long before this wagon is decimated.

terrain

Each player takes it in turn to place a piece of terrain appropriate for the Mountains of Mourn territory, either a set of rocks, hills, forest, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'. In the centre of the table place a wagon representing the ambushed caravan.

warbands

Both players roll a D6 to see who deploys first. The player who rolls highest sets up first within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The highest scoring player takes the first turn.

special rules

The ogre raiding party consists of one Ogre for every 50 points worth of warband rating for each warband. Place the models in base contact with the wagon. They are attacking the caravan crew until the crew is taken *out of action*. They will then turn their attention to the models from the warbands, attacking the closest and dividing attacks among any other models from the warbands in base contact.

The surviving crew of the caravan consists of as many Guards as Ogre models plus a Cathayan merchant. These models are standing on the wagon cart. Since the draft animals have been slain and the wheels have been ripped off by the ogres the cart cannot move.

The characteristics and special rules for Ogres and Guards are included in the Bestiary. Since the merchant hired some of the better sell-swords available all of his Guards have the *Step Aside* skill. The Cathayan Merchant is described in the Hired Swords section.

ending the game

The first warband to fail its rout test loses the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Per Raider Out of Action. Any Hero earns an additional +1 Experience for each Ogre from the raiding party he puts *out of action*.

+1 Merchant Rescued. If the merchant is still alive after the battle the warband leader gets +1 Experience.

grateful merchant

The Cathayan merchant will generously reward any warband for saving his skin from the blood-thirsty raiders. Roll a D6 on the following table to see what he offers:

D6	Reward
1	The merchant helps the warband purchasing some rare items. When searching for rare items after the battle, the warband gets +2 on all rarity rolls.
2	The merchant organises some underground contacts for the warband. This allows them to hire a Ninja for free once.
3-4	The thankful merchant gives the warband a valuable item from his stock. Determine one item at random from the Black Market or Exotic Wares tables described in the Cathayan Merchant rules in the Hired Swords section.
5-6	<p>The merchant can help the warband with their search for the Chaos artefacts. He gives them some rare books and maps from his secret treasure bag. Roll another D6:</p> <p>1-3: The documents lead to the whereabouts of Belandysh. In the next battle the warband plays, the first random happening that occurs will automatically be "Belandysh comes!" (42-43).</p> <p>4-6: The map leads to the Chaos Dragon's lair. From now on whenever the warband may choose a scenario, they may also choose the "Chaos Dragon Hunt" special scenario.</p>

If any warband already possesses Belandysh's Broadsword of Damnation or the Dragon Scale armour, apply the respective other result.

If the merchant was killed during the battle, the winning warband may search the remains of the caravan. Roll a D6: on a roll of 1-3 the warband finds nothing. On a roll of 4-6 apply the respective result from the rewards table above.

Scenario 11: Chaos Dragon Hunt

Many brave warriors have scoured the Northern Wastes in their search for a terrible monster's lair where it is rumoured that unimaginable riches and an unholy prize of unmeasured power can be claimed. Few find much more than a cold death on the quest for a magical plate armour that can only be acquired by hewing the scaly hide from a Chaos Dragon.

Finally, the signs observed in either portents or rituals (carried out using the entrails of animals and humans) have revealed the whereabouts of a hideous Chaos Dragon! Now daring adventurers and soldiers of fortune finalise the preparations to move in and raid its hoard..

terrain

Each player takes it in turn to place a piece of terrain appropriate for the Northern Wastes territory, for example a frozen river or lake, a ruined Chaos shrine or monument, a snow-covered forest section or other similar terrain. We suggest that the terrain is set up within an area roughly 4' x 6'. The first ruined building should be large (at least 6" x 6") and open-topped. This ruin should be placed in the centre of the table, and this is where the monster's lair is located.

warbands

Use the set-up rules for multiplayer games from the Chaos on the Streets article (see Mordheim Annual 2002).

starting the game

Each player rolls a D6. The player rolling the highest takes the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

special rules

The monster's lair is located in the central ruined building. This is where the beast will be. The monster will not leave its lair for any reason, though it will use its breath attack against any model in range that it can see and will strike any model entering its lair. It will charge all models entering the lair if possible. The monster's turn is performed before whichever player won the dice roll to go first, though it will do nothing unless a model comes near its lair. For the monster's stats and special rules, see the Bestiary.

ending the game

When one player (or more if an alliance of players have agreed to share the monster's hoard) controls the only warband to have any models within 3" of the monster's lair, and the monster has been put *out of action*, that warband is victorious and claims the monster's hoard. If two or more players have decided to share the hoard, they must be able to decide how to split the spoils. If they cannot determine this peacefully, their warbands will have to decide it for them by continuing the battle!

When there is only one warband left and the dragon is still alive, then the player may choose whether he wants to end the game as the winner or continue fighting until either the dragon is taken *out of action* or the warband fails a Rout test.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Chaos Dragon.

+2 Defeating the monster. The Hero that puts the Chaos Dragon *out of action* gets a bonus +2 experience.

spoils

Whichever warband has control of the monster's lair at the end of the game will find the much sought-after artefact, the Chaos Dragon Scale Armour (unless any warband is already in possession of it!). In addition, the warband may search the dragon's hoard to see what it contains. Note that you roll for each item separately, apart from the artefact, which is always found if still available.

Item	D6 Result Needed
Chaos dragon scale armour	Automatic.
D3 Shields	2+
D3 Shortbows	2+
D3 Swords	3+
D3 Helmets	3+
D3 Cathayan silk cloaks	4+
D3+1 Treasures	4+
Suit of heavy armour	5+
Map of Cathay	5+
Lamellar armour	6+
Cathayan longsword	6+

Once the Chaos Dragon has been taken *out of action* in a battle, this scenario can not be played again for the remainder of the campaign.

Scenario 12: the horde approaches

One of the Chieftains has gathered his tribe's warriors to lay siege to the border town where one of the fabled Chaos artefacts has reportedly been concealed. On their march to the town they come across one of the Cathayan's fortified outposts, the Crimson Tower.

From this decadent watchtower disciplined soldiers complete their protectorate duties. Enacting daily drills in preparation for a woeful time when they must defend their lives and warn the town militia of a threatening encroachment.

terrain

Place a building roughly 10" x 10" in the middle of the board. This represents the Crimson Tower. Then each player takes it in turn to place a piece of terrain. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

The warband which chose to play this scenario is the attacking warband. The defending warband is placed inside the tower. Determine a random table edge where the message can be sent to the border town militia. Then the attacker may place his models anywhere on the board but at least 15" away from the tower.

The defender in this scenario is always the Battle Monks of Cathay or another warband which has chosen the Celestial Protectorate objective. If there are no warbands with this objective then randomly select another warband as the defender.

starting the game

The attacking player takes the first turn.

special rules

The soldiers of the watchtower send a mounted messenger off to the border town to inform the town militia. Place the messenger next to the tower. He is controlled by the defending player.

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

Weapons/Armour: Sword, light armour and shield. The messenger rides a warhorse and wears a lucky charm.

ending the game

If the messenger is taken *out of action* before he can escape, the attacker wins the game. The defending warband wins the game by moving the messenger off of the table edge designated before the battle.

In addition, the first warband to fail its Rout test loses the game.

experience



+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of a winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Shooting the Messenger. Any Hero earns an additional +1 Experience if he puts the messenger *out of action*.

Campaign progress points

+1 Tower raided. The attacking player gets +1 campaign point, if the defender routs or the messenger is taken *out of action*.

+D3 Border town alerted. The defending player gets +D3 campaign points, if he manages to bring the messenger safely off the table.

On to the Border Town!

A player with the Scion of Chaos objective automatically plays the "Siege!" special scenario as their next battle if he won this scenario. Otherwise he may now choose when to play the siege.

If a player with the Scion of Chaos objective won this special scenario he leads his horde against the border town while they are still unprepared. All players with the Celestial Protectorate objective subtract -1 Raging Peasant for every four campaign points the Scion of Chaos has from the number of peasants granted though the *Divine Retribution* achievement.



Scenario 13: siege!

A dark secret has been kept by one of the brotherhoods of monks defending the Cathayan borderlands. Their ancient monastery stood on these slopes long before the fortress town which now surrounds it. One of the eldest Dragon Monks now comes to the Emissary to reveal a shocking truth. In the heart of the temple is a vault which holds a powerful artefact.

Some years ago, a tome of pure evil fell accidentally into the hands of a greedy merchant travelling to Cathay. When the warrior monks learned of its presence they swiftly took custody of the blasphemous grimoire and locked it away from prying eyes.

A powerful vision came to a seer from one of the northern tribes. Using the sight he was able to divine through examining various intestinal body parts, that he would lead the chieftain of his tribe to a mighty tool of the Dark Gods. Wary of his shaman's gift, the war leader has followed the anointed guidance.

The Emissary is angered that he was not kept informed. The monks only share this information now for the herald of Chaos reportedly approaches.

terrain

As depicted overleaf the defence wall of the besieged fortress town goes across the table, dividing it in two parts: inside the town and outside. We suggest an area roughly 4' x 6'. Place four wooden houses or huts inside the town. Outside there can be several sections of forests, small hills or even small farms. It makes sense to place the scenery in a way that the various deployment zones are separated from each other.

warbands

This is a multiplayer scenario and uses the rules for alliances from the "Chaos in the Streets" article (see Mordheim Annual 2002). This scenario is an important event in the campaign and therefore all participating warbands should take part in it.

All warbands with the Celestial Protectorate and the Damned Shall Burn! objectives are placed anywhere inside the besieged fortress town. They start the game in an alliance which can be broken in accordance with the normal multiplayer rules.

All warbands with the Scion of Chaos and the Silent Threat objectives are set up outside the town walls. They also start the game as allies.

For warbands with the Lure of Fortune objective, their player may choose whether they are placed in an alliance with the Celestial Protectorate warbands inside the town, or allied with the Scion of Chaos outside as illustrated. Chaos Dwarfs are always placed outside.

The Scourge of the Realm objective places warbands as individual attackers outside the town.

The starting positions described are only suggestions and might not work so well for your individual campaign, depending on how many players participate and which objectives they chose. You may have to make adjustments to the suggested alliances, rearrange the set-up or expand the gaming table size.

special rules

Defence Walls: The sheer surfaces of the walls surrounding the fortress town are too smooth to be climbed. No model can attempt to climb them unless it has the Wall Runner or Scales Sheer Surfaces skill, or it uses a rope & hook, a ladder or fighting claws.

Main Gate: The fortress town must have at least one wooden gate. The gate is locked from the inside but can be opened by any model inside the fortress by spending a full turn in base contact with it. From the outside the gate can only be opened through its destruction. A warrior may attack the gate in close combat just like any other enemy model. Treat the gate as Toughness 8, Wounds 4 and being immune to critical hits. Once it is opened the gate remains open.

starting the game

A randomly determined defending player takes the first turn followed by the other players in random order determined at the beginning of the game. Depending on the number of players you might want to write down the order to avoid confusion.

ending the game

The Scion of Chaos warbands and their allies win the game, if they manage to set all of the houses inside the border town on fire. They must either agree to share the victory (and agree upon who receives the artefact) or go on fighting.

In addition, the game ends when all warbands except one have failed their Rout test.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader (or leaders) of the winning warband (or warbands) gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Gate Opened. If a Hero or a Henchman of the attackers side opens the front gate – be it from the inside or with force – they gain +1 Experience.

the chaos artefact

The winning warband takes possession of the Chaos artefact which was hidden inside the monastery: the Liber Chaotica.

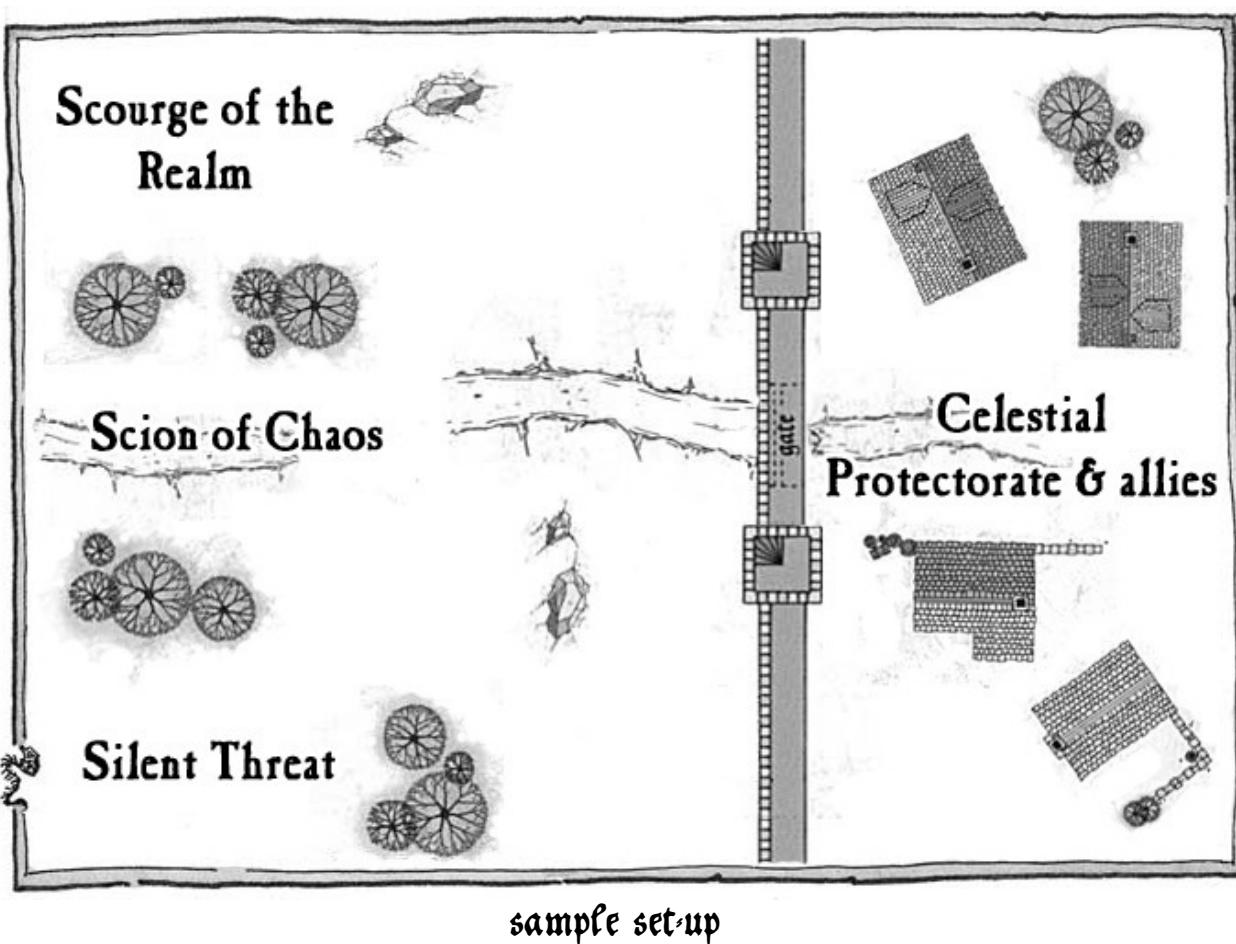
If the winning side contains a warband of the Celestial Protectorate the artefact will be given to that warband for safekeeping, as it no longer safe in this pillaged town. If there is more than one warband with the Protectorate objective determine at random which of them gets the artefact.

All other winning warbands would find the artefact while plundering the city. In an alliance the winning warbands must agree upon who gets the artefact or else they continue the battle until an outright winner can be established to claim the prize.

Hints and tips

The defence walls are difficult to overcome. Note that the rules for ladders in the Spoils of War chapter include extra detail for this very purpose.

Remember that Heroes from all warbands have access to purchase torches and fire bombs. Any models which can use a bow can use fire arrows. All of these weapons can be used to set buildings (including walls and watchtowers!) on fire as described in the Fire Rules section of the Forces of Nature chapter. They count as stone buildings for this purpose.



In lands so bleak, so haunted, few tribes would willingly stay for longer than a day at a time, so a vikti exists in solitude, exploiting their residence to glimpse the future, twisting the fates of the northmen. To harm one with the sight is to invite the wrath of the gods, so shaman are respected by the tribes that employ them and more than a little feared. They pierce the veil of life and see through the darkness. With divination the witch doctors command powers not easily comprehended and even Tchar's sorcerers cannot match the vitki in their ability to manipulate the death winds.

Scenario 14: Hostile embargo

After restoring the abandoned trading post, business starts rolling in. Unfortunately for the aspiring entrepreneurs a gang of fortune seekers has discovered the location. Jealousy leads the rival warband to place an embargo on the sale of exotic wares from the enterprise...

terrain

Place a piece of terrain of roughly 8" x 8" size representing the trading post within 12" of a table edge. We suggest that the terrain is set up within an area roughly 4' x 4'.

starting the game

The defending warband sets up anywhere within 4" of the trading post. The attacker sets up within 4" of the opposite table edge. The defender takes the first turn.

special rules

The roof of the trading post is equipped with a bolt thrower to help defend it from predators. Place a bolt thrower model on the roof to represent it. The bolt thrower is stationary and cannot be moved.

Range: 48"; **Strength:** 6;
Special Rules: Stationary

SPECIAL RULES

Stationary: The Bolt Thrower is stationary and cannot be moved. Any warrior standing in base contact with it may use it.

The attacking warband controls a munitions wagon which is loaded with ten powder kegs (see Spoils of War). The wagon is pulled by two draft horses.

If the munitions wagon is crippled then the attacking warband can still attempt to transport the powder kegs on foot as per their usual rules.

ending the game

Rout tests are taken as normal and the last remaining warband wins the game. In addition, the attacking warband wins by having at least six powder kegs from the munitions wagon reach base contact with the trading post when the driver or another Hero model is able to light the fuses. If the trading post is destroyed then it is treated as abandoned. The defending warband wins if the munitions wagon flees from the table carrying the powder kegs with it.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Crippling the Wagon. The Hero or Henchman who permanently disables the munitions wagon earns +1 Experience.

+1 Destroying the Trading Post. A Hero who lights the fuse which destroys the trading post earns +1 Experience.

Scenario 15: Ghartok's tomb

An unholy barrow marks the final resting place of Ghartok, a fallen Chaos Champion. The cairn is at the heart of a deadly landscape blasted by inhospitable conditions. In this hazardous environment the adventuring warbands believe they may have found the fabled location of a Chaos artefact with magical properties.

Situated treacherously as it is, in a basin that lies on the south eastern region of the northern wastes, the warriors wisely choose to approach with due caution.

A band of Chaos Trolls have unwittingly taken up residence in the cairn. The foolhardy creatures are clueless to the worth of any of the tombs contents. Having tried and failed to consume all or any solid objects in the champion's crypt the trolls will be elated to have some new company.

terrain

Place a piece of terrain of roughly 5" x 5" size representing the cairn in the middle of the table. Then each player takes it in turn to place a piece of terrain appropriate for the Northern Wastes territory. We

suggest that the terrain is set up within an area roughly 4' x 4'.

starting the game

Each player rolls a D6. The player rolling the highest result has the first turn.

special rules

Use monsters as described in the "Man Hunt" scenario, except that three Chaos Trolls are placed within 3" of the cairn. Do not roll for the Trolls' alignment, as they are hostile. In addition, these belligerent monsters are not *stupid* like the rest of their kind. The same rules for fighting off monsters apply. Make the Leadership tests to see if a Troll retreats only after it has failed its Regeneration roll as otherwise no significant wound has been inflicted.

A Hero may enter the tomb by moving into base contact with its entrance. The Hero will spend D3 turns inside the cairn (remove the model from the table in the meantime if the terrain piece is not

accessible). When it returns from Ghartok's tomb, roll immediately on the following table to see if anything has been found. Each item can be found only once.

- 2+ Shield
- 3+ Sword
- 4+ War horn (see Mordheim Annual page 87)
- 4+ Banner (see Mordheim Annual page 16)
- 5+ D3 pieces of treasure
- 5+ Ghartok's Skull (see Chaos Artefacts)

If Ghartok's Skull hasn't been found already the last available Hero to search the tomb automatically finds the artefact.

ending the game

The first warband to take Ghartok's Skull off the table via the edge they started from wins the game. Routing warbands lose the game automatically and the winning warband claims Ghartok's Skull if one of its Heroes is still in the cairn at the end of the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Finding the Artefact. The Hero who loots a Chaos artefact from the cairn earns +1 Experience.

Hide and seek

Play this scenario only if Ghartok's Skull hasn't been found already or if the Celestial Protectorate tries to hide the Chaos artefacts in the tomb.



Scenario 16: journey home

After lots of trading and travelling it is time for the warband to return home. They somehow managed to survive the dangers of the Cathayan borderlands while also accumulating notable riches.

The warband is already on their way back home when they are attacked by hostile warbands. Will this be the last fight they have to endure before they are finally home?

terrain

The player who chose to play the scenario randomly determines the territory for this battle by rolling on the following table. Apply the appropriate special rules from the Winds of Change chapter.

2D6 Effect

- 2-3 Northern Wastes
- 4-6 The Steppes
- 7 The player may choose the territory (Northern Wastes, the Steppes, Mountains of Mourn, or the Cathayan borderlands).
- 8-10 Mountains of Mourn
- 11-12 Cathayan borderlands

Players alternately place scenery pieces appropriate for the determined territory. We suggest that the terrain is set up within an area roughly 4' x 6'. There should be a free passage between the centres of the two longer table edges indicating the road the caravan is travelling on.

warbands

The player who chose to play this scenario is the defender. There are two other warbands – the attackers. They do not start in an alliance but the

normal multiplayer rules apply so alliances can be made during the battle.

The defending player sets up his warband in the middle of one of the long table edges. The attackers are set up in the middle of the two shorter edges.

starting the game

The caravan player takes the first turn.

ending the game

The game ends when the defending player manages to take at least one cart or wagon (Opulent Coach, Trade Wagon, Prison Wagon, etc.) off the table via the opposing table edge from where they started. Rout tests are taken as normal and the last remaining warband or alliance of warbands wins the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Caravan Halted. If a Hero or a Henchman from any of the two opposing warbands causes a cart of the caravan player to be permanently immovable the ambushing warband gains +D3 Experience that can be divided among the warband's Heroes. This can be done by destroying the cart entirely, by destroying all wheels or by cutting off or killing the draft animals. Note that as long as the defending player has a model with the *Handyman* Strength skill (e.g. a Coachman Hired Sword) the wagon can still be repaired and thus is not permanently immovable.

Forces of Nature

The living conditions in the Northern Wastes are extremely harsh. Here the weather is terribly cold and nature itself is twisted by the corrupting influence of Chaos. Barbarians and mutants live out their wicked lives in these inhospitable climes while foul creatures prey on adventure seekers and tribesmen cast out in exile.

There are different types of landscape in the Border Town Burning setting. The open plains and fir woods of Cathay's borderlands are similar to regions of the Old World.

To the north of the Great Bastion are the Cathayan borderlands. This desolate wilderness is marked by rotting black trees writhing from the unnatural influence of Chaos and deadly bogs waiting to devour careless wanderers who take a wrong step. Here lay the blighted ruins of former civilisations, communities incapable of withstanding the brutal encroachment. Mutated creatures of Chaos spread their corruptive influence across these lands.

To the north and west of the borderlands are the ill defined borders of the Northern Wastes and the dreaded Chaos Wastes. Blizzards, marauders, beasts and the untamed forces of Chaos encourage any sane civilised folk to avoid these inhospitable territories.

the northern wastes

Some scenarios are set in desolate regions of the Northern Wastes. This is always stated with the scenario rules. The following special rules always apply to those specific scenarios.

TERRAIN

The territory is mainly dominated by frozen wasteland and impenetrable forests of darkness and ice. Open woodlands comprising of rotting trees can be found in northerly regions – typically corrupted by the everpresent powers of Chaos that gives unnatural life to everything.

SPECIAL RULES

Bitter Cold: The Northern Wastes are a barren and icy land. They are subject to *Bitter Cold*, see Weather Rules below.

Magical Boon: Radiating from the realm of Chaos, the winds of magic are extremely strong in the Northern Wastes. Spellcasters (no prayer users) get a +1 bonus when rolling for Difficulty. Note that the bonus is not applied if the wizard rolls a natural 2 (see below).

Even the borderlands are plagued by violent storms and infested by the corrupting touch of Chaos. Although the Chaotic influence declines in the South, the Cathayan borderlands are scarred by mutated foliage and lakes filled with acidic water. Here thrive abominations that scour the remaining farmsteads and settlements.

These rules describe the demanding environment and relentless weather conditions of the Northern Wastes and Cathayan borderlands. They are divided into three sections: Territories, Weather Rules and Fire Rules.

Territories

Winds of magic: Due to the powerful Chaotic influence, the winds of magic not only blow strong but uncontrollably! In the Northern Wastes whenever a spell caster (not prayers user) rolls an unmodified 2 for Difficulty they must immediately roll on the Miscasting table below. Any result of a 2 cannot be re-rolled in any way to prevent from rolling on the Miscasting table (e.g. with a Familiar, Rabbit's Foot or the *Mind Focus* skill) and the spell always fails.

miscasting

2D6 Result

- 2 **Aaarrgh!** The powers of Chaos take over the helpless wizard as he horribly mutates into a Spawn of Chaos. Replace the model with a Chaos Spawn from the Bestiary and remove the wizard from your roster.
- 3 **Bleeeurgh!** The wizard is now *stupid*. Roll a D6 after the battle: on a score of 2+ the effect ends otherwise it is permanent.
- 4 **Dampening:** The wizard cannot cast any spells for the duration of this battle.
- 5-6 **Uh-oh!** The spell has been cast successfully – upon the wizard himself! Any additional decisions (e.g. with *Flight of Zimmeran* from the Lesser Magic) are made by the opponent of the wizard's controller.
- 7 **Failed casting:** Except for the spell's failure there are no further consequences.
- 8-9 **Explosion:** The wizard is thrown D6" in a random direction and then lands *knocked down*.
- 10-11 **What were the words?** The wizard cannot cast a spell in his next shooting phase. Missile weapons may be used as normal.
- 12 **Tchar's blessing:** The uncontrollable powers of Chaos cause the wizard to mutate. After a moment of horror the transmutation ends. You must choose a free Mutation for the wizard from Mutations available to the Cult of the Possessed (see the Mordheim rulebook).

the cathayan borderlands

Most of the scenarios are set in the Cathayan borderlands. If no territory has been determined in the scenario's description then it will take place in the borderlands.

TERRAIN

The borderlands comprise of blackened forests of rotting trees as well as wide marsh land. Because of the marshy ground the few Cathayan settlers that are living here have built their houses on stakes and at a few places large lake dwellings can be found. On firmer ground there are ruined temples of forgotten Cathayan civilisations that abandoned the borderlands a long time ago.

SPECIAL RULES

Dead Branches: The forest floor is littered with dead branches that will crack, making it impossible to move through the woods without making sound. A model cannot *bide* in the forest section if it has moved during the same turn.



Weather Rules

Before the battle, roll once on the chart below to determine the weather conditions. The result lasts the whole battle. Scenarios set in the Northern Wastes determine weather effects differently to scenarios set in the Cathayan borderlands (see result 8-9).

weather table

2D6	Result
2-4	Blizzard
5-6	Gale
7	Normal weather conditions
8-9	Hailstorm (Northern Wastes) Tempest (Cathayan borderlands)
10-12	Fog

bitter cold

The Northern Wastes are covered with deep snow which makes it challenging to move and fight. The freezing condition takes its toll in a number of ways.

Beastmen, Norse, Marauders of Chaos and monsters encountered at random in the Northern Wastes are immune to the following special rules except the *Ice Field* rule.



Howling Wood: Tempered by the grim folk tales of peasants, strange cries and unnatural howling come from the forest filling mortal's hearts with fear. A model must pass a Leadership test to enter any forest section

Acid Ponds: A model that enters a lake must immediately pass a Toughness test with a -1 modifier or is taken out of action. This test is required every turn the model spends in the pond suffering an additional -1 modifier each turn. A model is immediately *out of action* if its Toughness is ever reduced to 0.

other territories

Some scenarios are staged in fir woodlands and the plains of the borderlands, others upon the wide Steppes or the huge Mountains of Mourn. This is always stated with the scenario rules.

TERRAIN

The terrain in the borderlands is similar to that of the Empire in Flames setting. Common sights are: forests, grassy hills, streams and small settlements where peasants build farmhouses and work in fields of crops. In contrast the Steppes are wide plains with scarce vegetation and meandering streams. Cliffs, rocks, rivers strange vegetation and trade routes mark the Mountains of Mourn.

SPECIAL RULES

No special rules apply to scenarios staged in the Steppes or the Mountains of Mourn.

SPECIAL RULES

Snowstorm: If a model chooses to cast a spell or shoot at a model when nothing within 6" surrounds it (no models, no terrain features higher than 1") then roll a D6: on a score of 1 or 2 it misjudges the range and cannot shoot or cast a spell this turn. Spells affecting all models in a certain range still work.

Deep snow: All models without Winter Furs treat deep snow-covered ground as difficult terrain.

Wintery chill: All models without Winter Furs suffers -1 Leadership and -1 Initiative. Initiative may never fall below 1. Undead warbands are immune to the chilling cold unless those warband members are not Undead. e.g. Necromancers, Ghouls and Dregs).

Ice field: The Northern weather is so cold that lakes and rivers become frozen. Therefore such terrain can be crossed as if it were difficult ground. If a model runs across frozen water it must pass an Initiative test or it slips and becomes *knocked down*. Ignore this during Heavy Snowfall.

Each model standing on frozen water at the beginning of its turn tests if the ice can bear the model's weight. On a score of 1 on a D6 (1 or 2 for large models like Ogres and Trolls) the ice breaks and the model falls into the icy water! Add +1 to the roll for every model within 2" on the ice (+2 for large models).

At the beginning of its turn the model must pass a Strength test to get out of the water. If the test is failed the model suffers -1 Strength for the rest of the game due to the episode. If its Strength is reduced to 0 the model is taken *out of action*. Models within 1" may help drag the drowning model out of the water by passing a Strength test. Undead models are immune to loss in Strength as they do not feel the cold.

A model that fell through the ice and managed to get out again is *soaked with water* (see Tempest rules overleaf) so a Rain Coat will not provide any benefits.

blizzard

Gods of nature can be fickle and merciless. During a whiteout they grant the weak no respite.



SPECIAL RULES

Bad sight: Due to the torrential snowfall the warriors can barely see anything. Every model reduces its sight to 10". The maximum range of missile weapons (except for blunderbusses) is reduced to 10" and no model can charge enemies that are further than 10" away. Modifiers still apply when shooting at long range. Note that the *Eagle Eyes* skill cannot be used to increase the sight of warriors caught in a blizzard.



gale

The landscape is hammered by blasts of wind that must have been blown from the very mouth of the Chaos Wastes.

SPECIAL RULES

Not all cats land on their feet: All attempts to leap over a gap or to perform a jump attack suffer a -1 Initiative modifier. The same applies for climbing attempts. Normal jumping down suffers no modifiers.

Blown out: Roll a D6 to determine the effect when a warrior fires a missile weapon that does not use blackpowder.

1-3: The warrior suffers -1 Ballistic Skill when shooting missile weapons.

4-6: The warrior receives +D6" range upon each shot taken (roll once for each missile fired).

Blaze spreading: The fire from burning trees or buildings can jump over to other objects or features. See Fire Rules for details.

hailstorm

A piercing hail is falling from the sky bringing misery and suffering to all who are struck by it.

Hail normally lasts for the opening D3+1 game turns.

SPECIAL RULES

Freezing hail: Any model that is not standing below any cover, suffers -1 to hit in combat and -1 Ballistic Skill. Spellcasters and prayer users find it so hard to concentrate that all Difficulty tests are made at -1.

Skull sized hail: Each player rolls a D6 at the beginning of their turn: if a 6 is rolled the size of the hailstones increases dangerously and last for one game turn (i.e. until it is the player turn again). Every model that is not in cover suffers a Strength 1 hit. In addition, all modifiers described in *Normal Hail* are at -2 instead of -1.

tempest

While skalds from the Norscan tribes sing of stormy weather to the riotous patrons of the Last Hope inn, other less fortunate warriors face the elements...

The following modifiers refer to swamp and water rules described in the Empire in Flames Supplement.

SPECIAL RULES

Swamps: Swamp holes are filling with water, and become even more dangerous. Swamp holes sink area grows with 1" in every direction. So, if a model stands

1" next to a swamp hole, it has to test, whether it sinks or not.

Muddy soil: The ground has become very muddy and slippery. Running or charging models, which move up a hill have to pass an Initiative test. If they fail, they may only move with half speed. If you run or charge down a hill, you have to pass an I test. If failed, it rolls down the hill D6" and is *knocked down* afterwards on a roll of 4+.

Roaring rivers: Rivers are running damn fast! Any model may not swim either with or against the current, even *aquatic* models. While crossing a shallow river, the model has to take an Initiative test every turn, or is *knocked down* (a non aquatic model gets swept away 6" with the current).

If a any model fails the Initiative test in a deep river, it gets swept away 6" with the flow of the river. It has D3+1 rounds to swim ashore. It has to pass an Initiative test every turn, or is swept away another 6". If it passes the Initiative test in the given time, it may end its turn at the nearest bank and may leave the river the following turn. If the model did not made it out of the river in the given time, it is taken *out of action*.

A model that fell in water gets *soaked with water* and even Rain Coats will not protect it from being so.

Soaked with water: The model's equipment gets *soaked with water*. If a model is not equipped with a Rain Coat, it must score a 4+ on a D6 in order to use the following equipment: All blackpowder weapons, Explosives, Fire Arrows, Fire Balls and Fire Bombs. *Torches* are completely useless for the duration of the battle, however lanterns will still work with no restrictions.

Quenches the fire: While it is raining nothing can be *set on fire* except by lightning – neither models, nor buildings or trees. Models, buildings and forests already *set on fire* are immediately extinguished. However, buildings that were burning once cannot be entered for the rest of the battle.

fog

Disturbing veils of mist swirl across the battlefield.

SPECIAL RULES

Roll a D6 to determine what kind of fog veils the battlefield.

The rising popularity of Cathayan silks across the Old World has not gone unnoticed in certain mercantile circles and this has lead to a number of Tilean merchants selling fine fabrics merely purporting to be silks from the Far East.

In some cases the quality of the cloth makes it appear obvious that the garments are of dubious providence. More savvy traders have cunningly used raw silks decorated with bogus designs. Fake patterns are being cut by Tilean master craftsmen from imported bolts of Cathayan silk.

So good have these copies become in recent years that only the most dedicated fashion experts can tell them apart. Events at the recent Nuln ball were dramatic to say the least, when Lady Elda Zeisburg of Strasenheim was embarrassed to be found wearing one after a hem line examination by Lord Henriches (a very well travelled gentlemen). Her reputation compromised, Lady Zeisburg is still yet to be seen in public.

It is currently unknown how many Tilean fakes have entered the various Old World markets. One thing is certain – given the number of times wealthy merchant families have returned from the Silk Road the number must be on the rise. Imperial traders muse that con artists will not stop at replicating just the silks.

1 Haze: The maximum range for all missile weapons is reduced to 18" following the same rules as described in the *Bad Sight* special rule under blizzard.

2-5 Thick mist: Sight is further reduced to 12". In addition, every model suffers -1 BS.

6 Pea soup: Every model reduces its BS by -2 and maximum sight becomes 2D6". Any model unable to see a friendly model becomes despondent and is subject to the penalties for being *all alone*. This requires an immediate Leadership test.

thunder and lightning

Black clouds roll ominously across darkened skies. Those with the witchsight reel off portents foretelling this nasty weather signals an untimely demise.

Roll 3D6 at the beginning of each turn.

3D6	Result
1-11	Nothing happens
12-15	Thunder
16-17	Lighting
18	It must be fate...

SPECIAL RULES

Thunder: The roar of thunder unnerves animals. Any ridden mount that is not subject to the *battle-trained* rule must pass a Leadership test or it is unable to move this turn. If any other animal fails a Leadership test (always taken using the Leadership of the animal, never a warband Leader) they won't be able to move or charge, will strike last in close combat and require a 6 to hit before any modifiers are applied.

Lighting: A random forest section or building is *set on fire* (see Fire Rules below).

Must be fate...: Determine a random warrior wearing a suit of armour (not Lamellar armour, toughened leathers, nor a helmet, or shield) who is not standing inside a building (ruins do not count) or cave. The warrior is struck by a lighting bolt and is immediately taken *out of action*.

Any models within 2" of that model are *knocked down* and suffer a Strength 4 hit, no armour saves allowed. This event only occurs once during a battle. If rolled again treat the result as *Lightning* instead.

Fire Rules

There are numerous ways of being *set on fire*. Fire Arrows may cause a model to be set on fire and torches may set houses on fire. Irrespective of the source the following rules should always apply.

The rules for setting models on fire are taken from "Ye Olde Curiosity Shoppe" (pages 84-87 Mordheim Annual 2002). The Burning house table is from the "The League of Ostermark" article (pages 34-39, Fanatic Magazine 1). Both articles are written by Nicodemus Kyme. This summary is no attempt to infringe intellectual property. The rules have been adjusted to the Border Town Burning setting and reprinted for convenience.

setting warriors on fire

Although the probability may be different (e.g. on a 5+ with a Brazier Iron, 4+ with Fire Arrows) the rules for a warrior that is *set on fire* are always the same.

SPECIAL RULES

Set on fire: Warriors *set on fire* 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.

setting buildings on fire

Very few types of equipment are able to set buildings/forests on fire. It must be specifically stated in the rules otherwise only models may be *set on fire*.

SPECIAL RULES

Set on fire: Torches, Brazier Irons and Fire Arrows can set buildings *on fire*. A model in base contact with a building may use a Brazier Iron (or Torch) to set it ablaze if it is neither shooting a missile weapon or engaged in close combat that turn. Fire Arrows can be shot in the Shooting phase at a building in order to *set it on fire*. They may also throw the torch/brazier iron up to 6" away to light a building but then the item is lost.

Irrespective of the way a building is to be *set on fire* consult the following table to determine what roll on a D6 is required to successfully start the fire.

Building	D6 result required
Wooden building	4+
Stone building	6+

Modifiers:

Torch, Fire arrows	+1
Fire bomb, Brazier iron & other items	No bonus
After Tempest/Hailstorm or during a Blizzard	-2

Note that during a *Tempest* or *Blizzard* nothing can be *set on fire* and the -2 modifier is applied after one of them set in and lasts for the rest of the battle.

If the model is inside the building (setting fire to furniture and other belongings) the fire starts automatically.

Burning houses: Once a building is lit roll a D6 at the start of each player's turn to see if the fire is spreading. Add +1 to the dice roll for each turn the fire has been burning.

burning house table

D6 Result

- 1 **Gone out:** The fire has sputtered out of its own accord. Do not make any further rolls on the table.
- 2-5 **Rising Flames:** Flames and smoke are rising quickly. Any model within 2" and inside the building must take a Toughness test. If they fail, they suffer D3 Strength 2 hits with no armour save possible, as they succumb to smoke inhalation and minor burns. Anyone wishing to enter the building must pass a Ld test to do so.
- 6 **Raging Inferno:** The building is totally ablaze. No model may enter the building and anyone within 2" and inside takes D3 Strength 3 hits from the flames and burning debris. Any model wishing to get out of the building must pass an Initiative test or it will stay trapped within.
- 7+ **Collapse!** The building collapses, its timbers finally giving way as the fire engulfs it utterly. Any model inside the building (and not *stunned*) must pass an Initiative test to escape (*knocked down* models suffer -1 to their Initiative for the purpose of this roll). Any model who fails to escape is crushed by the falling debris and taken *out of action*. The building now counts as impassable terrain.

setting forests on fire

SPECIAL RULES

Set on fire: Forests follow the same rules for being *set on fire* as buildings (see above) and any item that can set buildings on fire can also be used on forests. Roll on the following table.

Forest section	D6 result required
Rotting trees	2+
Normal forest	4+

Modifiers Same as chart across leaf

Burning forests: Any model within 2" of a burning forest section suffers D3 Strength 3 hits with no armour saves allowed.



Perilous Phenomenon

These are a selection of random happenings. They are similar to those which can be found in the Mordheim Annual.

At the start of each player's turn, roll a D6. If the result is 1 then roll a D66 to determine which event takes place. Once an event has occurred, no further happenings take place so don't make any more rolls.

Some happenings take place in a forest or swamp. If there is no terrain feature of this type simply roll again on the chart.

monster encounter tables

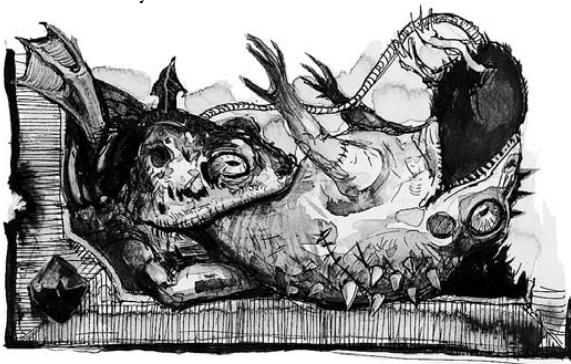
The following tables are used to determine what kind of monsters a warband might encounter during random happenings, results on the exploration charts or for other purposes. Roll 2D6 on the corresponding table for the region your warband is in. Rules for the monsters can be found in the Bestiary of the supplement.

northern wastes

2D6	Result
2	Daemon Prince
3-4	D3 Servants of Chaos. Roll a D6: 1-2 Possessed, 3 Horror, 4 Daemonette, 5 Plague Bearer, 6 Bloodletter
5-6	D3 Ice Bears (see Bear)
7	1 Warrior of Chaos, 2D3 Chaos Marauders
8-9	D3 +1 Ymirs
10-11	Norse Shaman (Hired Sword)
12	Chaos Spawn

the steppes

2D6	Result
2	Chaos Ogre
3-4	D3 Chaos Centaurs (Hired Sword)
5-6	D3 Gors, D3 Ungors
7	D3 Hobgoblin Scouts (Hired Sword)
8-9	2D3 Chaos Marauders
10-11	Troll. Roll a D6: 1-3 Troll (see Annual 2002, page 11), 4-6 Chaos Troll
12	Hydra



mountains of mourn

2D6	Result
2	Giant
3-4	D3 Ogres
5-6	D3 Orcs, D3 Goblins
7	D3 Hobgoblin Scouts (Hired Sword)
8-9	D3 Sabretusks (see Maneaters warband)
10-11	Rhinox (see Spoils of War)
12	Dragon Ogre

cathayan borderlands

2D6	Result
2	Pyromaniac (Hired Sword)
3-4	D3+1 Terracotta Soldiers
5-6	D3 Bears
7	D3 Wild Boars
8-9	D3+1 Chaos Marauders
10-11	D3+1 Monkey Warriors
12	Temple Dog (see Spoils of War)



random encounters chart

D66 Result

11-15 Is it some kind of a monster? *Someone or something draws near!*

Roll on one of the four Monster encounter tables to see what the warbands run into. Place the encountered non-player model(s) as described in the Bestiary. The non-player models will always attack the nearest model that's not been generated by this random encounter. If the attacked model is already engaged in close combat, the non-player model will attack both close combat participants dividing any attacks evenly among opposing models if possible.

16 Desertion

All this gallivanting around in foreign lands has finally taken its toll on the less heroic warriors.

One randomly determined non-animal henchman from each warband must pass an immediate Ld test or be removed from the players roster.

21 Earthquake

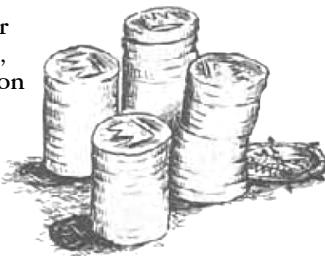
Powerful magical energies from the Northern Wastes shake the local landscape. The ground heaves and buckles violently and warriors find it hard to keep their footing.

Roll a D3 to determine how many turns of the game 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.

22 Scandalmonger

An informant is selling a chart that reveals the whereabouts of the Chaos Dragon's lair.

The chart can be bought for D3x25 gold crowns. If paid, roll a D6: 1-2 the information was lies and is useless, 3+ from now on the warband may choose to play the "Chaos Dragon Hunt" scenario. If the scenario has already been played, ignore this event and roll again.



23 Greedy Find

The life of the average henchman is fraught with daily dilemmas.

One of the warbands' henchmen chances upon a precious gem embedded in a monument. Determine which warband makes the find, and then randomly select the henchman who prized it free. On a successful Ld test the gem is handed over to the leader and 2D6+10 gold crowns are added to their stash. On a failed test the henchman embezzles the fruits of his find and is relieved of duty before the next battle for his folly. Strike him from the warband's roster.

24 Swamp Flies

The local swamps are infested with bugs and flies!

Every model standing in a swamp section suffers a -1 to hit modifier in close combat, and -1 to hit in ranged combat. Note that these modifiers are not cumulative with any skills or mutations that are based on flies that distract other models.

25 Butchered Bodies

A discovery of horribly mutilated corpses is made. They look more undead than human.

Every model in a randomly determined swamp section that is not *immune to fear*, has to pass an *all alone* test, or flees from the swamp section with full speed to the closest board edge. Once the model passes its rally test, it can re-enter the section if it wants to. Every model who wishes to enter the section has to take a test too, if failed it will end its turn in front of the swamp. Mark the section.

26 Maddened Sow

A wise Catbayan farmer once said, 'never cross paths with a wild sow, protecting its litter!'

A model standing in a forest section and 8" away from another model is attacked. Use the rules for Boars from the Bestiary. Due to its rage the animal is *immune to fear*. The sow counts as charging.

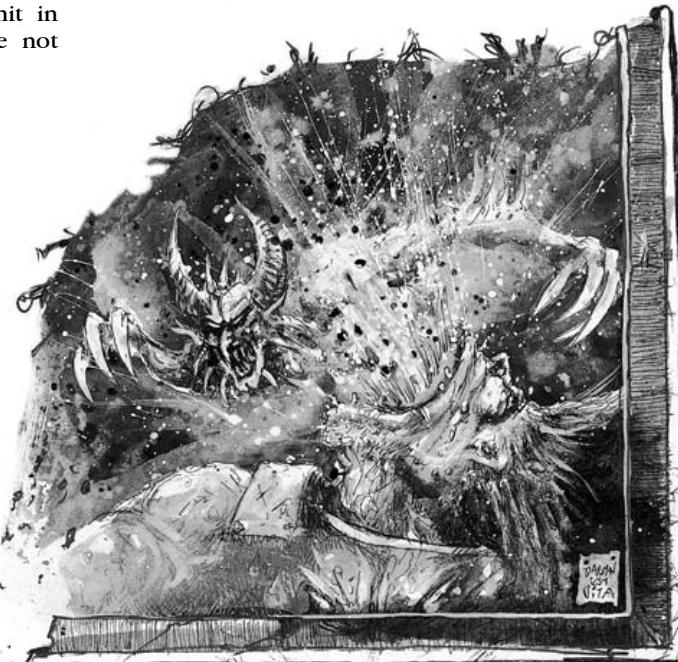
If an animal or ghoul kills the boar, it will spend D3 turns feeding on the corpse.

31 Curious Bloom

An unusual specimen of vegetation catches a warrior's eye in the heat of battle.

A random hero model standing within 2" of a forest section, who is not subjected to *frenzy* or *stupidity*, neither *knocked down* nor *stunned* and not engaged in close combat, must roll on the following table.

D6	Result
1	Haunted Oak: Place a man-eating oak in base contact with the model. See Bestiary for further rules.
2	Flesh Vines: Place a carnivorous plant in base contact with the model. See Bestiary for further rules.
3	Poisonous Fruit: Ld test or roll D6: 1 knocked down, 2-5 stunned, 6 out of action.
4	Strange Plants Ld test if not <i>immune to psychology</i> or roll a D6. If succeed may choose to roll though. 1 stunned, 2 knocked down, 3-5 nothing happens, 6 gains one Healing Herbs
5	Spider Spittle: The Hero finds small animal carcasses bearing D3 doses of the poison toxin.
6	Bed of Fungus: The Hero finds D3 -1 portions of Mad Cap Mushrooms.





32 Mutated Trees

Trees are starting to grow evil faces on their bark! Their branches are starting to move, and they laugh with a grim voice. Every model standing in a random forest section are getting a single S3 hit immediately and at the beginning of their recovery phase, as long they are standing inside the forest section. Because the models are shaken by fear (and those who are not, just want to get out of it) may ignore the rule of difficult terrain, and move with normal speed out of the forest section.

33 Old Well

The leftovers of an old well, surprises a passer by.

A random (not *large*) model takes a single S3 hit. Down the well he finds the equipment of his unlucky predecessor who broke his neck. If the model was not taken *out of action* due to the fall, roll a D6 to determine what it finds.

D6 Item

- | | |
|---|--------------------------------|
| 1 | a rusty sword - worth nothing! |
| 2 | 2 daggers |
| 3 | a wallet filled with 10 gc |
| 4 | a sword and a shield |
| 5 | a long bow |
| 6 | a light armour |

Luckily the well is filled with ivy. The model can try to escape from the well by climbing at the beginning of its next turn. It has to pass a single Initiative test. If it fails, it will stay another round in the well. If it passes, it escapes from the well and can move no further this turn, however it can use magic.

Note that a player can decide to let the model stay in the well if he wishes. A model remaining in the well cannot be attacked or affected by any spell or ranged weapon. It is completely out of sight. It cannot perform any action in the well except for climbing.

34 Bog Octopus

Slime encrusted tentacles burst from the murky waters.

The model standing closest to the largest swamp or water feature is attacked by a Bog Octopus. Re-roll this result if there is no appropriate scenery. If the victim fails a strength test, the model is dragged under any available water. It is considered drowned taken and will be taken *out of action*. The player will need to roll for injuries at the end of the game.

35 Hot Hail!

Suddenly piercing hailstones falls from the sky.

The hailstorm lasts D3 rounds. See Forces of Nature for details.

36 Sling Trap

A careless warrior has fallen victim to a perfectly concealed sling trap.

One randomly determined model (roll again for mounted models) standing in a forest section is pulled up a tree, but manages to untie itself. Unless the model has learned the *Acrobat* skill it is automatically *knocked down*, even if any rules prevent the model from being so.

If an animal fell victim to the trap, it cannot untie itself, and is considered to be taken *out of action* and at the end of the battle, it only survives on a 4+ instead of 3+. The 4+ chance demonstrates that the animal is not found by its warband, but by the hunter who set the trap.

41 Contamination

A diseased wolf pounces upon an unwary individual who do their best to fend off the contagious animal.

See Wolf, Bestiary. Randomly determine which model is attacked.

Contagion: If a model is wounded it must make an immediate test on its Toughness stat unless it is *immune to poison*. If the test is failed, the model counts as being infected with Manticore Spoor (see Spoils of War). It must roll a D6 at the beginning of its turn: On a roll of 1 the poisoned model loses one wound. On a roll of 6 the poison's effect ends and the model has to test no more.

42-43 Belandysh comes!

Belandysh, the Condemned Champion of Tchar, enters the battlefield.

Use the Warhammer scatter dice to determine a random point at one side where Belandysh is placed. He follows the rules for non-player models described in the Bestiary. If any model is already in possession of the Chaos Broadsword of Damnation, re-roll on this chart.

If any model is already in possession of the Greatsword of Damnation, re-roll this event.



44 Storm/Blizzard

A storm arises.

For the next D3 turns apply the following weather conditions: *Gale* and *Tempest*. In addition, roll a D6: on a score of 4+ apply also *Thunder* and *Lightning*. Note that for scenarios in the Northern Wastes *Tempest* is replaced with *Blizzard*.

45 Ooops!

The ground here is uneven causing folk to stumble.

A random model that is not engaged in close combat is *knocked down* if it fails an Initiative test. However, it may make a Ld test to identify the obstacle as a healing herb. If the test is successfully passed, add one healing herb to either the warband's stash (in case of a Henchman model) or to his equipment (in case of a Hero).

46 Lava Tunnels

The ground shakes and molten rock bursts from the earth all across the region.

For the rest of the battle each player rolls a D6 at the beginning of his or her turn. On a score of 1 the earth splits beneath one of the player's random models and they are sprayed with lava. They must pass an Initiative test or be hit with a Strength of 4. If the model is wounded roll another D6: on a score of 4+ it is *set on fire*.

51 Blaze!

Suddenly, a landmark bursts into flames, ignited by smouldering embers from a fire thought extinguished long ago.

One of the pieces of terrain (building, forest, etc.) chosen at random is affected. Any models inside take a Strength 3 hit unless they move outside in the same turn and any models within 2" of the terrain's edges take a Strength 2 hit from the smoke and heat unless they move further away as well. For the rest of the game, the terrain piece itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a test exactly as if they wished to charge an enemy causing *fear*.



52 Fountain of Blood

The Chaos-infested area itself seems to weep as even more blood is shed on the ground.

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.

53 Screaming Trees

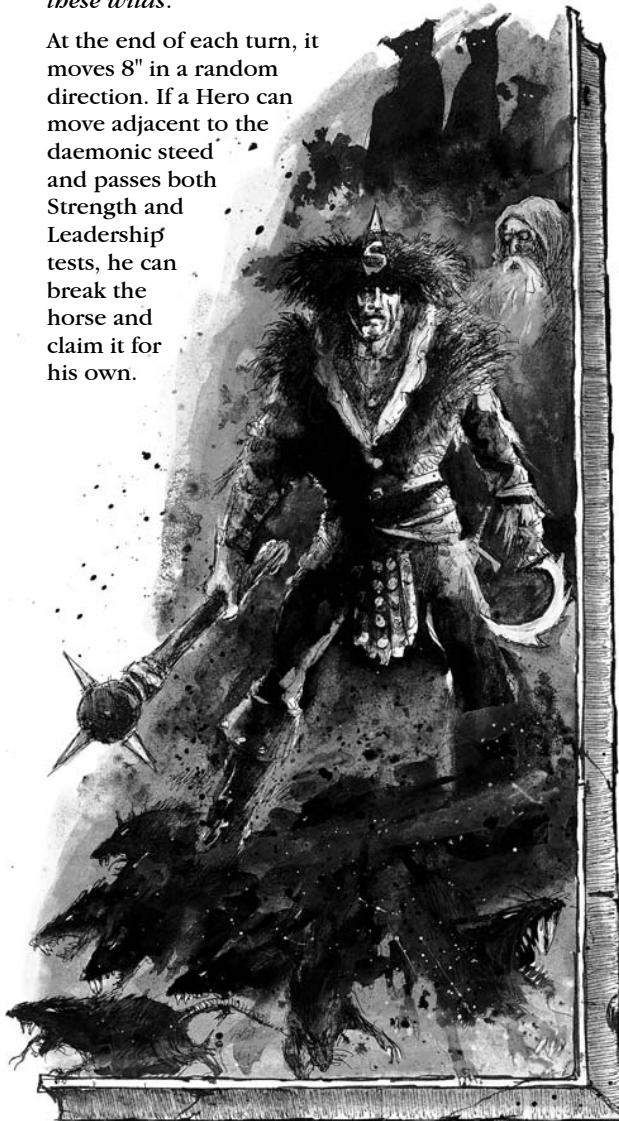
Faces appear in the walls and the trees.

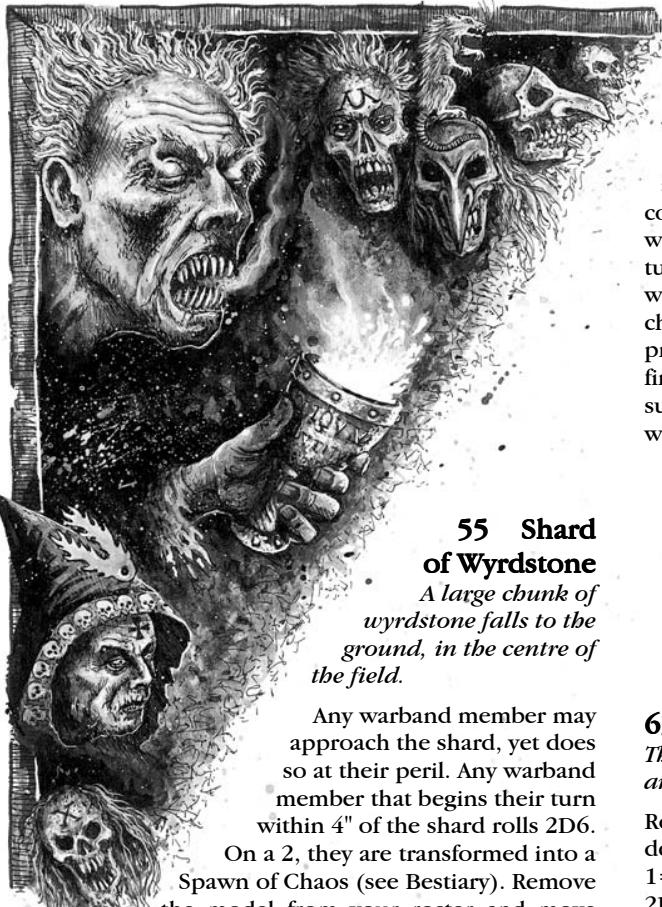
One randomly determined piece of terrain starts to emit a piercing shriek. Any warband members within 8" of the piece take a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Wizards and Priests are even more sensitive to the noise than others and so no spells or prayers may be cast from within this radius. Roll a D3 to determine how many turns of the game the screaming lasts.

54 Daemonic Steed

A wild daemonic horse is loose in these wilds.

At the end of each turn, it moves 8" in a random direction. If a Hero can move adjacent to the daemonic steed and passes both Strength and Leadership tests, he can break the horse and claim it for his own.





55 Shard of Wyrdstone

A large chunk of wyrdstone falls to the ground, in the centre of the field.

Any warband member may approach the shard, yet does so at their peril. Any warband member that begins their turn within 4" of the shard rolls 2D6.

On a 2, they are transformed into a Spawn of Chaos (see Bestiary). Remove the model from your roster and move the spawn at random. On a 12 they permanently gain a random mutation (see page 76 of the Mordheim rulebook). Any warband member that can reach the wyrdstone may spend a turn chipping D3 shards from it. Due to its volatile nature, no warband member will stay long enough to make more than one roll.

56 The Old Crone

A withered looking old hag is stumbling around on her crook.

Randomly determine which terrain feature she inhabits. For 3D6 gold crowns she will work a miracle or a malediction once per turn. If paid by a Hero, roll a D6 to determine which she chooses.

D6 Result

- 1 **Cursed:** The approaching model is cursed instead! The warrior decreases a randomly determined characteristic by -1 permanently from the curse.
- 2-3 **Hex:** The crone places her malady on a Hero chosen from another warband. Treat it in the same way as a curse given above.
- 4+ **Miracle:** By using magical means the hag is able to lift any curse, heal any lost wounds, cure any mutation or remove a serious injury from a Hero of your choice.

61 Plane of Chaos

The land swirls about and swallows itself.

D3 random terrain pieces are removed. Any warband member on such a terrain piece must pass an Initiative test or be swallowed up with the terrain. This counts as being taken *out of action*.

62 Runaway Wagon

A blazing caravan wagon comes barrelling through.

The wagon appears from a random table edge. The horses are frantic and will run in random directions at the end of each turn. Any warband can gain control of the flaming wagon by boarding it with a warrior. It takes at least two warband members a full turn to put out the fire. At the end of the game, whoever is in control of the wagon may roll on the chart below if the fire had been put out. The different probabilities represent the merchandise catching on fire. Note that human warbands also get to keep any surviving draft horses and may use them either for the wagon or as riding horses.

D6 Result

5+	D3 Cathayan Silk Cloaks
5+	Tome of Magic
4+	D3 Longbows and D3 quivers of Hunting Arrows
3+	D3 Swords
Auto	Wagon

63 War of the Gods

The eternal battle between the Ruinous Powers rage and two old rivals descend upon this very battlefield.

Roll a D6 twice, ignoring 5-6 and duplicates, to determine which gods are involved in this battle: 1=Khorne, 2=Slaanesh, 3=Nurgl, 4=Tzeentch. Roll 2D6 for each leader of a warband affiliated with those gods. On a 3+ he gains the following until the end of the game: Khorne=+1 Strength, Nurgl=+1 Toughness, Tzeentch=+1 Leadership, Slaanesh=+1 Attacks, as well as *hatred* towards the opposing god. On a 2 he mutates terribly and becomes a Spawn of Chaos under his player's control permanently. If the warband does not already include a Spawn, they may keep it, otherwise it is abandoned after the battle.

Note: Although usually technically irrelevant, Norse Beastmen and Possessed may pick a God beforehand.

64 Blessings of Father Nurgle

A wave of nurlings comes swarming onto the battlefield. Prancing and cavorting, these little devils jaunt about dropping presents at the feet of their victims.

Each Hero in a warband may immediately elect to open one such present, and if so, rolls on the table below:

D6 Result

- 1 **Sickness:** -1 to all characteristics (except Wounds) for the remainder of the game.
- 2 **Fatigue:** -1 Movement, may not run (but can still charge) for the remainder of the game.
- 3 **Sweets:** Nothing but candy, enjoy!
- 4 **Treats:** D3 pieces of treasure/wyrdstone.
- 5 **Tricks:** The warrior permanently gains a random mutation (see page 76 of the Mordheim rulebook).
- 6 **Blessing:** The Fly Lord's attention has been drawn to this Hero. Choose one of the Blessings of Nurgle (see page 66 of the Empire in Flames supplement).

65 Suffocating Heat

An unnatural heat arises making the use of armour almost unbearable.

All models wearing light or heavy armour (including Ithilmar, Gromril, Cathayan Plate, etc.) suffer a penalty of -1 on their Movement and -1 Leadership. Undead and other models that are *immune to psychology* are not affected by the heat either. The heat lasts for D6 turns.

66 A Time When Man Became Beast and Beast Became Man...

A corruptive wave of pure Chaos power sweeps across the battlefield.

Roll 2D6 for every warrior (not including animals, large or gigantic models) on the table. On a roll of 2 or 12, they transform into a Gor. If the transforming model was carrying any ranged weapons, it loses them. Their profile remains the same, except for that their Movement is set to 5 and their maximum stats equal those of a Gor (see Mordheim rulebook). If any stats are above this, they are lowered immediately.

Roll a D6 for every animal on the table. A roll of 1-2 transforms them into Warhounds of Chaos (see Bestiary).

Undead (Vampires, Liches, Grave Guards, Wights, Zombies, Skeletons, Dire Wolves, etc.) are immune to this effect and will never transform.

Any warband members transformed into Gors or Warhounds will continue to serve a Chaotic warband (Marauders of Chaos, Beastmen, Norse Explorers, Carnival of Chaos, Cult of the Possessed, etc.). Otherwise they count as non-player models for the rest of the game.

After the battle every Hero gets one attempt to recover from the transformation by passing a Leadership test. If the test is failed, the model remains a Gor and either leaves the warband or stays if it is a Chaotic warband. If the test is passed successfully the warrior can maintain his humanity but is forever tainted with the influence of Chaos. Roll on the following table to determine the mutation's enduring effect.

D6 Result

- | | |
|-----|---------------------------------------------------------------------------------------------------------------------------------|
| 1 | Stupidity: The warrior suffers from <i>stupidity</i> . See the Psychology section for details |
| 2-3 | Resilient: The warrior resists the effects. |
| 4 | Cloven hoofs: The warrior gains +1 Movement. |
| 5 | Hideous: The warrior cause <i>fear</i> . See the Psychology section for details. |
| 6 | Daemon soul: A daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers. |

Members of Witch Hunters, Sisters of Sigmar or similar fanatical warbands will be immediately abandoned by their warband, if not burnt! The other results can be kept secret by the marked warrior and they may stay.



Beasts of the East

This chapter describes the rules for including all the wild animals, carnivorous plants and horrifying monsters that a warband is likely to encounter when travelling from the Cathayan borderlands to the Northern Wastes and back. These creatures' profiles and descriptions are used when a player's roll on the Random Happenings list results in an Encounter or when monsters appear in a certain scenario.

positioning

Non-player models must be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group (if any) at all times. They must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. If a certain player caused the models to appear (e.g. by rolling a random encounter) he places them, but note that they cannot initially be placed within 12" of any warband models.

alignment

Not all creatures and warriors the warbands possibly come across are necessarily hostile – even though most are! Some might even join one side for the remainder of the battle.

Unless specified differently (e.g. in the scenario description where a certain alignment might be specified) roll on the following table to determine the models' alignment. For a group of non-player models roll once only.



D6 Result

- 1 **Passive:** The model remains stationary until it is attacked and hit by any warband. From then on it is hostile.
- 2-5 **Hostile:** The model is hostile and moves as described under "monster turn" below.
- 6 **Allies:** If the model is of the same race as a member of one of the warbands (including Hired Swords) it will serve them for the duration of this battle. e.g. Gors may be allied with a Beastmen warband. If the model could join more than one warband, determine which it joins at random. Otherwise it is hostile.

monster turn

All non-warband creatures have a turn of their own. This includes all models that are not under the control of any player. Unless there has already been a separate monster turn installed, the monster turn is right before the next turn of the current player in whose turn the non-player models appeared (i.e. after all players got one more turn). If the monsters are part of the scenario rules, then the monster turn is after the last player's turn. Note that the monster do not form a warband of their own and do not have to make Rout or All alone tests.

MOVEMENT

Non-player models will always travel as quickly as possible (without running) towards the nearest visible warband model and charge them when possible. 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. However, they will never climb the sides of a building to get to a warband member.

If no warband models are visible then the non-player model will make its approach towards the nearest other non-player model as quickly as possible. If no models are visible the non-player model moves in a direction determined by a roll on the scatter dice.

CLOSE COMBAT

The non-player models will divide their attacks evenly among all enemies in base contact. Randomize targets when necessary.

allied non-player models

After a battle in which a non-player model allied with a warband, that warbands leader can take a Leadership test to see if the non-player model can be convinced to join the warband. If he passes the test the model joins the warband.

If a group of non-player models allied with the warband, the warband leader has to pass a Leadership test for each of the models.

If the non-player model is of the same type as a Henchman type of that warband, it forms a new Henchman group consisting of that one model with the weapons and armour described in the Bestiary and 0 Experience. If multiple non-player models of the same type join the warband at the same time they form one Henchman group. The warband must still follow the maximum number of warriors and the new warrior may not cause the warband to exceed that number.

If the non-player model is of the same type as a Hired Sword, the warband may add the model as a Hired Sword for no hiring fee. Note that the maximum number of one Hired Sword of each type still applies.

If the non-player model does not match the criteria for either a Henchman or a Hired Sword, then it joins the warband as an Ally.

Animals which 'May be Allied' with a warband don't need to be subject to Leadership tests after battles. They are simply added to the warbands roster. The same goes for the Hydra with the Dark Elf Beastmaster or when a Chaos Dwarf, Dark Elf or Marauder Hero has the *Beastmaster* skill.

recruiting allies

This section introduces Allies – wanderers or monsters – to Mordheim campaign games.

Allies don't belong to the warband they fight with. This means they do not count towards the maximum number of warriors or Heroes in the warband and don't affect your income from selling treasures or wyrdstone shards. A player cannot buy extra weapons or equipment for Allies, and he cannot sell Allies weapons or equipment. You may not use the Leadership of any of the Allies for Rout tests.

An ally increases the warband's rating by +25 points. Allies never gain experience.

Allies who are *out of action* at the end of a battle are removed permanently from the roster sheet on a D6 roll of 1-2. On a roll of 3-6 they can fight on the next battle if they can be convinced to remain with the warband.

After a battle in which an Ally fought with a warband, that warbands leader may take a Leadership test to see if the Ally can be convinced to remain with the warband. If he passes the test the model remains with the warband for the next battle. If he passes the test with a score of 2 the Ally makes a pact with the warband. The model remains with the warband until death! No further tests are required.

daemons

All creatures from the Bestiary with the *Daemonic* special rule are subject to the following rules:

SPECIAL RULES

Immune to poison: Daemons are *immune to all poisons*.

Immune to psychology: Daemons are *immune to psychology*. They automatically pass any Leadership tests they are required to take.

Cause fear: Daemons are monstrous creatures that cause *fear*.

Daemonic aura: Daemons have natural armour saves of 5+. This save is negated by magic weapons and spells. Daemons' attacks are considered as magical.

gigantic monsters

The biggest and most dangerous monsters in the Bestiary have the *Gigantic Monster* special rule. These monsters are subject to the following special rules:

Huge Beast: This monster is amongst the largest creatures in the world. Any model may shoot at it with a +2 'to hit' bonus, even if it is not the closest target.

Skull of Iron: This creature's head is much too thick for normal blows to penetrate. Therefore it treats a *stunned* result as *knocked down* instead.

Staggered, but not down: Mighty blows will rock the monster, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the monster receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

+1 For Wounding: Irrespective of the scenario conditions, any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.



Bestiary

bear

Seen by Kislevites as the very epitome of the noble savage, it is a great status symbol for a lord to mount such a beast, even if those half-tame specimens are as dangerous to the keeper and his troops as they are to their foes. A hefty sum of gold crowns is invested on attaining and nurturing a suitable cub. Such is the value of a prize specimen.

Ice bears hunt reindeer, ice elk and any livestock that crosses its path. It is not above attacking solitary humans or even small groups if hungry. By contrast there are fanciful tales told in taverns of shaggy behemoths which came to the aid of a stranded adventurer, or defended warriors from the onslaught of beastmen raiders.

Bears that wander south from the Chaos Wastes are the most dangerous of all! In extreme cases there is little difference between a bear and chaos spawn.

May be Allied: Marauders, Norse and Mercenary warbands may ally with Bears. One of the Heroes must have the *Bear Handler* skill

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	2	2	2	6

Weapons/Armour: Bears fight with claws and teeth.

SPECIAL RULES

Animal: Bears of all sizes are counted as animals.

Fear: A charging bear is a very scary sight indeed! A bear causes *fear*.

Woodland Dwelling: Bears are creatures of the deep, dark forests. They suffer no movement penalties for moving through wooded areas.

Don't come too far south, not normally. Saw one outside Ostermark a couple o' years ago, durin' that big freeze. Twice the size of a brown 'un, teeth as long as ye arm. All ye could see o' it when it weren't movin' was nothin' except two pitch black eyesockets. Killed three o' us 'fore we knew it were there 'un its hide tough as chainmail. Lost two more men tryin' to kill it 'un that were a shame, cos it seemed no way me 'un Heinrich coulda carried the buggers body back to Hocksenheim. Herr Dalton an' I got a pretty pfennig for its hide though.

— ENDELHORN MORGAN,
HOCHLAND POACHER

bestigor

Bestigors are the best warriors among the Gors. They often form a bodyguard for the tribe's chieftain..

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Bestigors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	4	4	1	3	1	7

Weapons/Armour: Roll a D6: 1-2 Sword and dagger; 3-5 Halberd, dagger and light armour; 6 Double-handed axe and heavy armour.



bloodletter

Born of pure malice with one simple agenda be they friend or foe. Strong, skilled with a blade and a berserker like rage, they exist only to kill and they shall keep killing. These are the lesser daemons of the Skull King.

Bloodletters are bestial fiends whose only desire is to shed blood on the battlefield in the name of their raging patron Arkbar.

May be Allied: Warband leaders with the Mark of Arkhar may ally with Bloodletters

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

Weapons/Armour: Bloodletters fight with a massive double-handed sword.

SPECIAL RULES

Daemonic: Bloodletters follow the special rules for Daemons as described above.

Magical Resistance: Bloodletters ignore magical effects (spells, magic weapons, etc. — no other Daemons' attacks, though!) on a roll of 4+.

Frenzy: Bloodletters are subject to *frenzy*.

carnivorous plant

Like all the wild places in the Old World, Cathay and the surrounding lands has enough dangerous creatures to kill a cautious man fifteen times, but it also has enough plant-life to kill that man a further twenty times. Old soldiers who pride themselves in surviving the wilds at home and spotting even the most dangerous of plants in a second all too often fail to see some of the east's dangers. Though there are many such plants, two are the most common.

The Blow Singer is harmless looking enough and very, very pretty, but what makes it dangerous is when the wind blows. The air shifts the petals on the breeze and that makes a sweet singing noise. Those who have heard it say that it is as if Shallya herself is singing a hymn to beauty and the effects are lulling enough to cause a stupor in many a person. The real danger is for those who come too close, for the plant feels the shift in the wind, as the observer blocks the air current, stopping the singing. At that moment, a fine dust is blown from out of the flower on to the victim. The dust can be wiped off, but even the slightest contact with bare skin causes the lethal effect, for the dust is the seed of the flower, which buries itself under the skin of the victim. As they travel on, their skin becomes itchy after a couple of days and they start to become numb and slowly settle into a mental stupor. After five days, they start to become very sleepy, until they settle to the ground. From under the skin, buds and growths burst and the victim takes root, their flesh slowly being digested away, leaving only a newly growing Blow Singer. Inside of a week from initial contact, a victim has become another plant, ready to continue the cycle. The only cure is for the skin to be immediately washed in water, and then rubbed with vinegar until red and raw. This does hurt, but the victim is almost guaranteed to live.

The second such plant is the Bone Cruncher. It's a bush with sweet blue berries that taste foul if eaten. The berries are also toxic and kill within seconds, leaving a body within inches of the bush. Vines and tendrils creep out of the bush and drag the body into it, where the toxins from the berry go to work dissolving the skeleton of the victim. These seep from the body and feed the bush over the course of a month, leaving the entangled, de-boned corpse on the vines to be picked away at by the birds and vermin.

May be Allied: None as they're rooted to the ground!

Profile	M	WS	BS	S	T	W	I	A	Ld
	-	2	-	2	1	2	1	3	-

Weapons/Armour: Animated branches.

SPECIAL RULES

Immune to Psychology: The Carnivorous Plant is immune to psychology and automatically passes all Leadership based tests.

If you are not already using the optional rules for escaping from combat, we suggest that you at least allow them for warriors engaged in close combat with carnivorous plants and man-eating trees. Since they cannot move due to their rootage its only logical to assume that a warrior will step back when the situation becomes too dangerous for him.

champion of chaos

Once a gifted chieftain has proven worthy of his god's attention he will continues to be rewarded by his patron for as long as he is victorious on the battlefield. After devoting years of service only the greatest warriors are elevated to the position of champion. This is only the beginning of the long path towards daemonhood. One Champion is more than equal to a company of the finest trained swordsmen.

May be Allied: The Scion of Chaos may ally with Chaos Champions.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	7	3	5	4	2	6	4	8

Weapons/Armour: The champion carries a great axe (see Marauders of Chaos warband special equipment). He wears a helmet and Chaos armour.

Skills: Step Aside, Mighty Blow, Resilient and Sweeping Blow.

SPECIAL RULES

Mark of Chaos: Determine the Champion's Mark at random rolling a D6: 1-2 Mark of Chaos Undivided, 3 Mark of Tchar, 4 Mark of Arkhar, 5 Mark of Onogal, 6 Mark of Shornaal. See the Marauders of Chaos warband list for the effect of the leader's mark.

chaos dragon

These monsters of Cathay are far more serpentine than their lumbering old counterparts. Their scales shimmer madly in ways to entice opponents down damned paths and behind this facade of glamour lays horrible truths.

Once the proud and noble rulers of the skies, now split, shredded and sundered from others of their kind by the forces of change. Terrible two-headed Dragons feel the call of the gods as much as all other creatures of Chaos, and some have been known to join the armies of the north as they march to war.

May be Allied: None may ally with Chaos Dragons.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	6	0	6	6	6	3	6	8

Weapons/Armour: Two heads with teeth and claws

SPECIAL RULES

Fear: Chaos Dragons are amongst the most monstrous Chaos beasts and therefore cause fear.

Scaly skin: The tough scales of the Chaos Dragons give them a 3+ armour save.

Fly: Chaos Dragons triple their Movement when running and ignore terrain when moving.

Breath Weapons: Chaos Dragons have two different breath weapons: one head breathes fire (Strength 4) and the other corrosive gas (Strength 2, save modifier -3). The dragon always uses both attacks each turn (use the Small Flame Template from the Mordheim Annual 2002, p. 34).

Gigantic Monster: A Chaos Dragon is a *Gigantic Monster*.

Chaos marauder

Savages of the northern wastes live a brutal existence among warring tribes. Devout worshippers of one or all of the dark gods Marauders are wild uncivilized barbarians. They raid bordering countries seeking glory for the ruinous powers, sacrifices, riches and a way to advance in power.

May be Allied: Marauders, Norse, Carnival of Chaos and Possessed warbands may ally with Chaos Marauders.

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

Weapons/Armour: Chaos Marauders fight with an axe and a shield.



Chaos ogre

Tainted with an extra limb, growth defect or perhaps a second head by the warping influence of Chaos, these brutish mutants are wilder than their southern counterparts. They live for war and bloodshed so they join any chaotic warband willingly.

May be Allied: Maneaters, Chaos Dwarfs, Marauders, Norse, Carnival of Chaos and Possessed warbands may ally with Chaos Ogres.

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

Weapons/Armour: Chaos Ogres fight with a sword and a club and wear light armour.

SPECIAL RULES

Fear: Chaos Ogres are large, threatening creatures that cause fear.

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

Chaos troll

Warriors know them by their smell. Possibly the dumbest sentient beings in all of the Chaos wastes, these the strongest breed among troll kind combine the very worst physical aspects – uncontrolled mutation, rancid stench, near mindless intelligence and a wanton ability to destroy.

Trolls care nothing for the goals of chaos, nor do they understand the worth of gold. A troll's upkeep represses the copious amounts of food that must

be fed to the Troll in order to keep him loyal to a warband. If its hunger cannot be sated a Chaos Troll wanders off in search of food.

May be Allied: Maneaters, Chaos Dwarfs, Dark Elves, Marauders, Norse, Carnival of Chaos and Possessed warbands may ally with may ally with Chaos Trolls.

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

Weapons/Armour: Chaos Trolls do not require weapons to fight but usually carry a big club.

SPECIAL RULES

Fear: Chaos Trolls are frightening monsters which cause fear.

Stupidity: A Chaos Troll is subject to the rules for stupidity.

Regeneration: Chaos Trolls have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Chaos Troll roll a D6, on a result of 4 or more the wound is ignored and the Chaos Troll is unhurt. Chaos Trolls may not regenerate wounds caused by fire or fire-based magic.

Vomit Attack: Instead of his normal attacks, a Chaos Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

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

Daemon prince

Fearsome creatures of natures foul beyond reckoning. Some were once mortal men who became corrupted and trod the longest path to reach power eternal. Mightier than any lesser daemons their will allows them to command and barely beneath those whom they worship. Those who face these beasts face certain death.

May be Allied: The Scion of Chaos may ally with a Daemon Prince but for every battle he fights the warband must forfeit -D3 campaign points.

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

Weapons/Armour: Two huge battle axes.

SPECIAL RULES

Daemonic: Daemon Princes follow the special rules for Daemons as described above.

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

Fly: Daemon Princes triple their Movement when running and ignore terrain when moving.

Mark of Chaos: Determine the Prince's Mark at random rolling a D6: 1 Mark of Tchar, 2-3 Mark of Arkhar, 4 Mark of Onogal, 5-6 Mark of Shornaal.

Daemonette

These servants are lithesome beasts possessing a beauty most unnatural and barbaric. Scented in a musk that invites ecstasy and lust, they bring only sadism and death to those who seek their embrace. And there are many who pledge fealty to Shornaal.

May be Allied: Warband leaders with the Mark of Shornaal may ally with Daemonettes.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	0	4	3	1	5	2	8

Weapons/Armour: None.

SPECIAL RULES

Daemonic: Daemonettes follow the special rules for Daemons as described above.

Aura of Slaanesh: Daemonettes are surrounded by a near-tangible aura of seduction and acquiescence, distracting their foes. Any close combat opponent reduces his Ld by -1 (to a minimum of 2).

Dragon ogre

Rarely stirred from endless slumber is a beast that walks the earth upon the body of a dragon that is fused to an ogre-sized torso. Whatever force altered these monsters there is no denying their intelligence and power. Dragon Ogres hold no formal allegiances to anyone. Instead they choose to live a long life dedicated to serving the few whose goals suit them.

May be Allied: The Scion of Chaos may ally with Dragon Ogres on the condition that the warband leader bears a Mark of the Dark Gods.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	2	5	4	4	2	3	8

Weapons/Armour: Double-handed axe.

SPECIAL RULES

Fear: Dragon Ogres are large, threatening creatures that cause fear.

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

Scaly skin: Because of his scales a Dragon Ogre has a natural save of 5+.

Storm rage: Dragon Ogres are immune to all attacks and spells that are based on lightning (e.g. Chotec's Wrath from the Lizardman magic) and become subject to frenzy when hit by such attacks.

giant

Once, long ago, they lived above the clouds, but now wander the earth as drunken brutes. Even to Cathay giants travel from their mountain homes. Giants are a less than welcome presence. They always leave a long trail of accidental destruction in their wake.

May be Allied: Orcs & Goblins, Beastmen and warbands with the Lure of Fortune may ally with Giants.

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

Weapons/Armour: Trees, stones and similar huge makeshift weapons that count as a club.

SPECIAL RULES

Fear: Giants are threatening creatures that cause fear.

Attacks: Roll a D6 to determine which attack he uses: 1-2 Grabit!, 3-6 Tree strike.

Grab-it: The Giant reaches for the nearest model. Unless the model passes an Initiative test, the giant bites off the poor victim's head. Remove the warrior from the warbands roster.

Tree Strike: The Giant drags a tree from the earth. He uses it to launch a single attack that causes D6 Wounds if it hits.

Gigantic Monster: A Giant is a Gigantic Monster.



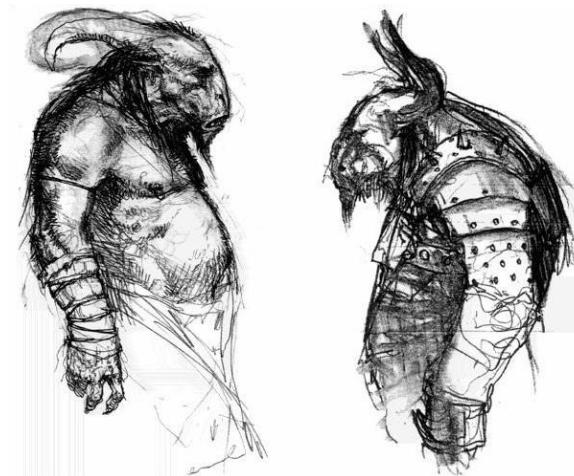
goblin

Often found lurking in canyons, chasms and grottos, goblins are the most ubiquitous of all greenskins. Badly equipped, they are usually used as walking shields to ward the orcs against a shooting enemy.

May be Allied: Chaos Dwarfs and Orc & Goblin warbands may ally with Goblins.

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

Weapons/Armour: Spear and shield.



gor

The most common type of beastman and recognisable by possessing large horns, this mixture of man and beast worships only those who have power. Too often beastmen occupy forests that lie deep in the heart of the most blessed regions.

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Gors.

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

Weapons/Armour: Axe and shield.

guard

Being tasked to stand watch over a person, item or location is a thankless job. More often than not, these mundane missions are granted to the lowest ranks. To get a measure of the importance or power of that which is kept in custody is to see how important or powerful the guard is!

Guards are working on a variety of duties in the borderlands. They protect the increasing number of trade caravans that travel the Silk Road or serve as city guards in the border towns.

May be Allied: The Celestial Protectorate and Merchant Caravans may ally with Guards.

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

Weapons/Armour: Dragon sword, helmet and heavy armour.

horror

The lowliest daemonic minion of Tchar, is yet the most apt to describe the Changer's abilities. For what a horror seems to be one second can be consumed and altered without a conscious aim or whim from the creature itself. Horrors are madness personified.

May be Allied: Warband leaders with the Mark of Tchar may ally with Horrors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	3	1	8

Weapons/Armour: None.

SPECIAL RULES

Daemonic: Horrors follow the special rules for Daemons as described above.

Fire of Tzeentch: Horrors can unleash the magical power of their creator. Roll 2D6 in their shooting phase: on a result of 6+ the nearest model within 12" is hit with a Strength of 1. If the Horror is engaged in close combat the Fire targets one random opponent in base contact.



Hydra

Possessing multiple serpentine heads, legends told in coach houses across the land tell that for every one head that is cut off, seven replace it! Massive and voracious, the hydra serves none save a few with the mastery who have learned to tame them utterly.

May be Allied: Chaos Dwarfs, Dark Elves and Marauders may ally with Hydras. One of the Heroes must have the *Beastmaster* skill.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	6	5	3	5*	6

Weapons/Armour: Many heads, many sharp teeth!

SPECIAL RULES

Fear: Hydras are terrifying monsters that cause *fear*.

Loss of Heads: The number of the Hydra's attacks equals its remaining wounds.

Regeneration: Hydras have the ability to re-grow their cut-off heads. Whenever an enemy successfully inflicts a wound on a Hydra roll a D6, on a result of 4 or more the wound is ignored and the Hydra is unhurt.

Gigantic Monster: A Hydra is a *Gigantic Monster*.

man-eating oak

Mutated flowers and plants become more common the further warriors venture north. Long thought to be a myth or joke, the unwary often fall prey to this monster. More than one unsuspecting soul has climbed its branches, right into its very maw not even knowing until it was too late.

May be Allied: None as they're rooted to the ground!

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

Weapons/Armour: Animated branches.

SPECIAL RULES

Immune to Psychology: The Man-eating Oak is immune to psychology and automatically passes all Leadership based tests.

monkey warrior

Whether they group together for similar reasons as more common beast herds, these monkey-men do seem more benevolent than their Old World counterparts, depicted more as tricksters and commen than blood-thirsty marauders. The forest denizens are able to fight using all four limbs, meaning these ape warriors have an unusual style of fighting. As dextrous as they are deadly, more movement is involved, using and interacting with the surrounding environment for any advantage it offers. It is a style that has been copied by Dragon monks, making for a more agile blend of blows from fists and feet.

If reported sightings of green apes in these parts are anything to go by then the creatures prefer to live in tight packs high up in the bamboo canopies. These lie

predominantly in the southern region, with patches across the centre of Cathay leading sparsely up to more northerly aspects. Whether the forests provide better protection or they congregate here because it is in their nature, rumours suggest that (opposed to normal) these could be monkeys that are mutating into men!

May be Allied: The Silent Threat may ally with Monkey Warriors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	3	3	1	5	2	7

Weapons/Armour: Monkey Warriors are fighting unarmed or with makeshift weapons such as branches or stones and suffer no penalties when doing so.

SPECIAL RULES

Lightning speed: The monkey warrior triples his Movement whilst running or charging and may run even when there are enemy models within 8".

Scale Sheer Surfaces: Monkey warriors can climb up or down a height equal to twice their Movement, and do not need to make Initiative tests when doing so.

"Some sorta Beastmen, was told they live in the south, but one time I seen 'em I was helping escort a caravan to Shangalang, or whatevah that place was called. Passed through this forest of stuff, Cathayan folk call it boobam or somethin', and we could see 'em hopping from tree to tree, pointin' down at us and talkin' that foreign gibber. I tells you, I ain't never been so pleased to see daylight than I was when we left that forest."

— ALBIOUS WAXFORTH, BODYGUARD

Ogre

Governed by only two ideals – how much they can eat and how soon, an Ogre is as dangerous a friend as they are an enemy. They march with a banner when they are paid to march under it and if they can eat a few of the enemy afterwards, the better the march.

May be Allied: The Lure of Fortune and Maneaters may ally with Ogres.

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

Weapons/Armour: Ogre club (see Maneaters warband special equipment) and 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.

Orc

Surly thugs of low intelligence and relentless cunning, they rampage wherever the urge takes them, or their warboss points. Larger and stronger than a man, the orc believes in might making right and the mightier you are, the righter you become.

May be Allied: Chaos Dwarfs and Orc & Goblin warbands may ally with Orcs.

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

Weapons/Armour: Axe, shield and light armour.

plaguebearer

Filthy, blight-ridden bodies of pus and mucus exist only to spread the plague fuelled blessing of Onogal. Even to breathe the same air as one disease infested daemon is to invite the most sickening malady.

May be Allied: Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may ally with Plaguebearers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	1	4	2	10

Weapons/Armour: None.

SPECIAL RULES

Daemonic: Plaguebearers follow the special rules for Daemons as described above.

Cloud of Flies: A Plaguebearer's close combat opponent suffers a -1 'to hit' modifier caused by flies that buzz into mouth, eyes and nostrils.

terracotta soldier

A legend in Cathay says that a Dragon Emperor pleaded with the God of Conflicts, for an unstoppable army to beat the hobgoblins to the north. Knowing that the strength of Cathay alone would be enough to best any foe, the god dug a wide trench and used all the earth and clay he removed to construct an army numbering one thousand for the Dragon Emperor. The Dragon Emperor was most pleased and set this army on the Hobgoblins and was even more pleased when they utterly crushed them.

With the hobgoblins gone, the army stopped moving and nothing could be done to make them move again. The Dragon Emperor was disappointed by this and demanded that life be returned to the terracotta soldiers. The God of Conflicts was outraged, so he ordered the soldiers to tear the Dragon Emperor limb from limb and bear away pieces of the corpse, each going forth to find a quiet place to rest. From then on they would protect the body of the Dragon Emperor and only have life once again to face a threat with the might to crush Grand Cathay.

Stories of farmers digging up soldiers of red clay are abound to this day, usually followed by tales of

fleeing peasants as the construct fights to protect the decayed body part it keeps vigil over. Quiet speculators insist that small groups of clay golems have recently been seen wandering north, and these recent rumours have been growing stronger...

May be Allied: The Damned Shall Burn and Battle Monks of Cathay may ally with Terracotta Soldiers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	2	3	1	10

Weapons/Armour: Sword and shield.

SPECIAL RULES

Immune to Psychology: Terracotta soldiers are not affected by psychology and never leave combat. They automatically pass any Leadership-based test they are required to take.

Immune to poison: Terracotta soldiers are not affected by poison.

No Pain: Terracotta soldiers treat stunned results on the injury chart as knocked down.

May not Run: Terracotta soldiers are slow animated creatures and may not run or double their movement whilst charging.

Stone Skin: Because of their stone-like skin, Terracotta soldiers have an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Weakness: After each turn of close combat with a Terracotta soldier a Hero capable of earning experience may take a Leadership test if he wounded the soldier this turn in the hand-to-hand combat step. If he passes the test, he found a fissure or similar weakness in the clayey surface of the Terracotta soldier. Roll on the injury table for the soldier immediately.

"Bah! Peasant's lies I say. Pay them as much heed as cattle dung."

-KAI FONG YUNG, CATHAYAN BUREAUCRAT



Ungor

Ungors are the most numerous of the Beastmen. They are cowardly, spiteful creatures, which will only fight if willed by a stronger beast. They scavenge if their group has sufficient numbers.

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Ungors.

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

Weapons/Armour: Spear and shield.



Warrior of Chaos

The warrior elite among worshippers of the darkness that is rising, to face them you know you face one who fell too far under the spell of ambition and power, be it a supreme swordsman, a battle mage, a murderous sensualist or a herald to morbidity.

May be Allied: Marauders, Norse, Carnival of Chaos and Possessed warbands may ally with Warriors of Chaos.

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

Weapons/Armour: The warrior carries a sword and a shield. He wears a helmet and Chaos armour.

Wild boar

Whole herds of wild boar run wild in the less civilised parts of Catbay and a fine meal for the peasants can be had if one of these vicious beasts is brought down. They are as volatile as any that are ridden by Orcs and most likely are descended from such stock – accounting for how there are many places the greenskins have attempted to raid through the years.

Any folk hunting them need recognise that wild boars are not going to fall for basic animal traps. Most peasants have not the wit to hunt boar for food. Whole villages have participated in boar hunts, often to bring down just one or two boars. Soldiers are cautious when hunting, for to lose one's life in the service of the Emperor is the biggest calling, to lose it in search of one's dinner is the ultimate disgrace!

May be Allied: Maneaters and Orc warbands may ally with Wild Boars. One of the Heroes must have the *Boar Handler* skill.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3	4	1	3	1	3

Weapons/Armour: None.

SPECIAL RULES

Animal: Wild Boar count as animals.

Ferocious Charge: Wild Boars attack with +1 Strength when charging, due to their bulk.

Thick Skin: Their thick skin and matted fur makes them hard to wound. Wild Boars have an armour save of 6+.

Cathayan pork yer say? Taste reminds me of my third wife Ulrica. Miserable sow she was! Well I swear I had a few salted joins out in the ice-box. Young Egbert, where is that darn lay about? Get out back at once boy and fetch me what's left of that foreign bacon from the cold store. Bah that boy is half as useless as his mother, that's my second wife Sonja, and twice as ugly.

–ADOLF VON WANKLIN, ENTREPRENEUR

Ymir

The biggest of these dung-eaters are known to reach 9 foot. Averaging 7 feet in height, the albino Ymir is an agile beastman that lacks in cunning. Vacant in expression and voracious if challenged, these beasts have been mistaken for trolls by more than one Imperial scholar. Atypical of their kind these snow beasts never hunt in herds. They are broadly built possessing powerful arms tipped with razor sharp claws and are clothed only in a thick shag of urine-stained white fur that has been knotted with the remains of last night's dinner. There is no consistent pattern of horns or other unusual physical growths although mutations are common enough among their kind.

May be Allied: Ymir may ally with Beastmen, Norse or Marauders of Chaos. Except for a Beastmen warband, one of the heroes must have the *Beastmaster* skill.

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

Weapons/Armour: Ymir attack prey with great sharp claws.

SPECIAL RULES

Animal: Ymir should be treated as animals in all instances.

Expert Climber: An infant snow beast adapts to its environment or perishes trying. Ymir whelps quickly learn to defeat all forms of mountain obstacles. Ymir have the *Scale Sheer Surfaces* skill.

Frightening: Ymir are threatening creatures, unpleasant enough in appearance to cause fear. See the Psychology rules for details.

Keen Senses: The snow beasts have acute senses unmatched by other bestial predators. The Ymir spots hidden enemies from two times as far away as other warriors (ie, twice his Initiative value in inches).

Rover: Ymir are at one with nature in perilous temperatures of the snow-covered wilderness. Any penalties applied for difficult terrain and harsh weather conditions are ignored by Ymir.

Thick Fur: Deep matted fur makes it hard to wound Ymir. They have an armour save of 5+.

Income & Exploration

This chapter describes the exploration phase for campaigns set in the Northern Wastes and Cathayan Borderlands. It should replace the exploration tables from the Mordheim rulebook.



wyrdstones, treasures or what?

The fortune hunters, adventurers and the warbands with greater ambitions roam dangerous areas for a variety of reasons. Not all of them as predictable as gold, wyrdstone or similar treasures. It doesn't really matter which term you use in your games. We suggest you use whichever 'currency' best fits your warband and your chosen goals. While some warbands may search for gold and treasures, others may very well have greater interest in wyrdstone. Shards can indeed be found in the vicinity of the Northern Wastes and the Chaotically twisted landscape that lies beyond.



exploration procedure

1. Roll a D6 for each Hero surviving the battle, plus one extra dice if you won the battle, plus any extra dice granted by skills or equipment. You must pick no more than 6 dice out of all the dice you roll.
2. Some things such as skills and equipment may allow you to re-roll dice.
3. If you roll any doubles or triples and so on then you must refer to the exploration charts and resolve any outcomes of the effects described.
4. Add the results of dice rolls together and refer to the income chart to determine how many treasures have been secured. Add these and any income acquired to your warband roster. Treasures can be sold in accordance to the rules for selling wyrdstone.



number of treasures found

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

campaigning without objectives

The exploration charts are meant to work together with the campaign system. The various events should support the warband's efforts of completing their objective, thus providing additional tactics. If you want to play your own Mordheim campaigns set in the *Border Town Burning* territories without using the objectives, simply replace all instances of "campaign points" with "treasures" in the exploration charts. This will retain the various events' effectiveness while adjusting the charts to your needs.

Doubles

(1 1) Watering Hole

A pool of apparently clean water to fill the wineskins of the warband. The horses pulling the caravan eagerly lap it up, so it cannot be corrupted, can it?

At the bottom of the pool, you see D6 gold crowns.

(2 2) Razed Village

The warband comes upon a miserable collection of dwellings which are run down. This site looks scorched...

If the warband searches, they find 2D6 gold crowns buried in the earth beneath one of the huts (the village treasury) and a functioning wheelbarrow plus a few dozen burnt bones that are lying around.

(3 3) Mortally Wounded Warrior

Slumped at the edge of a stream, blood mixing with the running water, lies a warrior, close to death from several severe sword wounds on his body. He barely acknowledges your approach, coughing up flecks of blood as he breathes. What happened to his killers you will never know, as he dies moments later.

Undead warbands gain one zombie at no cost, as well as 2D6 gold crowns. All other warbands can ransack the body to gain 2D6 gold crowns.

(4 4) Discarded Saddle Bags

Amongst a rock cairn, a pair of leather saddlebags is found. They are heavy and filled with food, plus a little loot.

When calculating their next earnings from selling valuables, reduce the effective size of the warband by one (i.e. 10-12 warriors is considered 7-9 warriors), as the amount of money they need to spend on food is reduced. They also gain 2D6 gold crowns.

(5 5) Statue

From a distance you see a small figure standing in the middle of the Blasted Lands. On closer inspection the figure appears to be totally stationary because it is a very realistic statue of a dwarf in a large hat. On even closer inspection, the petrified eyes of the statue still seem to show some minimal signs of life and you can hear what sounds like moans of agony coming from the lips.

There is little salvageable from the 'statue', because nearly everything on it is stone. The unfortunate individual was the proud owner of a not so shiny axe and a lucky charm. These items can be lifted from the bearer without so much as a struggle.

(6 6) Runaway Horse

The sound of hooves can be heard coming towards you. It sounds quite close, could be a solitary scout on a patrol or it could be anything that has four booves and many, many nasty beaks. Thankfully it turns out to be a horse that has lost its rider.

After catching and calming the beast down, the horse comes from another warband, maybe one that's been attacked elsewhere in the wastes. In its saddlebags, you find a rain coat, a net, a couple of garlic cloves and D6 gold crowns. The horse can be kept of course, if the warband can find a use for it.



Trifles

(1 1 1) Trembling Bushes

On the fringe of the plains, you spot what appears to be a large thorn bush. It looks out of place in the brush and its branches sway in the breeze. After rubbing your eyes, the bush disappears! Could it just be the mind playing tricks or is there something more to this? You decide to investigate.

Entering the brush, you find a long strand of what is identified to be raw silk. It trails off through a grove in the direction of a nearby valley and then it just ends. Coiling up the thick thread, the piece of silk is found to be worth 50 +2D6 gold crowns.

(2 2 2) Wounded Explorer

At the side of the road lies yet another dead traveller. Sand and silt already blow in to cover this northman's still corpse, but at the sound of your approach, the stranger rolls over and tries to get your attention. It could be a trap...

Beastman, Possessed and Carnival of Chaos warbands may sacrifice this Norseman to let their Leader gain +1 Experience Point. Undead warbands can finish him off and gain a zombie at no cost. Human warbands can bring him to their caravans and let him return to full health. You may then let him join the warband, though you will need to equip him with weapons and armour. He can be added to an existing Henchman group, with the same characteristics as the rest of the group, even if they have already accumulated experience. Chaos Dwarfs, Maneaters and any other warbands can take the man captive and may sell him for 2D6 gold crowns.

(3 3 3) Unscrupulous Thief

If you believe peasants idle gossip, the land has been besieged by a scourge. To make matters worse a herald of Chaos has risen! It's no surprise to find warriors these days are discarding their morals in favour of ill-gotten gain.

The warband may hire the thief for 30+2D6 gold crowns to force any chosen warband to play as the defender warband in the "The Heist" special scenario once.

Instead of hiring the thief the warband may slay this scoundrel for a dagger, sword, crossbow, 3D6 gold crowns and D3 vials of Crimson Shade.

(4 4 4) Dragon Monk

The warband finds a robed figure sitting by the side of the road, almost as if waiting for them to come along.

If the warband is inclined towards good rather than evil, the Dragon Monk shows them a shortcut through the nearby grasslands. In the next game, the warband automatically gets to choose the scenario and also takes the first turn; if two warbands in the game have this benefit, roll off to see which warband gets to enjoy the effect. In addition, the monk may remove a curse placed on a member of the warband.

If the warband is evil or Chaotic, they may kill the Dragon Monk and take their measly possessions of D6 gold crowns. Undead warbands get a free Zombie in addition.

(5 5 5) Secluded Cottage

The warband comes upon a motley dwelling which has tumbled down. There are a few heirloom trophies hung above an old fireplace in the hearth...

If the warband searches, they find 2D6 gold crowns, D6 daggers, a sword and a war horn.

(6 6 6) Slave Mine

The warband encounters a lone Chaos Dwarf gaoler who is flogging a sorry looking group of captives while his master and cronies are out raiding. He might have some information about the area but be surely will not spill any insight for free...

Undead, Skaven, Orc & Goblin, Dark Elf and Chaos warbands must sacrifice a random henchman for their cause to gain +D3 campaign points.

Otherwise the warband encountering the mine releases the malnourished captives while slaying the gaoler to earn +1 Experience point for the warband leader plus any one of their other Heroes.

Maneaters, Norse and Mercenary warbands may choose to release the captives or offer a sacrifice.

Four of a kind

(1 1 1 1) Crashed Caravan

The warriors see cadavers strewn all over this ground, several arrows protruding from each other body. You've heard a lot of stories about what happens to merchant caravans that stray even a little off the trail...

If the warriors loot these bodies, they find the following items of value: D3 swords, a suit of light armour, D6 daggers, D3 spears, D6 shields, and 2D6 gold crowns. In addition, roll a D6 – on a result of 4, 5 or 6, the warband finds a Map of Cathay on one of the bodies.

(2 2 2 2) Tree of Woe

A single large leafless tree sticks out of the plains, a mighty half-dead, half-alive, half-mutated oak, where the branches wave in a non-existent breeze. What's worse is that there are several bodies impaled and crucified upon it, one or two moaning in agony, unless that's the wind blowing through holes in the trunk. If it is, then it's a very eerie sound.

Anyone searching the Tree has to roll a D6, on the roll of a 1, a model is completely impaled on vicious branches that reach out and wrap the model on to the tree. The character is removed from the roster sheet, as is any equipment they were carrying. Any member of the warband can be nominated to try and search the lost member, but they run the risk of being impaled on the tree as well.

Ransacking the corpses on the tree grants the warband 4D6x2 gold crowns, D3 swords, D6 daggers and D6 gems worth 10 gold crowns each. Also roll a D6 and if the result is a 5 or 6, one treasure is found.

(3 3 3 3) Temple of Skulls

What looks like a mountain of stacked corpses from a way away, turns out to be a large temple built with skulls dominating the landscape. Many of the skulls are still skin covered and bloody.

Roll a D6 for every Hero in the warband. On a 1 that Hero is now subject to *frenzy*. At the start of every game roll another D6. On a 1, that Hero runs away from the warband, to follow the path of the Chaos Gods that lays northwards. Remove the Hero from the roster sheet, along with all equipment they have. On a 6, the *frenzy* ends permanently and the Hero no longer needs to roll for this effect.

(4 4 4 4) Khazag Horsemen

A small band of mounted marauder tribesmen come into view, charging at full tilt, screaming all manner of blasphemous obscenities and waving very spiky weapons. Something tells you these bandits aren't coming to inquire about a friendly exchange.

The attack by the marauders is devastating to a warband. Roll a D6 for every Henchmen in the warband and on a 1 or 2 they are killed. Roll on the Serious Injury table for each of the Heroes in the warband. Any models killed are removed from the roster sheet, as well as all of their equipment. Looting the scene of the battle grants 3D6x3 gold crowns, D6 daggers, D3 axes, D3 maces, D3 bows, D3 spears, D3 helmets, D6 winter clothes, D3 war horses and 2D6 gems worth 10 gold crowns each.

(5 5 5 5) Unlikely Guide

Moving down a trail through some deep woods, the warband is surprised by a goblin picking his feet. Terrified that they'll take his precious toe-jam, he points them a better way to go before scampering for his life.

The goblin offers to show the warband a secret way through the woods to an area reputed to be ripe with treasure (and danger). In the next game the warband may choose which scenario is played. In addition, they may choose "The Lost Caravans" special scenario if they want to.

(6 6 6 6) Mutating Vault

From a distance what you think is a small building, changes into something else every time you blink and no two members of the warband can agree on exactly what it looks like. The sheer mind-bending qualities of the watchtower, shrine, fishmongers, coach house, dressmakers store or whatever it happens to be, is encouraging you pass it by all the more quickly.

There's no treasure or loot here and anything that you would find is probably not worth the effort. The warband's leader benefits though, in that they can now automatically learn a single Academic Skill, even if they wouldn't be able to normally learn these skills.



Five of a kind

(1 1 1 1 1) Abandoned Trading Post

The warband comes across a ruined trading post. Despite its tatty condition it has not been destroyed so could potentially be re-established.

Searching the trading post for some valuable remains the warband finds D3 Swords, D3 Helmets, D3 suits of light armours, D3 Cathayan Silk Cloaks and D3 Crossbow Pistols.

In addition, the following warbands may restore the trading post: Merchant Caravans, Chaos Dwarfs, Norse Explorers, Shadow Warriors, Dwarf warbands, Pirate warbands and Mercenary warbands. Note that the warband doesn't have to decide whether they wish to restore the post immediately. They may return at any time between battles if they wish until such a time that another warband finds and restores the trading post. Any warband which discovers the abandoned trading post after it has been restored, may choose at any time to play the special scenario "Hostile Embargo" once, with the warband that restored it. Any other warbands which have discovered the trading post may also choose to participate in this battle

The restoration costs $150 + D6 \times 25$ gold crowns and lasts four games in which at least one Hero and two Henchmen must miss battles. For each additional Hero or two Henchmen helping them the rebuilding process is sped up by one (to a minimum of one game).

A warband controlling the restored trading post rolls 3D6 to determine the experience of the henchmen available for hire after the battle. As a bartering point for many exotic goods they get +3 when searching for rare items.

If the warband chose the 'The Lure of Fortune' objective, they get +D6 campaign points once for rebuilding the trading post.

(2 2 2 2 2) Border Patrol

Strange voices on the approach and your warriors arm themselves only to find a small group of mounted Cathayan soldiers riding up to them. Without an interpreter you have no idea what they speak of. Fortunately they point a lot, with their weapons...

If the warband is inclined towards good rather than evil, the Cathayan Soldiers share their travelling rations with the warriors. When calculating their next earnings from selling valuables, reduce the effective size of the warband by

two (i.e. 10-12 warriors is considered 4-6 warriors), as the amount of money they need to spend on food is reduced.



If the warband is evil or Chaotic, the brave soldiers attack! The warband receives D6 gold crowns, D6 spears, D6 daggers, D3 Experience Points that may be distributed amongst their Heroes, and may reduce their warband size by two by eating the soldier's rations as above. In addition, roll a D6 for each member of the warband – on a roll of 1-2 that warband member is ridden down, taken *out of action* in the fight and must roll for Serious Injuries as normal.

(3 3 3 3 3) Fallen Priest

A hunched figure in a black cowl approaches the warband. It would be impossible to tell whether the figure was one of the walking dead or not, except for a nasty limp which gives him away.

This is a fallen priest. He may be killed (the warband leader gains +1 Experience Point and an Unholy Relic), or an Undead or Chaotic warband may seek his blessing. The blessing of the priest will remove all curses plaguing the warband. In addition, roll a D6: On a 4+ the priest was carrying a sourly written tome, which chronicles his fall from grace and it allows one Hero of the warband to choose skills from the Academic Skill list from now on.

(4 4 4 4 4) Magnificent Totem

Standing atop a mound, this idol dominates the surrounding area, drawing everything to it. It could be carved of a bird, and out of the corner of your eye you could almost swear it moves...

Designate a Hero to touch the totem (drawn in by some irresistible force or basic curiosity). Roll a D6 for him. On a 1-3, the totem dislikes the intrusion and afflicts that Hero with a random mutation (see page 76 of Mordheim Rulebook). On a 4+, that Hero receives a blessing in the form of D3 re-rolls for use in the next battle.

(5 5 5 5 5) Ghartok's Tomb

The warband has found the resting-place of the great Chaos champion Ghartok.

From now on whenever the warband gets to choose which scenario is played they may also choose the "Ghartok's Tomb" special scenario.

(6 6 6 6 6) Satchel of Maps

A body found frozen within the snow is found to have a satchel slung from its shoulder.

Inside the satchel are numerous writings and roughly drawn maps. From now on the leader may take a Leadership test after each battle in which he was not taken out of action. Success will allow him to modify one exploration dice by +1/-1. Only one Satchel of Maps can be found per warband.

Six of a kind

(1 1 1 1 1 1) Khan's Retinue

A large group of hobgoblins come into camp, one of them riding the largest wolf you may have ever seen. He looks very impressive and offers to let you hire mercenaries at a decent rate, provided you pay up front.

You may hire the Dramatis Personae Maglah Khan and two of his Hobgoblin Boyz for the next battle at no cost.

(2 2 2 2 2 2) Slaughtered Convoy

You find shattered remains of an entire land train just left to rot in the long grass. Broken bodies lay partially armoured among the ruins, dismembered by some monstrous creature. You can make out a distorted shape of what looks like an immense beast, shambling away.

After giving the dead their final rites, eating them or looting them you find the following items. Roll for every item separately to see if you find it. For example, on a roll of 4+ you will find the suits of light armour.

3D6x5 gold crowns	Auto
D6 Daggers	Auto
D3 Helmets	2+
D3 Shields	2+
D3 Swords	3+
D3 Bows	4+
Map of Cathay	4+
D3 Suits of Light Armour	4+
Suit of Heavy Armour	5+
D3 Halberds	5+
Lesser Artefact	5+

(3 3 3 3 3 3) Herdstone

The warband finds an enormous standing stone covered in crude glyphs and what appears to be garbage heaped about its base.

The warband has discovered a Beastman herdstone. If the warband is not Chaotic, they may deface the herdstone and sift the offerings. The leader of the warband gains +2 Experience points and the warband finds D6 treasures.

If the warband is Chaotic, they may make an offering (10 gc) and ask for either a curse to be removed, or to gain knowledge. If knowledge is sought roll a D6. On a 1-3, one of the warband's Heroes (randomly chosen) suddenly screams as his head is filled with insight – he is immediately taken *out of action*, roll for Serious Injury as usual. If he survives the Injury roll, he gains a single Academic skill. On a 4-6, the warband receives +D3 Experience points to be distributed randomly amongst the Heroes and Henchman groups and gain +D3 campaign points.

(4 4 4 4 4 4) Giant's Carcass

One of the strangest sights you have ever seen. The rotting titan is surrounded by a swarm of carrion eaters and clouds of flies, but who knows what can be salvaged.

Braving the wildlife is no issue. Facing the stench of a giant corpse takes real courage, because impossibly they do smell worse dead than alive. The big bag is filled with D3+2 treasures that a warband adds to their haul. Also roll a D6 and if the result is a 5 or 6, a Lesser Artefact is found.

In addition, the Restless Dead warbands get a 100 gold crowns discount the next time they are constructing a Bone Goliath (see Soldiers of Fortune).

(5 5 5 5 5 5) Chaos Champion

A tall heavily armoured warrior stands here. Without warning he attacks, alternately goading your warriors into returning his blows and bellowing for the Chaos God's benedictions.

It'll take a small army to stop his killing spree. Roll a D6 for every warband member: on a 1-2, they are killed by the Chaos Champion and removed from the roster. Afterwards the warband gets +D6 Experience Points to spread across the surviving Heroes and Henchmen. In addition, the Chaos Champion has a map with him. Roll a D6:

- 1 Map to Belandysh's Hideout: Whenever the warband rolls 1 for random happenings they may choose to have the "Belandysh comes!" (42-43) event happen automatically instead of determining at random.
- 2-3 Map to Ghartok's Tomb: Whenever the warband is allowed to choose the scenario they may pick the "Ghartok's Tomb" special scenario.
- 4-6 Map to the Chaos Dragon's Lair: Whenever the warband is allowed to choose the scenario they may pick the "Chaos Dragon Hunt" special scenario.

(6 6 6 6 6 6) Tainted Ones

The worst thing that can happen to a traveller in the Blasted Lands, aside from the weather, the environment, the wandering dead, and the bordes of greenskins, is to be taken alive by Chaos Dwarfs. Captives are dragged back to their city to be fed into the meat grinder of industry. The lucky ones are those already driven insane.

A fearsome patrol ambushes the party. Roll a D6 for every Hero and Henchman in the warband. On a 1 they are taken captive and thus removed from the roster sheet, including any equipment they are carrying. Every Hero that survives gains +D3 Experience Points and every Henchman group receives +1 Experience Point. Chaos Dwarf warbands encountering the patrol are reinforced with D3 Informers and one Chaos Dwarf on a successful Leadership test.



A Smith

Northern Exposure

Shang-Yang is a far cry from the streets of Mordheim. Notorious trading posts like this one in the borderlands and Skabrand in the Mountains of Mourn are tempting destinations for adventurous merchants and fortune hunters. Here is where the daring or the very foolish seek to lay their hands on exotic gear and opulent curios! The price might be low but risk is always high.

You are now entering the hallowed halls of the Border Town Burning hobby section. On the following pages you will find a great many interpretations of the content published in this supplement. This includes inspired conversions of models alongside customised scenery for the inhospitable territories in this setting. From ferocious marauders of the Shadowlands and Northern Wastes to the inhabitants of the Cathayan borderlands, the Border Town Burning gallery is intended to inspire you to create your own hero conversions or special terrain pieces.

In games of Mordheim no two warriors will be exactly the same. All of the models displayed in this publication are taken from the Citadel Miniatures range. Some of them have been heavily customised using a wide selection of Citadel components and Green Stuff to accurately represent the warriors they stand for and the equipment they bear.

This section showcases work from the collections of some avid hobbyists. Each is giving an illustration of the warbands introduced elsewhere in this book and together delivering a distinct impression of what adventuring outside the boundaries of the City of the Damned might be like.



A converted Marauders of Chaos warband painted by Thomas List.

Marauders of Chaos

These are the conversions for a Marauders of Chaos warband. Descendents of the infamous Tong, these Tsavag warriors were modelled by Christian Templin and Marc "Beowahr" Kiefer and painted by Thomas List.



A Tsavag Chieftain conversion made from Archaon's body, the base and axe from a Khorne Champion and marauder bits.



The Condemned miniature pictured above is a conversion using the head of a Warhammer 40k Daemon Prince with lots of Green Stuff to model the swollen neck. The mutating warrior represents conflict between Arkbar and Tchar in a Marauders of Chaos warband.



The two Tsavag warriors above were converted by Marc. He modelled the head of a condor and feathers on the back of the Chaos Warrior on the right to create an imposing Champion of Chaos that has been blessed with the mark of Tchar.



Marauder Seers are favoured by Tcharr. The two-headed condor is a gift from Chen and a Warhammer 40k model represents the familiar for this servant of the Dark Gods. The winter furs were made with Green Stuff.



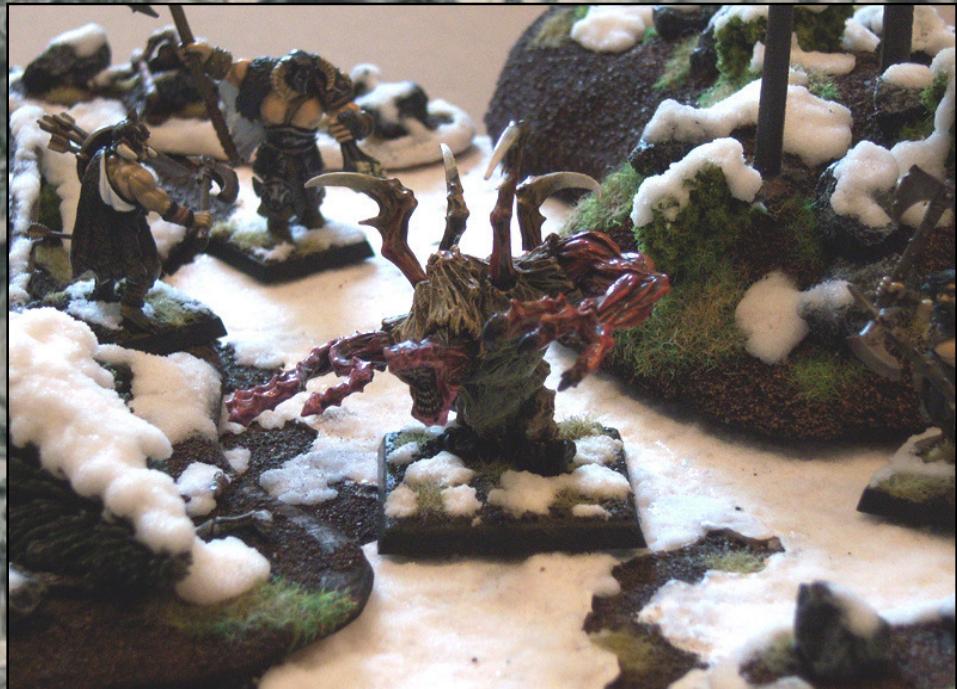
Impressive miniatures make for a great benchman with 'Lad's got talent'. Marc increased the model's stature so that it exceeds even a normal Chaos Warrior in height.



Marauder benchmen of the Tsavag. Like the chieftain and seer, small components such as belt pouches and bags were used to give these models the feel of being wanderers and huntsmen.



Beyond the Crumbling Hills lies a great Northern expanse of flatlands. During the bitter winters of the Wastes they remain largely deserted. This territory is known as the Prowling Lands and is populated by thin-trunked trees and sickly clumps of foliage. It is here that the Tsavag tribe hunt goat, elk and giant lizards called zbagas.



Norse Marauders of the Northernmost Tribes



Graeling Chieftain Omadon was made by Krug from a skull coveting Warhammer Khorne Champion model.



Marauder seer with an oriental style helmet covered by Krug.



Forgrimm, the Condemned, is another unique conversion completed by Krug.



Krug has converted his whole warband as Norse Marauders. These models form the back bone of an Graeling raiding party.



Aesling Marauder chieftain in Chaos armour by Andrew Mosen



Chaos Marauders of the Varg tribe, the Chieftain, the Condemned and a Champion are all converted by Tim Midgley



Norse Marauders of the Southernmost Tribes



Chosen Champion of Tchac. This multi-part conversion by Stu Cresswell incorporates components from some classic Citadel miniatures including the Warhammer Quest pit fighter.



Norse Marauder smuggler Heden Snowblade and his business partner the Elf Ranger known as Sbaarna Eshjörnsdotter cruise to Shang-Yang and beyond in Heden's trade wagon. Loaded with contraband, this spectacular conversion of an opulent coach is being dragged across the ice fields by a pair of vintage Citadel bears. Stu has based Sbaarna on one of Gary Morley's classic Blood Bowl miniatures. Heden is converted from a Space Wolf Runepriest and that lad has got talent!



Norse Bondsman from a Skaeling tribe by Stu



Norse Berserker equipped with a great axe traded from Chaos Marauders in a deal brokered by Strigany merchants. The warrior's axe was stripped from a minotaur miniature.



An Ulfwerenar conversion by Stu. Norse tribes hold their werekin in high regard and this werecreature is part of a Skaeling warband.

Merchant Caravan



Tilean Merchants can be perfectly represented using Empire cannon crew models.



Wandering Magicians associate themselves to trekking merchants. They become favoured birelings among the caravan's defences.

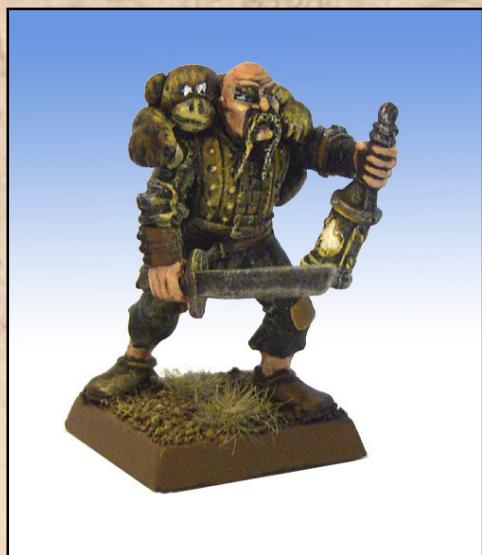


An Apprentice is the right hand man of every Merchant. Learning what it takes to run a caravan they can take control of an ill-fated business if the worst comes to the worst.

This was Christian Templin's first warband for Border Town Burning. He uses many of his Mordheim mercenary models for the caravan, such as the Youngbloods which now represent Apprentices and the Marksmen. Aside from needing to assemble the trade wagon this is the easiest warband to collect if you already have a Mercenary warband. At the same time it allows much individualisation with the Knights Vanguards, Blackguards and Magician. You also get to develop a theme and Christian has chosen a mix of Tileans and Cathayans.



Blackguards hired to defend a caravan driving through the borderlands were made from Kislev archer models. The one in the middle is the Mordheim Kislev Bear Tamer, now wielding a dragon sword.



Tom Goudsblom converted this Blackguard, who is carrying a tamed example of those strange and wonderful creatures said to live in the bamboo forests of Catbay.



The retinue of a merchant consists of sell-swords. Among the best birelings available for coin are the famous Tilean marksmen and pikeneers. They fight alongside Catbayan birelings and disreputable thugs.



Any race and every type of soldier can be found campaigning among the bannermen employed to protect the precious load as a caravan tours from trading post to trading post.



Battle Monks of Cathay



A mounted Emissary made of Warhammer Empire bits. The bamboo framework for the banner and lampions are made of Green Stuff.



An Emissary on foot was converted using a Kislevite Archer and the legs from an Empire model.



The Officer was also converted using Kislevite and Mordheim adventurer bits.

Christian Templin has spent a considerable amount of time defining the ideal look for his Battle Monks of Cathay warband. Most of the heroes and the warrior monks are instantly recognisable though not in the form which they appear in here.



Here are a couple of wise looking Dragon Monks. The monk to the left is made from the Warhammer Empire Flagellants sprue. The other monk is a slightly converted Mordheim Elf Mage.



Warrior Monks can be converted to quite spectacular effect by combining an assortment of components from the Empire Flagellants sprue with some Chaos Marauder heads.



A disgruntled mob of Raging Peasants. The models are a mix of old Citadel miniatures from the Oriental Heroes range and the classic 1987 Nippon Rocket Launcher crew.



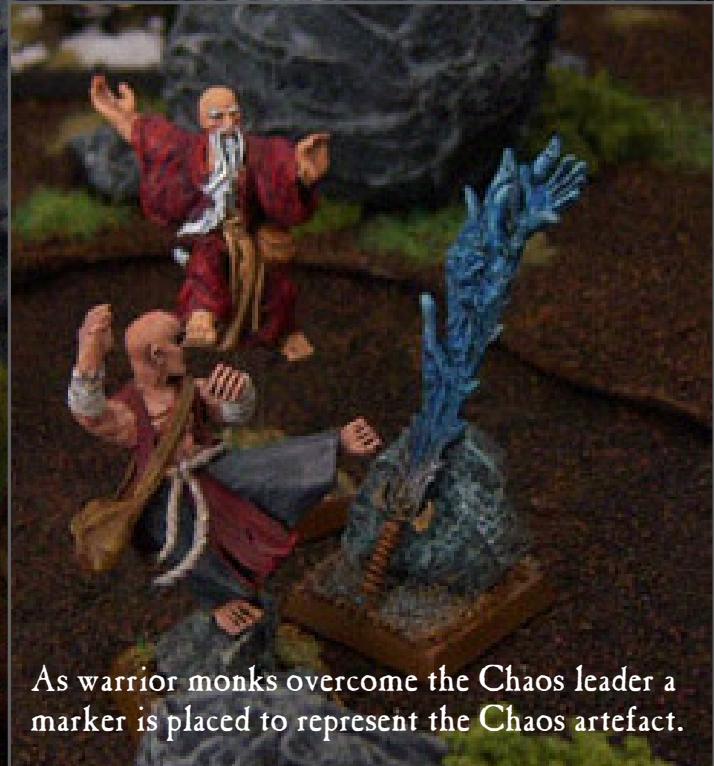
The Dragon Monk above masters a mystic Temple Dog. This miniature is a vintage but there is nothing to stop keen hobbyists from creating their own masterpiece mount from current Citadel releases.

Warrior Monks are known to appear in the service of a paymaster in the Dogs of War mercenary armies. These fleet footed fighters train long and hard. Monks defend the borderlands with their expertise in martial arts.





A brotherhood of Battle Monks fights off a rising horde of Chaos Marauders, led by a Tsavag champion blessed by Tchar. The servant to Chaos is wielding one of the mighty Chaos artefacts. It is a daemon weapon named the Broadsword of Damnation.



As warrior monks overcome the Chaos leader a marker is placed to represent the Chaos artefact.

The Black Dwarfs



Bull Centaur

This page features a great selection of the heavily customised models from Brad Clarke's ill-tempered Chaos Dwarf warband. Notice how Brad maintains the decorative fiery theme throughout his entire warband by using lava and flame.



The Chaos Dwarfs warriors above are wielding a two-handed weapon and a blunderbuss respectively.



Sorcerer

This powerful Gaoler conversion demonstrates that Brad scoured the equipment list and gave his Gaoler some appropriate weapons. His model is wielding a man-catcher and a steel whip. This fierce character has "evil" written all over his face. A face that was lovingly modelled using the head from a plastic Ogre sprue!



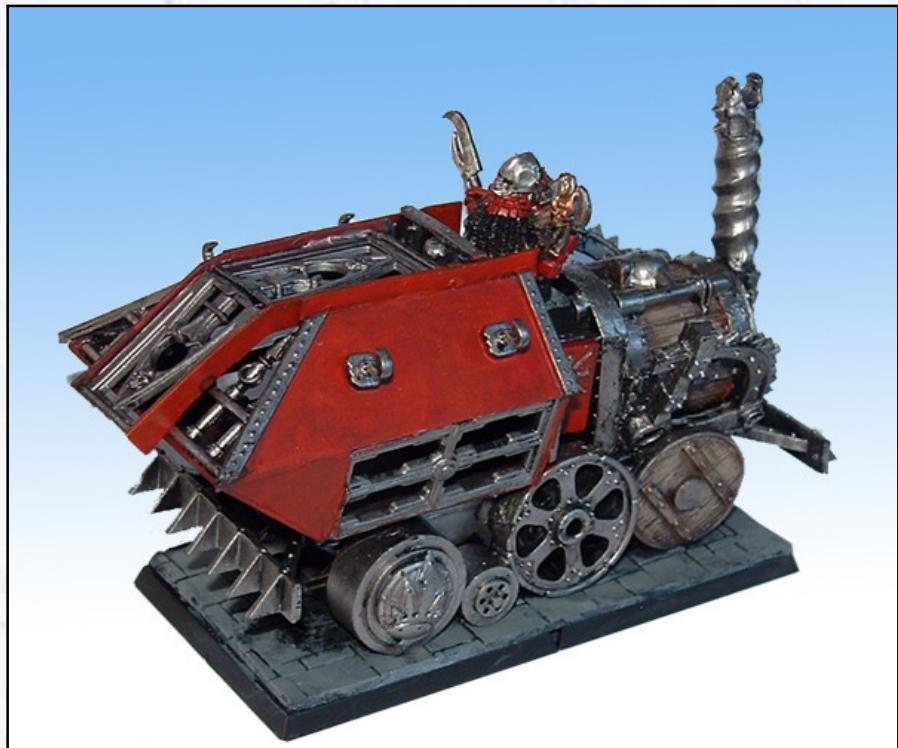
The Sorcerer to the left and the Gaolers above are all vintage Citadel miniatures portraying sinister habits and the dark demeanour of the worshippers of Hasbut. These heroes were painted by Christopher "Frogprince" Kneller.



Chaos Dwarf benchmen each armed with a blunderbuss painted by Christopher Kneller.



Christopher painted this classic Bull Centaur.



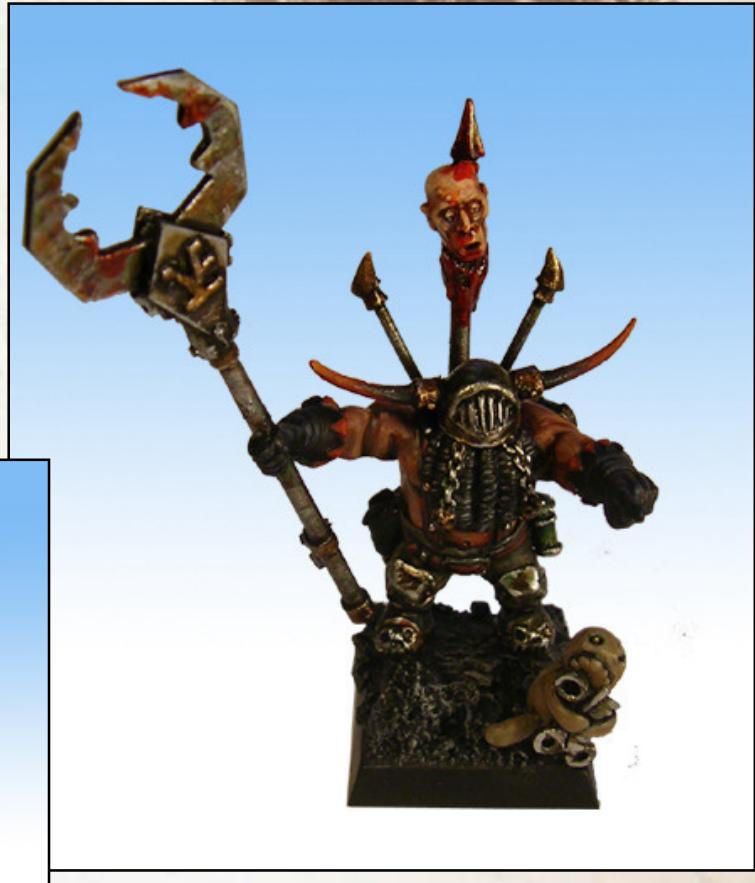
Mad Bob converted this Engine of Chaos for his Chaos Dwarf warband during a campaign organised at Games Workshop in Poole. It was manufactured from miscellaneous 'worky' bits to capture the science spliced with sorcery flavour which Chaos engineers are renowned and feared for.



In February 2008 we supplied the Chaos Dwarf community with a pre-release version of the Black Dwarfs warband list from Border Town Burning. On May 8th the sixth Golden Hat competition was announced on Chaos Dwarfs Online. The task for this edition of the prestigious painting contest was to convert and paint a Gaoler model for a Chaos Dwarf warband. Below you can see the winning entry and the runner-ups. In fact, there had to be a special vote-off as the votes resulted in a tie in the first round! We would like to give another big 'thank you' to the friendly Chaos Dwarf community, who were incredibly supportive of the Border Town Burning project.

1st place: Florian "Snotling" Heinemann

Florian "Snotling" Heinemann produced a Gaoler who possesses a huge man-catcher and is peppered with lots of flavourful bits.



2nd place: Tim "Obsidian" Jonker

Tim "Obsidian" Jonker has beautifully painted his Gaoler conversion. He gave the model a steel whip to support the character of the black-hearted warrior.



Maneaters

On this page of the gallery you bear witness to the brutal behaviour of some brutish Maneaters with a strong oriental theme converted and painted by Orcyboy. The warband has descended upon the trading resort Shang-Yang in the borderlands of Cathay causing mayhem and leaving destruction in their wake. These ogres have lived up to their name by being difficult customers to be dealing with.



The decadent Ogre above is the perfect leader for a Maneaters warband.



Mountain Guide



Youngblood



Ogre Bulls



Ogre Half-grows



Gnoblar Fighters wearing rice bats

The Restless Dead



This diabolical Liche was converted by Donald Van Ness using the Warhammer Empire wizards as a starting point.

Donald proves that a stunning paint job can make even Zombies look beautiful, in a suitably disturbing way of course!



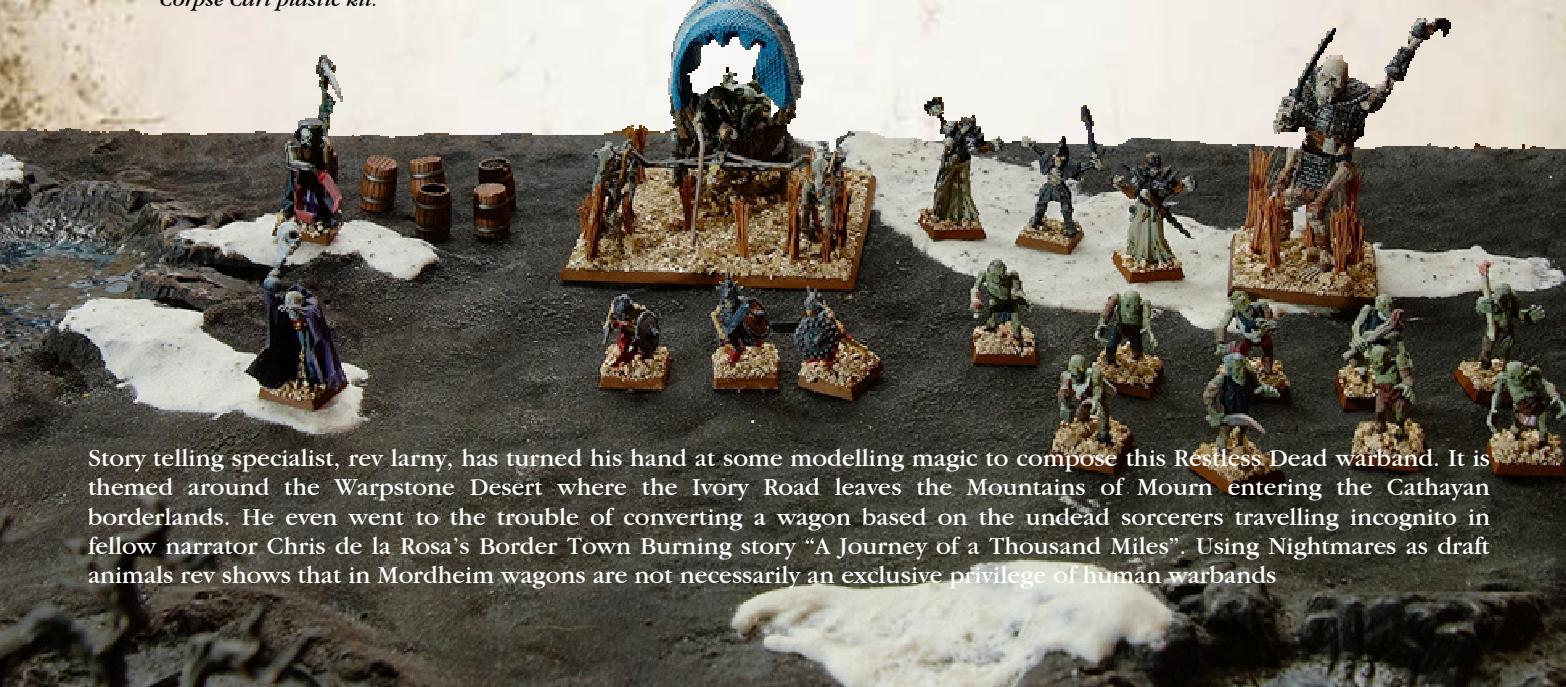
Grave Guards painted by Natalia Kaszuwara



A wicked Necromancer converted from a Corpse Cart plastic kit.



Natalia converted Scarecrows using skeleton bits, an Imperial head and Green Stuff.



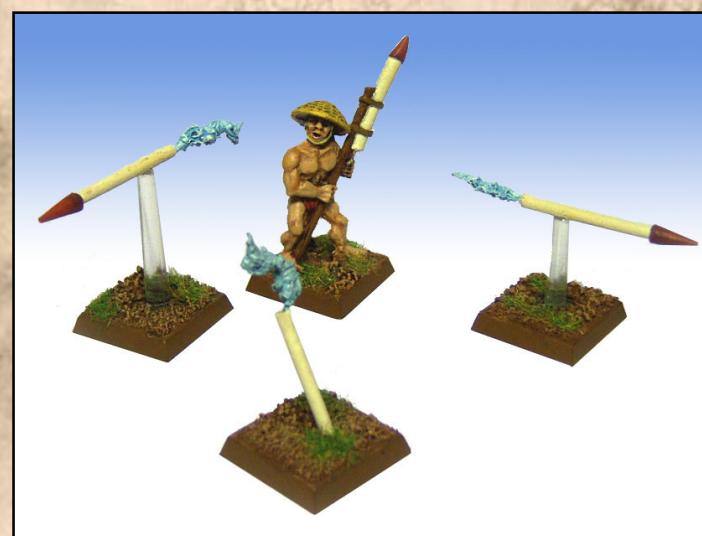
Story telling specialist, rev larny, has turned his hand at some modelling magic to compose this Restless Dead warband. It is themed around the Warpstone Desert where the Ivory Road leaves the Mountains of Mourn entering the Cathayan borderlands. He even went to the trouble of converting a wagon based on the undead sorcerers travelling incognito in fellow narrator Chris de la Rosa's Border Town Burning story "A Journey of a Thousand Miles". Using Nightmares as draft animals rev shows that in Mordheim wagons are not necessarily an exclusive privilege of human warbands

After a bloody encounter with a rival marauder warband a Norseman is separated from his tribe. In the harsh landscape of the Northern Wastes the Bondsman now fights for his life against a warrior of Chaos in the barbarian ring.



East of the World's Edge Mountains

Trading posts in the borderlands are populated with hunters and adventurers following specialist career paths. Fortified inns such as The Last Hope in the Northern Wastes lie in neutral territory, acting as safe havens for all manner of strange characters. Here is a selection of the hirelings which warbands can expect to do business with as they venture abroad.



Chris Templin's conversion for a Pyromaniac Hired Sword. The model is a crew member of the 1987 Nippon Rocket Launcher. Rockets were made of wooden meat skewers and toothpicks. The fireworks smoke is Green Stuff modelled on thin pieces of wire.

Stu Cresswell fashioned this stunning Chaos Centaur by using a dozen unrelated components including the spear of Ghorthor the Beastlord, marauder bits and a Space Wolf head and forearms. The wine barrel is being used as a wooden shield.



This Swordsman conversion was based on a Citadel blacksmith. The anvil came courtesy of a Warmaster Dwarf Runesmith.



This blade whirling Ninja Hired Sword painted by Stu Cresswell is a classic Nipponeese miniature from the Citadel Ninja Assassins range.



As the Ninja can be hired by Orcs & Goblins and Chaos Dwarfs, Jackanory West-Oram made this characterful Greenskin version of the stealthy assassin.



Chris Templin's conversion for the Dramatis Persona Ippan Sbu is a heavily converted Empire flagellant. Lots of green stuff was used to achieve the dynamic pose and finish the grandmasters robe.



Stu's Norse Shaman Hired Sword based on Heinrich Kemmler, the Lichemaster



Hobgoblin Scout by Chris Kneller



Terra Cotta Soldiers are magically animated clay statues found guarding ancient temple ruins from foreign despoilers.



This model is an old Citadel miniature that was made thicker with Green Stuff.



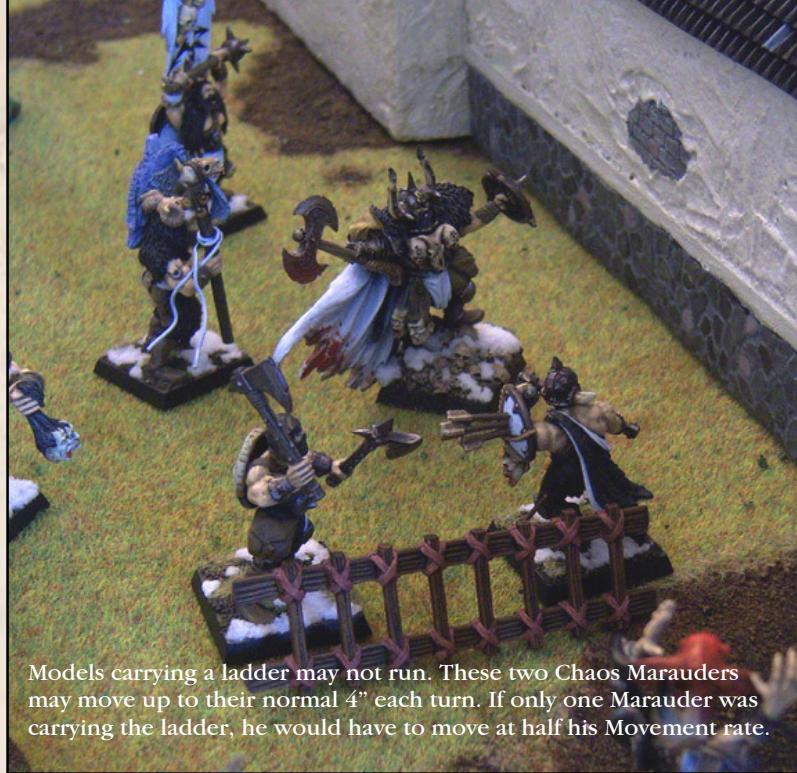
Powerful animated stone statues called Temple Dogs are perhaps the most hazardous creatures that daring adventurers might encounter in the borderlands. A few gifted warriors may eventually mount one of these divine monsters if they possess the celestial qualities which allow them to bend such a magical beast to their will.

All red ladder day

Since the Mordheim box comes with a plastic ladder then most gamers will probably have used them already in some battles. In the Border Town Burning rules we have introduced advanced rules for buying and using ladders. Before we get into that let us first take a quick look at what the rulebook says about ladders:

“During their movement phase, models can move up to [their] movement rate ... 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.”

(page 9, *Mordheim Living Rulebook*)



Models carrying a ladder may not run. These two Chaos Marauders may move up to their normal 4" each turn. If only one Marauder was carrying the ladder, he would have to move at half his Movement rate.

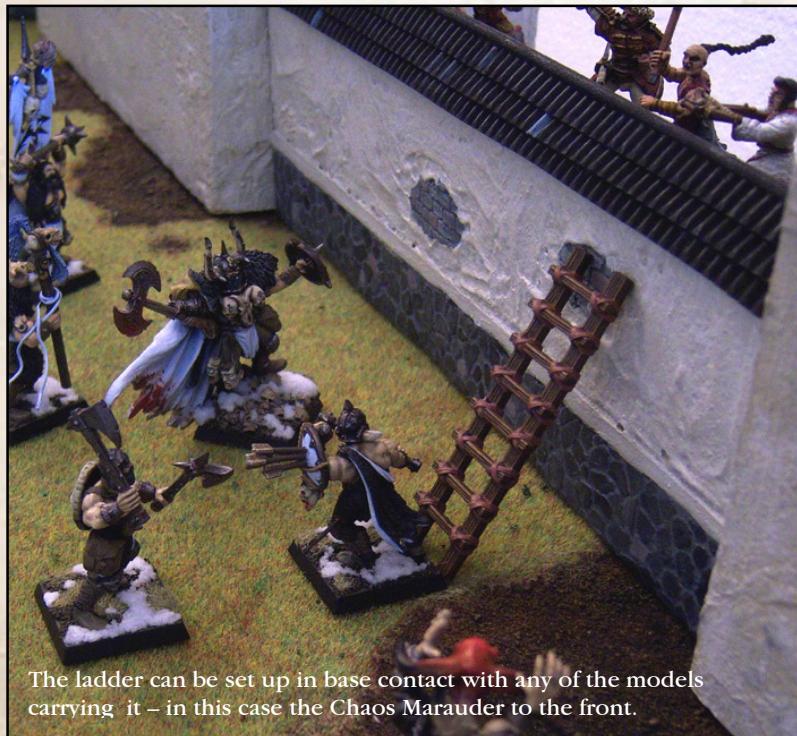
“The tabletop surface, floors of buildings, connecting overhangs, ladders and ropes are all considered to be open ground and will not affect movement even if the model is charging. It can also go through doors and hatches without slowing down.”

(page 11, *Mordheim Living Rulebook*)

Ladders are a very useful means of reaching the upper levels of buildings. Warriors who are especially bad at climbing walls due to their low Initiative such as Dwarfs and Orcs benefit a lot from using ladders. More so than by their Initiative a warrior is restricted in climbing by its Movement. Let's have a look at another important quote from the rulebook:

“If the height [of the wall] is more than the model's normal move, he [the warrior] cannot climb the wall.”

(page 11, *Mordheim Living Rulebook*)



The ladder can be set up in base contact with any of the models carrying it – in this case the Chaos Marauder to the front.

This means that a normal warrior with a Movement of 4 cannot climb walls that are higher than 4". Granted, he can pick the *Scale Sheer Surfaces* speed skill, but that is only to the benefit of one Hero (a Dwarf does not have access to speed skills!) so what about the rest of the warband, particularly the henchmen?

That is where ladders come into play. Without the advanced rules from Border Town Burning you have to place ladders with your scenery before the game begins. Unless house ruled differently those ladders are part of the terrain and as immovable as a wall or building. The new rules for using ladders allow warbands to purchase ladders and

then carry them about during battles. If the warband leader assumes that they will not need any ladders in the upcoming battle they can always leave them at their camp which means a player must put them in the stored equipment on the warband roster. If they want to use the ladder, it is deployed along with the warband.

Ladders are extremely useful when playing the “Siege!” special scenario. Since the fortified walls of the border town are difficult to climb and equipment such as rope and hook are not available to henchmen, ladders will be the besiegers tool of choice to overcome the defence walls. The attacking warbands will want to save some gold crowns to buy ladders. As the player you will want to make and paint some ladders in preparation for a huge battle where as the imposing scion of Chaos, you can make that border town burn.



Customising Scenery and Terrain

There are many possibilities on offer for designing your own Border Town Burning table. With numerous territories to work with you should be provided with more than enough options. Here are some examples of custom built scenery featuring ruined Cathayan architecture, treacherous trade routes, underground catacombs, mountainous causeways and the foul influence of Chaos.

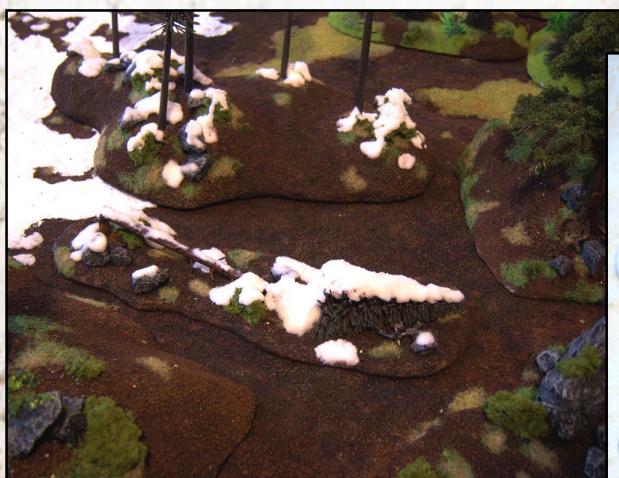


In the wilderness of the borderlands the warbands will find themselves surrounded by wooded terrain.



To make the gaming table more interesting you can add huge rocks and natural obstacles like stones and bushes.

Cathayan architecture is very different from that of the Old World. There are numerous scenarios where buildings can be put to great use. Some old ruins or temples can be used in scenarios to enhance gaming tables.



In the snow-covered borderlands you can enhance your scenery by applying snow flock. This results in giving scenery pieces character and a sense of purpose.



The Northern Wastes are a cold harsh landscape. Border Town Burning scenarios do not need to be played in the frozen depths of the north. You can always include rotten trees, sickly clumps of grass and occasional rocky outcrops.

Adventures in the East

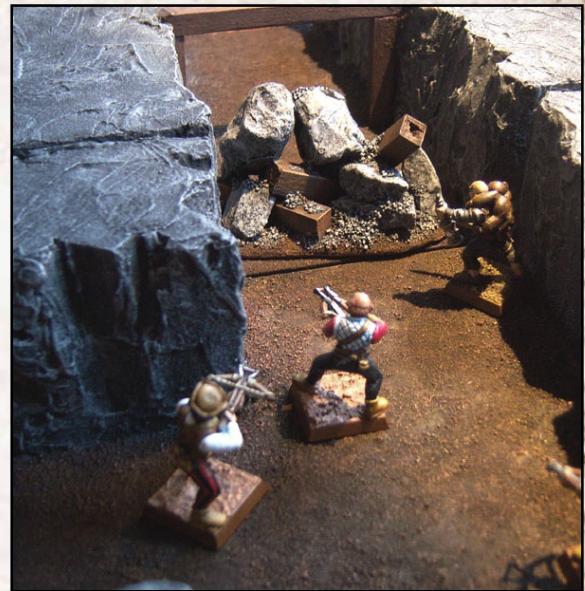
Over the following pages you can see sample gaming tables designed for use in various scenarios introduced in the Border Town Burning setting. This terrain has all been custom-built to be used in Mordheim narrative campaigns.

Horrors of the Underground

Templates have been included for this scenario at the end of the supplement. To enhance his beneath the earth gaming experience Chris Templin made a set of luxury tunnel tiles.



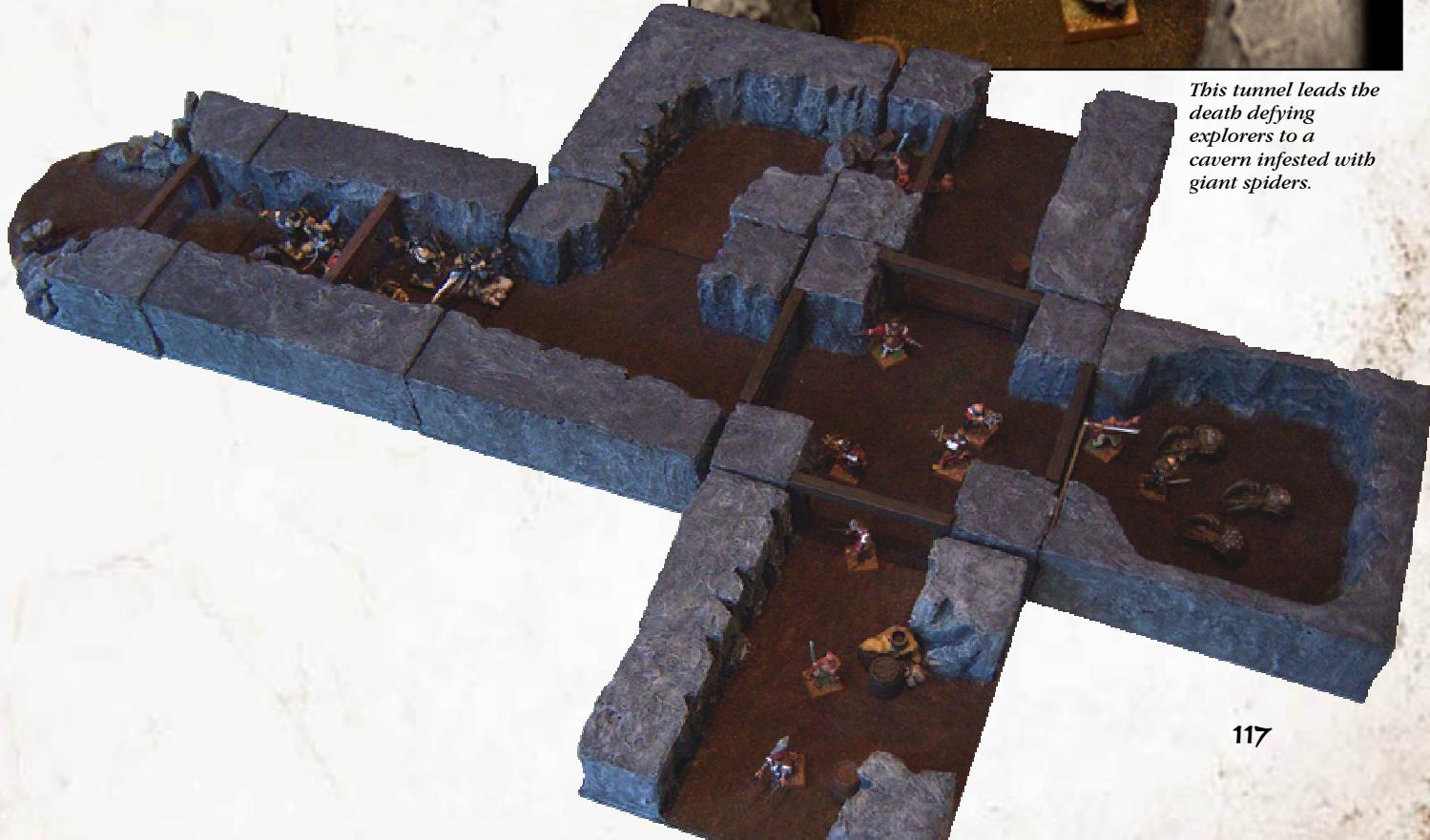
The entrance to the Shang-Yang mines benefits from scenic items like barrels, buckets and a wheelbarrow.



A tunnel crash has blocked this passage. Using a special marker with stones and rubble adds a lot to the atmosphere of this table.



This tunnel leads the death defying explorers to a cavern infested with giant spiders.





A number of forest sections have been modelled to complement Christian's gaming table.

The Tainted Copse



Ghartok's Tomb

For the Ghartok's Tomb special scenario Christian specifically built a Chaos tomb to represent the central terrain piece on the gaming table.



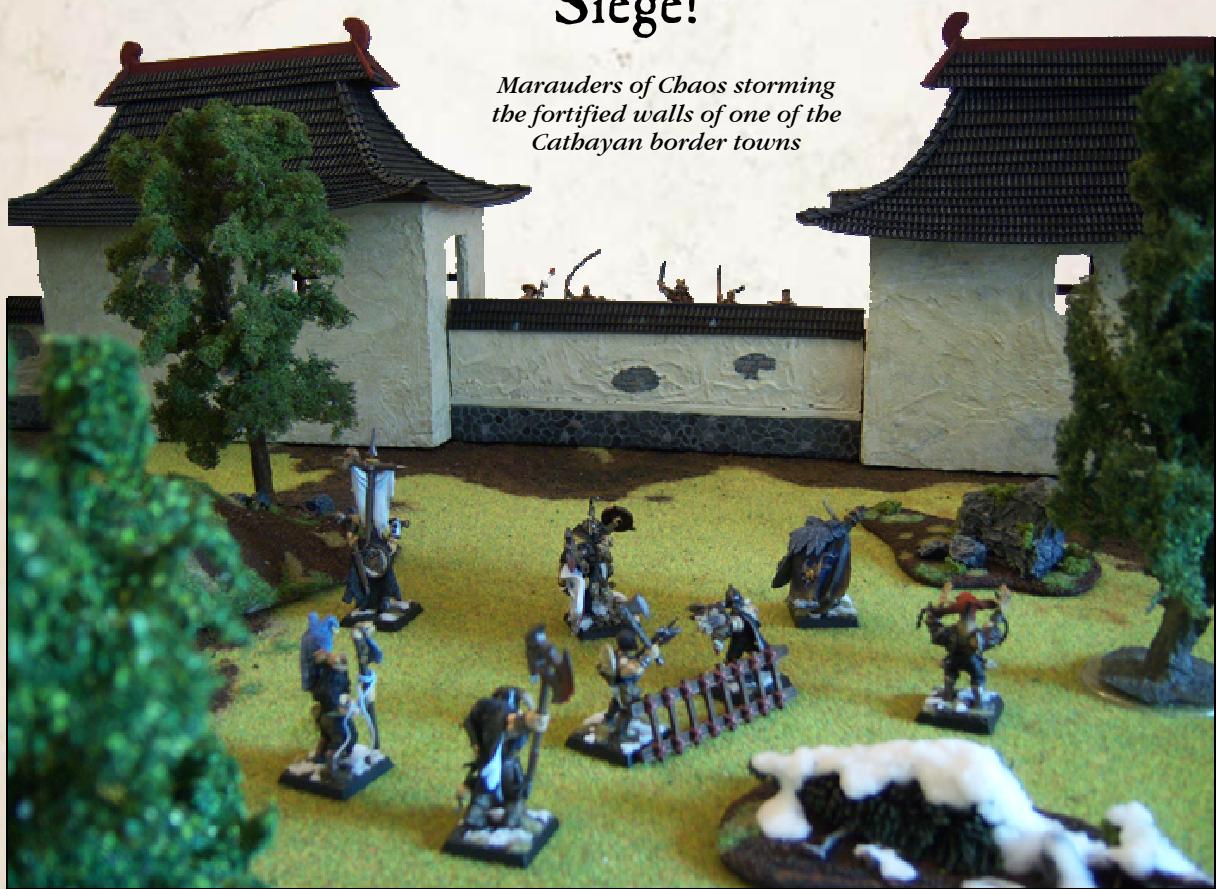
Last Orders!



The templates used for this scenario are from White Dwarf magazine. Additional furnishings have been painted to complement the inn.

Siege!

Marauders of Chaos storming the fortified walls of one of the Catbayan border towns



Preview campaign at Games Workshop in Poole

At his local Games Workshop store in Poole, Stu 'Werekin' Cresswell ran a preview campaign in the battle bunker for the Border Town Burning supplement. On these pages you can see some of the terrain they made specifically for this campaign. The preview campaign included a dozen participants who tested the rules, converted warbands and built special scenery. The focal point of the campaign was this outrageous Mountains of Mourn gaming table which was supported by the narratives supplied by rev larny.



The first Border Town Burning campaign battles happened in the United Kingdom. The battle bunker of the Games Workshop store in Poole is where the preview campaign took place.



These are some of the themed gaming tables which were used during the narrative campaign games.



A warband of Norse Explorers has restored an abandoned trading post. As an enemy warband approaches the Norse leave the building on a bear-pulled wagon. Stu Cresswell painted the Norse miniatures and the trading post was built by Carl 'Scenerybloke' Merrell.



A warband of Battle Monks sweep through a forest in the borderlands on their way to fight intruders sent by the Ruinous Powers.

About five days hard ride west out of Nan-Gau, lays a place little more than a watering hole for horses with some shelter and food mixed in. Over the years this small collection of huts has been knocked over, burnt down, left to the sandy wastes and generally abused for centuries by groups ranging from rampaging Ogres, warbands of Chaos marauders and even the Cathayan soldiers that patrol the area, the last depending on the charitable standing of the Captain of the Guards that hold this land, for the reservation is also an unofficial stopover for mercantile trade between Cathay and the Old World.

At times, the actual trading has been blatant and the Captain might be receiving a small notary of all conducted business, but the last purge was dedicated to totally eradicating any and all presence in the area. It succeeded greatly and for many years, traders would pass over the spot, wondering to whom the scattered stones had belonged. When a new (and more ambitious) Captain took over, it seemed time for a new beginning. After months of assessing the situation, a small crook calling himself "Uncle" Leung returned to the spot and started to build an inn. It took little more than a year before he was rolling in the money and the inn frequented by all passing trade. The Captain was not adverse to a little fiduciary enticement (for if one does not have a name in the Imperial Court, then one needs money to advance) and saw little harm in allowing a watering hole for his men to become available.

So successful was the resort that a number of merchants regularly use it to try and steal a march on their business rivals by sending agents out to it to watch for incoming trade and even to seal the deal if they feel the cargo is valuable enough. More shady backroom deals go on in the taproom of the Dragon's Wind Inn than in any of the teahouses of Weijin. Away from the prying eyes of the Cathay Imperial Bureaucracy, mercantile ventures prosper mightily.

Sadly a scarce few months ago Uncle Leung passed away (a mixture of heavy drinking, gossiping, wenching and business dealings) suddenly and left the place to his 'niece' Madame Lau (who was neither his niece nor a madame and was no doubt left the place solely because she had a forceful personality to assume control with). To seal her rise to power, Madame Lau maintains the peace by forming a close association with Captain Chou, who is a regular patron, though she is not above performing personal duties for certain persons who pass through.

This creates a heady blend of danger for any Old Worlder arriving in Cathay for the first time, for whilst it is known that Cathayans are grandiose, distant and unknowing, to see them acting as at any disreputable coaching inn comes as a shock. There would be plenty more shocks for them if they knew some of the uglier truths behind the inn.

Firstly that much of the meat served there "Goat meat" is not in fact from any livestock. There are a few small herds of goats lurking around the inn, but anyone who spends a time there may well wish to count how many goats are used and how often they are restocked, compared to how many meals are made from 'Goat' meat.

Secondly, Madame Lau is not above earning herself extra money from any business dealings that go on there and if an Old Worlder wants to turn a shady deal or two, it is wiser to cut her in on the action, lest they continue on their way to Cathay and suffer from inspections by Captain Chou and a great deal of questioning from the bureaucratic 'interpreters'. The fact that the Cathayan merchants will have paid off for her silence too should be obvious.

Thirdly, that word of any business deal will reach those who are negatively affected by it, by some strange means. Indeed it is not known how business rivals seem to become aware of adverse dealings, but things can get quite loud. Naturally any commotion will be dealt with severely by the Captain, more so if he isn't there and hears about it later. More than one caravan has had to leave several of their comrades behind in a Cathayan prison for acts of violence.

And finally, that the inn itself has a small stock of highly bred and fast horses. Should a big trade or caravan be incoming, Madame Lau has often sent one or two of her men off on horseback with express orders to make her a great deal of money from it once it reaches its final destination. This secret is what keeps Madame Lau firmly in place at the Dragon's Wind, because she knows whom and how to bribe the right people.

How long this state of affairs will continue is anyone's guess and it might not be too long before Captain Chou attains enough money to renew his commission and move up a rank and thus move to a new posting. If that should happen, his replacement is as likely to close the place down, as they are to accept the inducements to let it remain. Madame Lau knows all the best inducements, or so many travellers who have passed through its doors, Old Worlders and Cathayans alike, have said.



Warbands

Whoever enters the Northern Wastes is almost certainly doomed. Only seasoned adventurers and well prepared warriors should even dare to face the many horrors that lurk within these lands. Time and time again, fanciful tales of giant mountain peaks that suddenly turn into pure gold are told in drinking dens of the Old World. The prospect of powerful magical artefacts and hidden cities laden with treasure lure determined fortune hunters and obsessive collectors to these perilous lands.

warbands

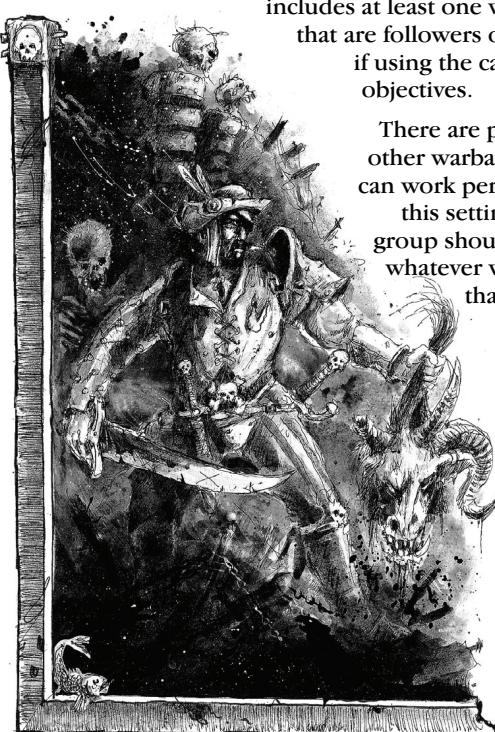
The warbands described in this chapter are newly introduced in the *Border Town Burning* supplement.

They follow all the normal rules for warbands from the Mordheim rulebook. Not all of them have been designed especially for the Northern Wastes setting. Those which were have been conditioned during development, to become appropriate for use in any Mordheim game, whether set in the City of the Damned, the Empire in Flames or any other scenario.

This supplement contains six new warbands: the Marauders of Chaos, the Merchant Caravans, the Restless Dead, the Battle Monks of Cathay, the Black Dwarfs and the Maneaters. Also featured is the Norse Explorers warband. First published in the Lustria setting, the Norse warband rules remain unchanged, although published errata have been included here and the background has been reconditioned to marry up with this and Old World settings.

If you are running a narrative campaign it is recommended that your gaming group includes one Merchant Caravan player. We also suggest your group includes at least one warband that are followers of Chaos if using the campaign objectives.

There are plenty of other warbands that can work perfectly in this setting. Your group should allow whatever warband that can be agreed upon.



starting over

A player may choose to start a new warband at any time. The previous warband is disbanded and can no longer be played. If they collected any Chaos Artefacts, these are found by the opponent from their last battle. If more than one player took part in that game, determine at random a keeper for each Chaos Artefact.

conquerors of the wastes and cathay

Besides the warbands described in this chapter, others risk entering the Cathayan borderlands and the deadly Chaos Wastes with their own motives and intentions.

BEASTMEN

Tribes of beast mutants are rampant across the Northern Wastes. Beyond the borders of the Great Maw, between the Warpstone Desert and the protected bamboo groves of Cathay they thrive. Perhaps the twinned influence of the harshest environments impacts on the psyche of these interlopers, spurring their bestial aggression towards an empire that has pushed them out of the lush grasslands. Whenever a small number of them herd together, the results are always the same. Their hatred of mankind causes devastation. Sometimes all they require is a leader with vision.

ELVES

Once silent paths from the East now ring with the noise of commerce. A deadly foe is rising and even with time honoured allies in that far off land, only those who stand in the darkness can strike the beast down before it rises to an unstoppable level of power. It is a modest act of atonement for those whose lives span many generations of men. Even the smallest action or inaction can have great consequences. Let your inner turmoil wash away its chances to prevail.

DWARFS

For long years have the dwarfs looked east and dreamt of cleansing the lands of the filth there, of the greenskins, of undead, of their perverted brethren whom it is forbidden to speak of. Such dreams die in the light of day as their stubborn race faces its own diminishing. For now, they can only go east in search of riches, long-lost veins in the ground, for which the bearded ones offer their skill in metalwork. Maybe the dwarfs will claim some vengeance on those who have assailed them.

ORCS & GOBLINS

Fings iz a l'il dull wiv dem humies. No-one ain't cummin' ta fight wiv uz no more. Grimgor's sittin' around lookin' fer a scrap, so wot 'bout dem humies ta da norf, dey gotta be worf a look see! Dirty ole Gitsnik da shaman sez dat worshippin' sum wicked god means dey iz stronger 'n dem uvver humies. We gots ta climb over dem big rocks where Ogres live, but dems good fightin' n' practice fer da boyz n' get some revenge on der mates, de traitors n' stundies wiv iron legz.

CHAOS CULTISTS

Due to its close proximity to the Realm of Chaos, many humans from the Cathayan borderlands are infested with the evil and mutating powers of Chaos. These outcasts often gather around a fallen wizard that has been tantalised by the incredible powers granted by dark magic rituals.

Travellers by nature, the dangerous environs of both the Northern Wastes and the Dark Lands hold no fear for cultists. With hidden mutations they slip into Cathay, bringing their masques of plague and dances of contagion with them, polluting each and every hamlet, village, farm and town they descend upon. For cultists Cathay is a place to practise their twisted arts and a breeding ground for them to sow the seeds of future chaos.

MERCENARIES

Times are tough in the Empire and for any mercenary worth their salt, the hour has arrived. If they are hired by disreputable Strigany peddlers, unscrupulous Bretonnian merchants or untrustworthy Tilean traders to protect long trains of caravans going to and from an almost mythical other-empire merely for the sake of coin or to pursue some possible future antagonist who will come to Archaon's aid or ravage the Empire, then so be it. This sort of business is good for building a reputation and if the money is there, a mercenary retinue cares little about calculating the risk.

In the aftermath of the Great Storm of Chaos, the Northern Wastes seem to be empty of the marauders that would seek to overrun this country, for many still lurk in the Empire to the south where they were scattered. Yet when word of a new power gathering strength there is heard, it is to brave men of valour and of hard hearts that folk turn to. The Empire is too beset with problems to spare a force and even Kislev is weakened, but enough souls would try to tame these wastes, even if they end up on the other side of the world.

Plenty of ships go east all of the time, dodging sea monsters, elves and Manaan knows what else, so that makes them fair game for anyone ready and willing to board them and what hauls do these fat merchant vessels have? The finest silks, the headiest spices, the thinnest porcelains, the richest teas, the strongest drugs, the rarest antiquities, all secreted in the safest places, ready for sale in the markets of Marienburg, Altdorf, L'Anguille or Remas. More still can be made dealing with the wrong people from Brionne, Sartosa or Lashiek.

A contingent of sell-swords might have conquered and fought the best of the best throughout the Old World, but still word reaches of a new challenge far to the East. Men who can kill with a single blow, exotic new

weapons, handling this and more will await the retinue in distant Cathay. Who can say what weird and wonderful enemies will be met in battle?

SKAVEN

Once, these lands were said to be ruled by ratmen. Now the dragonmen have lordship over all, but word comes from tree-dwellers that the time has come for the Skaven to rise up against the celestial guardians. Shadows darker now, some whisper a savage man is rising in the white lands. The children of the Horned Rat go now to the land of the Dragon Emperor, to claim shadows as their own away from robed men.

One of the great Skaven clans can almost call Cathay its home: strangely, the techniques and martial arts of Clan Eshin bear a striking resemblance to those of the battle monks and assassins of Cathay.

UNDEAD

There is a natural order to life. Be born, feed, reproduce and die. Then there is another life after death, where the dead rise, when they feed and live again. There is no place for the unnatural cadences that Chaos inflicts on the cattle of the world. If the ones turned mad must be culled from the herd, then so be it. While marauders invade from the north to shed sweet new blood in the east and west, the dead continue to besiege the living.

As long as there are wicked sorcerers willing to make dark pacts in exchange for power and as long as vampires thrive in their secret lairs and towers of sorcery, the dead shall not rest.

SISTERS OF SIGMAR

Hard pressed after Archaon's storm, the reduced sisterhood goes east to investigate rumours about a new rising power, one that may equal or exceed Archaon in time. Zealous action will prevent the machinations of followers of the dark gods and might even stem the impending threat. The sisterhood aims to prove the great power in Sigmar's words and actions to would be believers in the faith and save the foreign empire. This has been foreseen and if a few of the eastern brotherhoods of robed heathens in their monastery safe havens can be converted at the same time then all the better.

WITCH HUNTERS

Even with all the scum and mutants floating around the Empire, Sigmar's word needs carrying from the Empire to her neighbours and to be conveyed to distant realms and peoples. There is divine righteousness in the actions of Sigmar's chosen protectors, the witch hunters. Sworn foes have already spread abroad moving ahead of the hunters. If the hunters act now, then their enemy won't be spreading, but fleeing, routed by the holy power of Sigmar. Today heretics in the Old World burn, tomorrow the unbelievers from Cathay will repent, on the day after those savages from the cold Wastes shall feel his wrath.



Marauders of Chaos



The primitive men who dwell in the Northern lands on the border of the Chaos Wastes are called Marauders of Chaos. They live in tribes and worship strange gods long forgotten by the civilised world. These Northmen are great warriors and they endlessly strive to win the attention of their patron gods by proving themselves in many battles. Some of the more ambitious chieftains lead their warbands south to the Cathayan Borderlands, leaving burned villages and bloody trails in their wake, seeking greater and greater challenges all for the glory of their dark gods.

To the east of Norsca lies the southern arm of the Frozen Sea and, east of that, the Northern Wastes, stretching many thousands of miles to the distant ocean. This cold and barren extension of the great northern steppes is home to fierce nomad peoples, of whom the greatest and most feared are the Kurgan to the west and the Hung to the east. These races are themselves divided into many inter-warring tribes, some more barbarous and bloodthirsty than others.

Special rules

Eye of the Gods: An aspiring chaos follower is always watched by the vigilant eyes of the dark gods, who reward the successful generously but punish failures harshly. Roll 2D6 after every battle.

Spawn of Chaos: If you lost the preceding battle add +1 to the roll for each of your Heroes that was taken *out of action* during the battle. On a total of 12 or more the warband's *leader* turns into a Chaos spawn (see rules below). His experience, skills, injuries and equipment are lost.

Mark of Chaos: If you won the battle add +1 for every enemy model the leader took *out of action*. On a total of 12 or more you may choose a *Mark of Chaos* for the winning leader (see *Marks of the Dark Gods* below).

As soon as the leader receives a Mark of Chaos through the *Eye of the Gods* special rule this test is no longer taken – until the leader leaves the warband in which case the new leader must prove himself to the Dark Gods the same way his predecessor did.

If the warband already includes a Spawn of Chaos the doomed leader is simply erased from the roster. There may never be more than one Spawn of Chaos in a single warband. The *Eye of the Dark Gods* rule is not in effect if the warband leader did not take part in the previous battle

Hired Swords: Marauders of Chaos may only hire the following Hired Swords: Pit Fighters, Ogres, Norse Shamans and Imperial Assassins plus any other Hired Swords which specify they may be hired by Marauders of Chaos. Witches and Warlocks may be hired except by warbands that include warriors with the Mark of Arkhar.

Choice of warriors

A Marauders of Chaos warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15 (except for Hung warbands).

Chieftain: Each Marauder warband must have one Chieftain: no more, no less!

Seer: Your warband may include one Seer.

Condemned: Your warband may include one Condemned.

Champions: Your warband may include up to two Champions.

Marauders: Your warband may include any number of Marauders.

Warhounds of Chaos: Your warband may include up to five Warhounds.

Spawn of Chaos: Your warband may include one Spawn of Chaos.

Starting experience

A **Chieftain** starts with 20 Experience.

A **Seer** starts with 8 Experience.

Champions start with 8 Experience.

A **Condemned** starts with 8 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	7	7	4	4	3	7	4	9

Marauders with the *Chosen of Chaos* skill use the maximum profile for Warriors of Chaos:

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	8	8	5	5	3	8	5	9

Marauder equipment list

The following list is used by Marauder warbands to pick their equipment:

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Halberd	10 gc
Morning star	15 gc
Barbed whip	15 gc
Double-handed weapon	15 gc
Flail	15 gc
Great axe	25 gc

Missile Weapons

none

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

HENCHMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Morning star	15 gc
Flail	15 gc

Missile Weapons

Throwing axes	15 gc
(treat as Throwing knives)	

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Marauder skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftain	✓			✓	✓	✓
Seer	✓		✓			✓
Condemned				✓	✓	✓
Champion	✓			✓		✓

Marauder special skills

The Marauders of Chaos may use the following skill list instead of any of the standard skill lists.

chosen of chaos

The Hero has been found worthy of his god's service and entered the rank of a Chaos Warrior. He uses the maximum profile for Warriors of Chaos and the Hero equipment list (if he does not already).

tattooed body

Only the warband's *leader* may have this skill. The Hero's body is covered with unholy Chaos signs to attract his patron's attention. The *Eye of the Gods* special rule's effect (of becoming a Chaos Spawn or receiving a Mark) happens on a result of 10+ instead of 12+ only. Note that for the less favoured Norse *leaders* this is 11+.



sweeping blow

Whenever the Hero takes an enemy model *out of action* using a double-handed weapon he may immediately make an additional attack against another model in base contact. Requires the *Strongman* skill.

mutant

The Hero may buy one mutation. See the Mutations section of the Possessed on special rules. Heroes with the Mark of Onogal may choose a Blessing of Nurgle instead (see Empire in Flames, page 66) except the Mark of Nurgle. Note that unlike other skills Marauder Heroes may take this skill more than once.

heart of the warrior

Only the warband's *leader* may have this skill. He may re-roll any failed Rout test and is immune to *fear* and *all alone* tests.

Heroes

1 Marauder Chieftain

95 gold crowns to hire

The Chieftain is the brutish head of the warband. He leads his tribe in their constant warfare and bloodshed in an attempt to win the approval of their fickle gods.

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

Weapons/Armour: The Marauder Chieftain may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Marauder Chieftain may use his Leadership when taking Ld tests.

0·1 Seer

45 gold crowns to hire

A Seer is the Chieftain's advisor as their god tells them his will through the Seer's visions and dreams. The other tribesmen see the Seer's attunement to their gods as a great gift that is to be equally respected and feared.

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

Weapons/Armour: The Seer may be equipped with weapons chosen from the Hero Equipment list.

SPECIAL RULES

Wizard: A Seer is a Wizard and may use Chaos Magic as detailed in the Magic section.

Mark of Chaos: The Seer gets a Mark of Chaos when hired to determine the kind of magic he uses. He can have the Mark of the Serpent, the Mark of the Crow, the Mark of the Eagle, the Mark of Arkhar or the Mark of Chaos Undivided.



0·2 Champions

45 gold crowns to hire

Champions are the strongest and most battle hardened warriors in the tribe. They fight constantly waiting for the day when they can finally be judged by their god as being worthy of his service.

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

Weapons/Armour: Champions may be equipped with weapons and armour chosen from the Hero Equipment list.

0·1 Condemned

55 gold crowns to hire

A servant of a dark god who was foolish enough to turn away from his patron is forever condemned. If the traitor turns to another god for aid then they are often spared death, but suffer a fate many times worse. The servant suffers constant mutations at the hands of their old god but maintains vestiges of his humanity as his new god compensates for the mutations by restoring or altering the form of the servant. It is all in vain, as the unwitting servant eventually becomes a plaything of both gods who use the servant's body and soul as a contest of wills between themselves, completely uncaring of the condemned servant's fate.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	D6	3	D6	D6	1	4	D3	7

Weapons/Armour: The Condemned uses no equipment (see *Fate* special rule below) but fights without penalties.

SPECIAL RULES

Inconsistency: The body of the Condemned is mutating permanently. The variable attributes WS, S, T and A are determined whenever needed, once every turn.

Fear: The Condemned's unnatural appearance makes him cause *fear* in his enemies.

Experience: Whenever the Condemned would increase one of his variable attributes the player rolls an appropriate die instead. If the player is satisfied with the result, he may set the attribute on that number (e.g. roll a D6 instead of increasing Strength, on a roll of 4 the player may choose to give the model S 4). Otherwise the attribute remains variable (and the advance is lost). The maximum attributes of the Marauders may be exceeded due to the special nature of the Condemned, and this carries through to when the player wishes to set an attribute instead of keeping it random.

Fate: Once all variable attributes are set, the Condemned may use weapons, armour and miscellaneous equipment as usual. But, if he has 90 Experience and still variable attributes, his patron could not save him from his former god's wrath and his soul and body are lost. He turns into a terrifying Spawn of Chaos. If the warband already consists of a spawn, the doomed warrior wanders off into the wastes, never to be seen again.

Henchmen

Chaos Marauders

35 gold crowns to hire

Marauders are wild uncivilized barbarians who seek battles and bloodshed. They form the majority of the chieftain's retinue.

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

Weapons/Armour: Marauders may be equipped with weapons and armour chosen from the Henchman Equipment list.



O'S Warhounds of Chaos

15 gold crowns to hire

Warhounds of Chaos are titanic, mastiff-like creatures which are insanely dangerous in combat.

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

Weapons/Armour: None! Apart from their fangs and nasty tempers the Warhounds don't have weapons and can fight without any penalties.

SPECIAL RULES

Animals: Warhounds are animals and never gain experience.

great axe

25 gold crowns

Availability: Rare 8, Heroes with the *Chosen of Chaos* skill only

These over-sized Battle Axes can be wielded only by the strongest of warriors.

Range	Strength	Special rules
Close Combat	As user +2	Two-handed, Strike last, Cutting edge

SPECIAL RULES

Strike last: Great Axes are so heavy that the model using them always strikes last, even when charging, unless it has the *Strongman* skill.

Cutting Edge: A Great Axe has an extra save modifier of -1, so a model with Strength 4 using a Chaos Battle Axe has a -4 save modifier in hand-to-hand combat.

0'1 Spawn of Chaos

180 gold crowns to hire

Spawns of Chaos are former Chaos Champions who have been too heavily gifted by their gods and become terrifying mutants.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	3	0	4	5	3	2	D6+1	10

Weapons/Armour: None! Spawns of Chaos fight with claws, tentacles and other extremities.

SPECIAL RULES

Special Attacks: Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.

Fear: Spawns are disgusting and revolting blasphemies against nature and cause *fear*.

Special Movement: The Spawn moves 2D6" straight ahead in each of its Movement phases. Before it does so its player may turn it to give the direction. 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.

Psychology: Spawns are mindless creatures, knowing no fear of pain or death. Spawns automatically pass any Leadership based test they are required to make.

No Brain: Spawns of Chaos are crazed creatures and therefore gain no experience.

Large: Spawns of Chaos are huge tempting creatures and count as Large Targets as defined in the shooting rules.

Marauders special equipment

barbed whip

15 gold crowns

Availability: Rare 9, one Hero only

Originally used for taming the wild Chaos Hounds the barbed whips have proven effective in combat also.

Range	Strength	Special rules
Close Combat	As user	cannot be parried, whipcrack, enrage

SPECIAL RULES

Whipcrack: See Steel whip (see Mordheim Rules Review, p 4).

Cannot be parried: A model attacked by a barbed whip may not make parries with a sword or buckler.

Enrage: The Hero may use his whip to make the Warhounds charge wildly. As long as he is not involved in close combat all Warhounds of Chaos within 4" gain +1 attack.

Marks of the Dark Gods

The *Eye of the Gods* special rule may let the warband's leader choose a Mark of the Dark Gods. With exception to the Mark of Chaos Undivided there may never be two models in the warband with different Marks. Upon being hired Seers choose their Mark when in correspondence with the tribe, granting an audience with their god. A Seer who becomes *leader* at the same time has to choose the Mark for his associated patron when being rewarded through the *Eye of the Gods*.

Mark of Chaos Undivided

A Hero with this mark believes in Chaos in its purest form instead of the division into four Chaos Gods.

Leader: All warband members within the *leader* rule's radius (6" normally and 12" with *Battle Tongue*) may re-roll all failed Ld tests.

Seer: With the Seer of Chaos Undivided as the tribe's spiritual leader the warband may include 0-3 Gors (see Beastmen Raiders in the Empire in Flames Supplement, p. 73) that count towards the maximum of 15 members. Re-roll all results of 'The lad's got talent' for them.

A Seer of Chaos Undivided uses the Chaos Rituals (see p. 59 in the Mordheim rulebook).

Mark of Tchar the Eagle

Tchar the Great Eagle is the Changer of the Ways. He is the Master of the ever-mutating energy known as magic and his followers are skilful practitioners of the arcane arts.

Leader: The Hero is capable of casting spells and immediately learns one random spell from the Tchar Rituals. However, he suffers -1 on all rolls for Difficulty unless he was a wizard before.

Seer: A Seer of Tchar has command of powerful sorcery. The sorcerer starts with two spells from the Tchar Rituals. One can be chosen freely, the second is randomly determined.



Mark of Arkhar the Dog

Arkhar the Dog is the God of War. He is worshipped on the battlefield by his warriors who shed blood in his name, charging their enemies with the battle-cry "Blood for the Blood God!"

Leader: The Hero is subject to *frenzy* from now on. In addition, any spell that targets the Hero fails on a roll of 4+.

Seer: A Seer with the mark of Arkhar counts as a Bloodfather. A Bloodfather is a war-priest and cannot cast spells. Instead he communes with daemons and his almighty deity through visions. Take a Leadership test each time a Bloodfather takes an enemy *out of action* in hand-to-hand combat. If the test is passed add +1 to the Weapons Skill, Strength, Toughness or Initiative of the war-priest until the end of the battle. Each characteristic can be increased only once in this way.

A Bloodfather may take Strength skills in addition to those normally available to a Seer.

Mark of Onogal the Crow

Onogal the Crow is the Lord of Decay who unleashes pestilence upon the world. Therefore his followers are almost completely immune to diseases and serious wounds.

Leader: The Hero gets +1 T and may re-roll on the Serious Injuries table once. In addition, he is *immune to poison*.

Seer: The Seer uses the Nurgle Rituals (see p. 65 in the Empire in Flames Supplement). However, replace the first spell in the list with the *Touch of Onogal* as described below.

A Seer of Onogal is *immune to poison*.

Mark of Shornaal the Serpent

Shornaal the Serpent is the Dark Prince of Chaos. The Lord of Pleasure is the patron of all things beautiful and seductive.

Leader: Enemy models that are not *immune to psychology* cannot attack the Hero in close combat unless they pass a Ld test with 3D6, discarding the lowest D6 result. If the roll is failed, these models are hit automatically in close combat. Once they pass, they do not have to test again for the duration of the battle. Note that the Lizardman's *Cold Blooded* special rule cannot be applied to this effect.

Seer: A Seer of Shornaal uses the Shornaal Rituals. If the Seer wasn't taken *out of action* during the battle, instead of searching for rare items he may brew a strong drink for the warband (treat as Bugman's Ale). Note that this item cannot be sold.

Shornaal Rituals

The Shornaal Rituals are used by the Seers who worship the Great Serpent. They use their power to show unlucky victims the horrible pleasures of their patron.

1 Delicious Suffering

The Seer summons great suffering to overwhelm his enemies.

All models (friend and foe, except for the Seer) within 3" must pass a Ld test or are *knocked down*.

Difficulty 8

2 Dance of the Serpent

The Seer's sight is so incredibly fascinating that his opponents cannot help staring stupidly while he draws his sword.

All enemy models that are not *immune to psychology* suffer a -1 'to hit' against him in close combat.

The Dance lasts until the beginning of the Seer's next shooting phase.

Difficulty 8

3 Endless Torment

The Seer falls into ecstasy torturing his helpless victim and watching it die slowly.

Choose one enemy model within 8". From now on the model must roll for injury -1 after its Recovery phase. For the duration of the Torment the Seer can do nothing else but end the spell at the beginning of his turn and if attacked in close combat, he is hit automatically and the spell breaks.

Difficulty 9

4 Mystify

"Pain, beautiful Pain!" – last words of Snagbel, Exalted Seer of the Tribe of the Snake

Target enemy model within 8" will have their Initiative value reduced to 1 and will always strike last in close combat, even if they charge an opponent or are armed with a spear or pike and are charged themselves. This spell lasts until the target passes a Ld test during the recovery phase.

Difficulty 8

5 A Thousand Voices

A thousand voices manifest within the head of the unlucky victim driving him insane by mocking at his secret desires and dreams.

Choose one enemy model within 12". For the duration of the spell the model reduces its Ld by D3 + 1 (to a minimum of 2) if it is not *immune to psychology*.

The model must pass a Ld test at the beginning of its turn to end the spell. The spell breaks also when the Seer loses a wound. *A thousand Voices* can only enchant one model at a time.

Difficulty 8

6 Shornaal's Temptation

The Serpent has chosen to deliver a certain warrior from his miserable existence by promoting him to one of his Daemonic servants.

Choose one enemy model within 8" that is not *immune to psychology*. The model must pass a Ld test. If the model fails, then the Seer gains control over the model. The player may attempt to regain control at the beginning of his turn by passing a Ld test. *Shornaal's Temptation* can only enchant one model at a time. If the Seer is hit whether by a missile or in close combat he must pass a Ld test or the spell ends.

Difficulty 7



Tchar Rituals

The Tchar Rituals are used by the Seers who worship the Great Eagle. For Tchar is the Lord over destiny and fate respecting wisdom and subtlety his servants are amongst the mightiest of spellcasters and his magic is especially effective against the dumb and inexperienced.

1 Tchar's Blessing

The Seer prays to his god to fill him with wisdom and thus triumph over his enemies.

This spell must be used before the game and may only be used once. The Seer may not cast spells in the following battle. After the game he gains D3 Experience points if he wasn't taken *out of action*.

2 Dispel Magic

Difficulty 7

The winds of magic are bound to the will of Tchar and no so-called wizard may use them against his favoured.

The Seer ends all effects of currently active spells.

3 Foresight

Difficulty 10

The Changer of the Ways pulls the strings of destiny to protect his servants.

This spell must be used before the game and may only be used once. Choose a warband. One randomly determined Hero of that warband must miss the following game. Models that are capable of casting spells or prayers are immune to this effect.

4 Wrath of the Great Eagle

Difficulty 9

The Seer calls Tchar to punish the ignorant and stupid for their delusion

Choose one enemy model within 12". The model is hit with a Strength equal to the difference of the Seer's Experience points and the model's Experience (to a maximum of 10). Armour saves are taken as normal. If the victim has more Experience points than the Seer, the latter is hit instead.

5 Tchar's Reward

Difficulty 8

The Seer is rewarded for his great power.

The Seer gets +1 on any one stat per 10 Experience points he has. Each stat may be increased only once through this spell.

The power of Tchar's Reward lasts until the end of the Seer's next shooting phase and can be re-cast in that phase.

6 Slave to Chaos

Difficulty 9

From the Seer's trembling fingers a blazing pink and blue ray streams towards an enemy causing him to mutate terribly until a new recruit queues in the ranks of the Great Eagle's followers.

This spell has a range of 12" and causes one Strength 2 hit with no armour save. If the model is taken *out of action* roll for Serious Injuries immediately. If they die replace the killed warrior with a Horror of Tzeentch (see Bestiary for rules) until the end of the game. If the Seer is stunned or taken *out of action* the Horror disappears into the Realm of Chaos.

Onogal Rituals

The Nurgle Rituals are used by Seers with the Mark of Onogal the Crow. Replace the spell *Daemonic Vigour* with *Touch of Onogal*.

1 Touch of Onogal

Difficulty 10

The Seer's body is covered with smallpox and blisters. His touch can transmit devastating diseases.

This spell can be used against one of the Seer's close combat opponents. If he takes the model *out of action* in the following hand-to-hand combat phase, that player rolls for Serious Injuries immediately. If the model dies permanently, replace it with a Nurgle Plague Bearer (see Bestiary for rules) for the rest of the game under the Seer's control. If the Seer is stunned or taken *out of action* the Plague Bearer disappears into the Realm of Chaos. Note that only one Plague Bearer can be created at a time.

Follow the Darkest tribes

When starting a Marauders of Chaos warband you may decide which of the following three major Chaos tribes your warriors belongs to. All warbands follow the same rules for Choice of Warriors, Skills and Equipment. Any exceptions are described below.

The Norse

To the north of the Old World live the Norse tribes: fierce barbarians, fur-clad and warlike - the very epitome of the warriors of Chaos. Their mountainous sea-bound land is haunted by all manner of twisted monstrous creatures, notably mutant Trolls and Giants, and by nameless things that live deep under the mountains. They are warriors at sea as well as on land – building longships in which they harass the southern lands and undertake journeys far to the west. The Norse have pale skin after the manner of men of the Empire. They are generally held to be especially tall and strong, and many have red or fair hair. Those that live the greatest distance from the Realm of Chaos are the least favoured of their gods – and the most likely to be seen openly in more civilised lands as a result.

SPECIAL RULES

Reavers: Due to their proximity to the Empire and the frequency of their raiding, the Norse excel at finding the best equipment and supplies quickly. As such, they gain a +1 to their rarity rolls when searching during the post-game sequence.

Pantheon: The Norse worship a myriad of gods, spirits and ancestors. As a result of their wide pantheon the *Eye of the Gods* special rule's effect (of becoming a Chaos Spawn or receiving a Mark) happens on a result of 13+ instead of 12+.

The Kurgan

The Kurgan are a raven haired, dark-skinned and powerfully built race, quite unlike Old Worlders in appearance. They are said to be equally at home on foot or on horseback. When the armies of Chaos gather to invade the Old World, it is the Kurgan that come most eagerly and in the greatest numbers, for they are a numerous people compared to the other tribes of Chaos. It is the warriors of the northernmost tribes who are the fiercest and most likely to be chosen by their gods.

SPECIAL RULES

Pedigree: Some Kurgan tribes delight in the spectacle of trained pit hounds fighting against bears, trolls and other creatures. A Kurgan warband may include any number of Warhounds of Chaos – not only up to five.

Bone Bows: The Kurgans are renowned for making scary bows, using the bones of their fallen enemies. Heroes and Chaos Marauder Henchmen may use bows (cost: 10 gold crowns, availability: common).

Difficult Customers: While some of the less bloodthirsty of the Norse and Hung tribes even trade with merchants from the south, the Kurgan live far away from civilisation and when they come to raid the southern farmsteads and villages they are certainly not welcomed. Therefore a Kurgan warband suffers -1 when rolling to find Rare items except for Great Axes and Barbed Whips.

The Hung

The Hung are an oriental race – perhaps shorter and more squat than the people of Cathay but otherwise resembling them. They are reckoned the greatest of all horsemen and are said to learn to ride before they learn even to walk. Northwards, the land is too poor and mountainous to support their horses, and the steeds of the Hung are typically small, tough beasts that can survive where larger warhorses would quickly starve. Here the tribes hunt mutant monsters in the shadow of the snow-capped mountains, gathering their strength to raid the soft lands of Cathay to the south.

SPECIAL RULES

Disloyalty: The treachery of the Hung is infamous. As one horseman is no more trustworthy than the next, these nomads tribal allegiance is flimsy at best. The maximum number of warriors in the warband is 12 (instead of 15).

Affinity with Horses: Warhorses always cost 40 gold crowns to the warband – not only to starting warbands. In addition, all Heroes (including Henchmen that advance to Heroes) automatically have the *Ride Warhorse* skill. Note that the number of mounts per warband is not restricted in the Border Town Burning setting.



Norse Explorers

The land of Norsca lies to the far north of the Empire across the stormy Sea of Claws. This is a harsh realm of snow, where deadly forests of ice and mountains of frost reach skywards to the heavens, marching down to its impregnable coast.

Humans that live here are powerfully built, with tall, well muscled frames and long limbs. They are characterised by the pale hue of their skin, and common hair colours of red or fair blond. The Norsemen are bloodthirsty people whose society is based entirely around battle. They craft or produce very little in their inhospitable homeland. Instead their custom is to seize whatever they might need from foreign soil. Many times have their dreaded longships brought terror and destruction to the shores of men and the older races.

The Norse people live in marauder tribes, much like the Unberogens who were, centuries earlier, the founders of the Empire. It is for these reasons that they are viewed as a very primitive and uncivilised race by their neighbours. Indeed many Norse tribes openly worship the Dark Gods of Chaos.

All Norse warriors are trained in the art of war at a very young age and become skilled in the use of sword, axe, and shield for theirs is a brutal society where only the strongest survive. The Norsemen have few allegiances apart from to their families and tribal ancestors. Due to their well founded fearsome reputation they make excellent mercenaries.

Despite their brutish behaviour the Norse make superb natural sailors rivalling even the High Elves. It was the Norse who were the first humans to discover Lustria and The South Lands. In their ships, explorers sailed from Norsca to Lustria, establishing the first colony, their trading port Skeggi. Norse raiding parties plague the coastline of Lustria attacking many offshore settlements but it is their desire for riches and adventure that has driven them further inland to pillage the ancient temples of the Slann.



Special rules

Seafaring: The Norse are seafaring people and spend much of their time rowing boats. To represent this, all Norse warriors get +2 to Strength, when they row a boat.

Choice of warriors

A Norse Warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 15.

Jarl: Each Norse warband must have one Jarl to lead it.

Berserker: Your warband may include up to two Berserkers.

Bondsman: Your warband may include up to two Bondsman.

Ulfwerenar: Your warband may include up to one Ulfwerenar.

Marauders: Your Warband may include any number of Marauders.

Hunters: Your Warband may include up to five Hunters.

Wolves: Your Warband may include up to five Wolves provided it includes an Ulfwerenar.

Starting experience



A **Jarl** starts with 20 experience.

Berserkers start with 11 experience.

An **Ulfwerenar** starts with 11 experience.

Bondsman start with 0 experience.

Henchmen start with 0 experience.

Characteristic increase

Norse warriors are human. Ferocious barbarians they might be but they are human all the same. They use the maximum characteristics for humans from the Mordheim rulebook. Ulfwerenar are favoured by the Norse Gods. Neither man, beast nor both, these werecreatures have different maximum characteristics to reflect their altered physical form. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
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Human	4	6	6	4	4	3	6	4	9
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Profile	M	WS	BS	S	T	W	I	A	Ld
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Werecreature	8	6	0	6	5	4	7	4	9
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Norse Explorers warband originally written by Derek Whitman & Bill Sariego for the *Lustria - Cities of Gold* alternative setting

Norse background edited by Werekin

Norse equipment lists

The following lists are used by Norse warbands to pick their equipment:

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon.....	15 gc
Flail	15 gc

Missile Weapons

Throwing axes (same as knives)	15 gc
--------------------------------------	-------

Armour

Light armour	20 gc
Shield	5 gc
Helmet.....	10 gc



HENCHMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon.....	15 gc

Missile Weapons

Throwing axes (same as knives)	15 gc
--------------------------------------	-------

Armour

Light Armour.....	20 gc
Shield	5 gc
Helmet.....	10 gc

HUNTER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon.....	15 gc

Missile Weapons

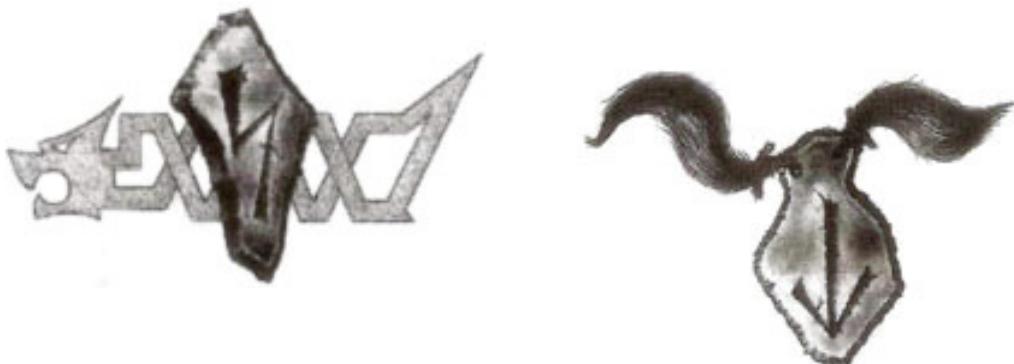
Javelins	5 gc
Bow	10 gc

Armour

Shield	5 gc
Helmet.....	10 gc

Norse skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Jarl	✓			✓	✓	✓
Berserker	✓			✓		✓
Werecreature	✓			✓	✓	✓
Bondsman	✓			✓	✓	✓





Norse special equipment

javelins

5 gold crowns

Availability: Common

Javelins are primitive hand crafted throwing spears which are used by young Norse warriors and exiled hunter gatherers unable to afford better weapons.

Range Strength Special rules

8" As user Thrown weapon

SPECIAL RULES

Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalty for range or moving.

Heroes

1 Jarl

70 gold crowns to hire

The Jarl of a Norse warband is the most battle hardened veteran of his group and often a lesser clan chieftain of his tribe. He has seen many battles and is used to the bloodshed. While some Jarls choose to command their forces with strategy, most just run into the fray with the rest of the warriors. However the Jarl decides to run his warband, all of the other warriors respect him and look up to him.

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

Weapons/Armour: A Jarl may be equipped with weapons and armour chosen from the Norse Heroes Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Jarl may use his Leadership instead of his own when taking Ld tests.

0·2 Berserkers

50 gold crowns to hire

Berserkers are some of the most ferocious warriors in any Norse warband. They have proven their worth over countless battles and have learned that death is nothing to be feared. They charge into battle without any regard for their own safety and are really quite demented.

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

Weapons/Armour: A Berserker may be equipped with weapons chosen from the Norse Heroes Equipment list but they may never wear armour.

SPECIAL RULES

Berserkers: Berserkers are subject to *frenzy* as detailed in the Psychology section of the Mordheim rulebook.

0·1 Ulfwerenar

90 gold crowns to hire

Ulfwerenar are Berserkers with a very rare mutation. When there is a full moon, or when blood starts flowing on the battlefield, the mysterious and deadly Ulfwerenar turn into blood hungry beasts, part man, and part wolf or bear. These creatures are known and greatly feared as werewolves to most Old Worlders. To the Norse they are Werekin, monstrous beasts which can tear through flesh and armour with their huge claws and massive fangs as they go on the rampage.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	2	4	2	7

Weapons/Armour: Ulfwerenar are werecreatures with ferocious teeth and claws and may never use weapons or armour, although suffer no penalty for being unarmed.

SPECIAL RULES

Fear: The Condemned's unnatural appearance makes him cause *fear* in his enemies.

Bestial: Ulfwerenar are ravenous and therefore *immune to psychology*. Also despite being greatly revered by their barbarian kinsmen, Ulfwerenar are too feral and uncontrolled to become the leader of the warband.

0·2 Bondsmen

15 gold crowns to hire

These are young fighters who are still inexperienced. They are bonded to their Jarl by the oath of servitude.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	2	1	6

Weapons/Armour: Bondsmen may be equipped with weapons and armour chosen from the Norse Heroes Equipment list.

Henchmen

Marauders

25 gold crowns to hire

Marauders are the standard warriors in any Norse warband. They have experienced bloodshed and have been trained to fight since they were children. Marauders are so named as they are pirates and raiders.

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

Weapons/Armour: Marauders may be equipped with weapons and armour chosen from the Norse Henchman Equipment list.

O'S Wolves

15 gold crowns to hire

The harsh lands of Norsca are inhabited by a great many ferocious beasts: massive woolly mammoths, vicious polar bears and wolves far larger than those encountered elsewhere in the world. Norse hunters capture and use these beasts. Properly trained they make formidable foes.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	3	1	5

Weapons/Armour: Wolves have very sharp fangs. They never use or need weapons and armour.

SPECIAL RULES

Animals: Wolves are animals and thus do not gain experience.



Pack Leader: Wolves are feral animals that only respond to the strongest in their pack – the Ulfwerenar. In the event that no Ulfwerenar is included in the warband due to a death or an injury, the wolves cannot be used until the creature is replaced.

O'S Hunters

25 gold crowns to hire

Hunters are expertly skilled in stalking the wild game of the Umbra. When warriors are exiled from a tribe they become renegades, following Norse champions on epic voyages to offer ranged attacks as well as their exceptional hunting skills.

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

Weapons/Armour: Hunters may be equipped with weapons and armour chosen from the Norse Hunters Equipment list.



Norse special skills

Norse heroes may use the following skill list instead of any of the standard skill lists.

barbarian courage

As Norse warriors strive to die bravely in battle, they learn to fear nothing and embrace hardship. This hero never needs to take all alone tests and may re-roll failed fear tests.

berserker charge

The Norse are very skilled with weapons that many other races see as primitive and savage. When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

battle tongue

Only a hero with the leader skill may gain this skill. It allows models within 12" of him to use his leadership, rather than the normal 6".

shield master

Norse warriors begin training with shields when they are still children. Some warriors become so skilled with these weapons they can almost any blow against them. When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

crushing blow

Norse warriors train in almost all of their spare time. They are expert fighters and learn to put all of their strength into very powerful attacks. No enemy may parry an attack made by this hero because it strikes with such great power that it pushes right through a buckler or sword.

Portents of Doom

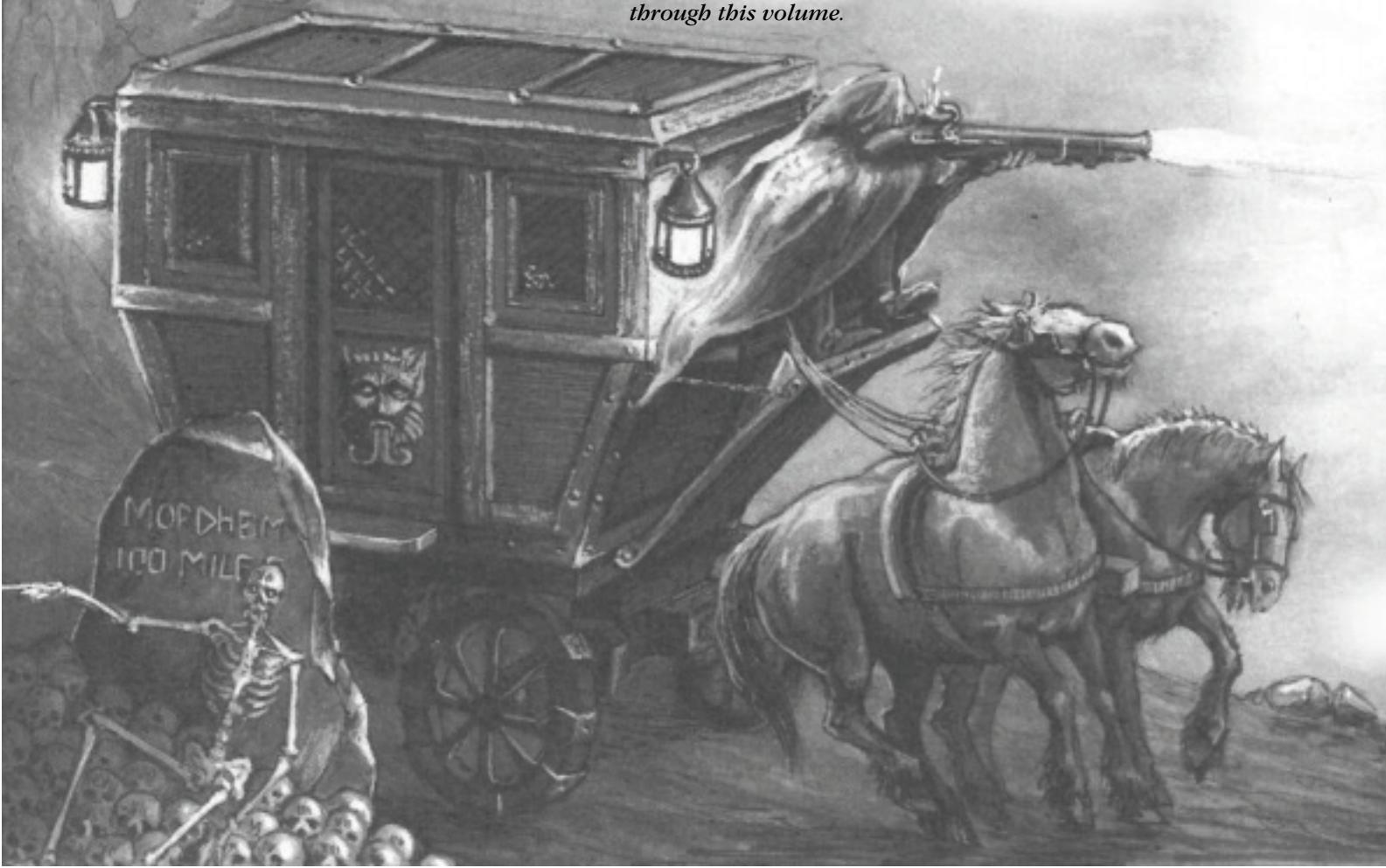
The caravan pulled to a halt in the mid-morning light and took their bearings off the landscape. The two sighted landmarks were proving ideal; the first the tallest mountain they could see, crudely dubbed the Ogre's Finger, whose shadow was already crawling back to the Mourn as the morning progressed; the second a large forested ruin still a day away and brooding ominously at the caravan.

To Adolf Von Wanklin neither seemed to be welcoming and he was at least glad to be out of that shadowy finger for another day, though not looking forward to the ruins. How big they must be if they could already sight it and what could have built them? Not mere men.

The Strigany merchant had enjoyed the quiet travelling, all two weeks of it spread through the long days of tense movement, silent watching, tireless guiding and vicious fighting. Hopefully the return trip would be quieter, giving him less time to reflect on the perils and more on the profit of this venture.

Fifteen months ago, starting the Von Wanklin's family business in Talabheim had seemed risky, but with more than ample return, so Adolf had pointed out how much they stood to make if they expanded their base. Adolf had been thinking of Altdorf, Middenheim, Marienburg, maybe even Bretonnia, but his old man had had a light come on in his eyes and thus said "Cathay", and so Adolf had packed wagons of Von Wanklins' products that would keep on the long trip, paid for the finest protection they could afford and waved his family goodbye, little knowing the immensity of the task ahead.

They had chosen the mildly longer route of the Northern Wastes, keeping to the shadows of the mountains along its southern borders, which were supposed to be safer than the snowy plains and taiga that extended north and contained (or were said to) creatures spawned, weaned and wiped by the dark gods far to the north that should have been human or animal, not some macabre mixture of the two. There was a veritable bestiary of creatures who lived and lurked in the shadows and Adolf had kept a journal solely dedicated to descriptions and drawings of them. If he wanted a bad night's sleep he merely had to thumb through this volume.



The caravan's mercenary leader, a flame-haired woman, slim in build, long of leg and smarter than the rest of the scum she lead by a factor of a hundred, was scanning the horizon with her greyish blue eyes. They seemed to see through everything and over the horizon and Adolf hated to admit that she scared the hell out of him. He knew she didn't like him much, too much the merchant, but held her fierce temper back to use on her collective of idiots. He had to admit that Glory Vixan was very, very good at what she did, even if she did put a lot of emphasis on calling him by his surname. As she was doing now.

"Von Wanklin, ho merchant, the weather threatens to turn, we should move as quickly as we can, for as far as we are able, before the rain hits and this grassland becomes mire."

Adolf looked at the bright sky with its single wisp of cloud in the far distance. The woman must be suffering from sunstroke was his first thought, but she had been the first to recognise many of the dangers inflicted on them and not yet been wrong once.

"Agreed. Mayhaps we can make that ruin by rainfall."

"Nay, we shall detour round the edifice. I like not its look in this desolation. We shall move toward it till rainfall, then veer south tomorrow. With luck and temperate weather, we shall spy Qiong-Ang in five days. Seven if these rains are harsh and stormy."

The caravan started moving again and as the day turned to afternoon, the clear sky changed to dull and overcast, from blue to a greyish yellow, the wind picking up and the distant sands of the northern deserts speckled the group. "It will be raining in the next two hours I expect," Glory yelled over the wind. The ruin was now extremely close and some vague feeling of unease stole over them in the dulling atmosphere.

They eventually stopped the caravan as the first splashes of rain fell, turning the wagons into a small circle and setting up the tents in the gaps between each of them, shelter enough for the three dozen men (and single woman). It gave them enough room to stay away from the harsh sandy wind, the thickening raindrops and see in every direction outside of their safety.

"By my reckoning, we maybe only a league from the ruin. I find this storm disquieting and too sudden. We shall keep a wary eye out." Vixan ordered the men, an eye that quickly proved to be more difficult, for the sudden rainfall turned into a storm that lashed around them. The horses were doubly secured inside the circle, the better to make sure that they wouldn't escape and run away from the caravan across the prairie.

The thunder was too loud for conversation to be heard and the ground quickly became mud, so each of the small fires spluttered to slow extinguishment and provided little heat and warmth, yet it was the light from them that was most wanted, for the early night pressed in eagerly.

"Magic afoot, daemony even." The tall redhead norcan Glory had in the mercenary group, a fellow call Farbad, said in a low rumble. His close colleague, a grey cloaked little man called the Ratter, nodded in quiet agreement.

The shadows did seem to be pressing in on the groups, trying to reach the warmth and light of the fires, and even the many flashes of lightning seemed to be striking points on the ground and then sucked out of the air quicker than normal. It slowly got to the men and more than once large yells from the campfires were raised at something thought glimpsed in the flash drinking in the electricity.

"Shagoths, I would wager." A lean albino whispered loudly. Out of all the warriors Glory had, this one spooked Adolf the most, for his aspect was most sinister and his knowledge otherworldly. His blade was rune-encrusted, but not dwarfish ones, and there was an aspect of weird on his shoulders that owed to something more than his albinism.

"We left the mountains behind and that is their lairs to be found. Too many times have I seen them to know this is the wrong place for them to be found," the red-haired barbarian said. "This is Cathayan magic."

Adolf shivered even though the storm was baking the air. He disliked the eerie and occult, the irrational. Give him the material, the financial. It had been him whom had laid down all the Von Wanklins' business plans, what to sell, the price, whereas his family were only good for the actual manufacture and movement. They were always out in that damned barn of theirs, the one they were wasting by not storing any material or livestock in. Their father had declared it sacrosanct and inviolate for some reason and Adolf had lamented that, because it was a waste of their resources and storage, but Father ran the business and had the last word on the subject.

A scream rang out from one of the other campfires and a bright burst of flame could be seen, a burst of flame that turned out to be one of men whose arms were on fire. The wall of rain put it out, but attracted everyone together to see what was going on.

They got the man under one of the makeshift tents and looked at the arm. One of Von Wanklins' men pulled out a small vial of their oil and smeared it on to the burn, Adolf knowing that it would ease the pain and to dock the price from out of the both men's wages.

"What happened?" He asked.

The other men around the fire looked around them, as if trying to see something in the outer darkness around them. "Teddy, he, he put his hand in the fire."

"What?"

"I dunno, he just seemed to reach his hand out and put it in the fire. It weren't quick or nothing, but we thought he was trying to stoke it, then he plunged his hand right in."

They all looked at the burnt man, who was shivering in pain. "I di'nt wanna, but somethin' were abold o' me arm, pullin' me towards it. Couldn't stop it."

Glory looked around them "Did any of you see anything unusual?"

The men all shook their heads. Everyone seemed to be staring out into the storm-tossed prairie. What they were actually staring out at was the ruin, but the dark was too black to see through to it. Even the flashes of lightning weren't illuminating anything, each flash doing little more than blinding them.

"Did you see something move?" The Ratter asked.

"Blinded." Farhad replied.

"Squint, you oaf, the eyes don't take in the light then. I swear I saw something moving around the point the flash hit the ground."

The whole group started doing it and still weren't exactly sure what they were looking for.

"There's nothing, Rat."

"No, I can see something."

The albino nodded, "a black smoke. Like a mist hovering around the ground."

This elicited a few seconds worth of silence, before Glory broke it. "Alcir, are you certain?"

The albino nodded. "Very much so. I have never seen the like, but whenever the lightning connects with the grass, the brief spark is snuffed out, instead of sparking into fire, the power absorbed by the mist. It stems out across the plains in all directions. I believe that our fires are halting it from entering the camp."

The men all looked at each other, judging the albino's words, but Glory moved into action. "Make a big fire in the centre of the camp, near the horses. We must keep them all stoked."

"Why did Teddy put his hand in the fire?"

"We don't have enough wood."

The questions came thick and fast, but Glory ignored them, whilst Adolf just stared out of the camp trying to see exactly what they said they were seeing. A flash of lightning seemed to hit quite close by, yet still he couldn't see anything.

A large pile of wood was quickly stacked up and trying to be set alight, but between the rain and the baste, wasn't catching quickly. Brands from the smaller fires were being run over, but they seemed to be going out with unnatural quenching, even when shielded against the elements.

"The smoke, it moves in the camp. We must act quickly. Grab as many brands from the fires and run here as fast as you are able." The albino ordered, rendering a scene that would have been called comical if the situation were less dangerous, with men running from fire to centre bearing fire and occasionally sliding to the ground in the mud. In quiet desperation, the air took a thick turn as smoke from the brands (and what else was now mixed therein) filled it and there was much coughing. The albino grabbed Glory's arm and whispered something into it, before she turned to the other men.

"Return to your fires, Alcir believes he has a method that will help." The men moved quickly, leaving the albino in darkness and all they could do was stay close to their fires and try to listen to

what the mercenary was going to do. Indeed the fierceness of the storm precluded any chance of understanding and several times Adolf could swear that he heard yelling or chanting, but the words were drowned by a sudden increase in the storm's ferocity, until he could have sworn that it intended for them to drown on those grassy plains. Even the lightning had stopped, but the feeling that something was at their throats persisted, whether it be fear or some alien other.

Then from the sky fell a bolt that seemed to fill the camp centre and a crack that deafened all there for some minutes and knocked many off their feet in intensity. Only Glory seemed to stay still and, when Adolf later asked what she had seen, the flame-haired warrior would only say the albino and his fire, for the bolt ignited the stack of wood to bright flame, and the immenseness of the bolt seemed to have blasted the smoke clear away from the camp. The rain certainly could not diminish the power of the pyre and even seemed to be turning to steam as it impacted.

What seemed to also counter-act the weather was a lessening of the storm and within an hour the rain halted, the storm moved away (or dispersed), the sandy wind died with them and all around was still and quiet.

The albino could be found sitting cross-legged in the mud by his fire, smiling gently to himself, though many assumed that the strike had destroyed him or his mind. The night terrors on them all slowly slunk back into the night, the darkness of the storm clearing and the moon of Mannslieb clear in the sky. This made the men more thankful, for it was a good omen after fearing that the storm had been in part due to Morrlieb rising.

There were many questions about what had happened and it took many hours for the men to settle themselves before catching even a little sleep that night. The horses, whom had been struck with the same fear and mightily restless, were refreshed as best as they could be, but as the first ray of dawn in the east rose (a little more menacing than it should have been, for it came from over the forested ruins and hung with the fear of the night, or even some alien or daemon presence trying to suck it dry), the camp moved into action and got as swiftly underway as they could manage, reining the horses and digging the wheels from the mud that had set around them.

Von Wanklin stared at the ruins, then in the opposite direction, back towards the Mountains of Mourn and the lone peak they had been using as a guide. It seemed to have toppled down overnight and Adolf was even more surprised to realise that the sun warmed those far slopes in the morning, rather than casting their shadow over the plain. He pointed it out to Vixan.

"Aye, a daemon's magic has brought us here, into range of who knows what dread powers. I for one did not like that lone peak pointing towards our destiny, but who can truly tell what we faced." Yet as she spoke these last words, her eyes were turned towards the albino, who alone had fallen asleep for most of the night and now was sitting atop the lead wagon alert.

"Today we shall hurry on past this place and whatever foulness lurks therein, or maybe lurked, for there are more things in strange Cathay than can be dreamt of, or so I have heard."

Adolf nodded at the woman's words and inwardly hoped that their survival would prove to be the beginning of a rich reward for them all. Riches meant nothing when you could not see the hand that threatened to choke the life from you.



Merchant Caravans



Money. There are three ways to gain it – inherit, steal or earn. Earning it is the most honourable means, since no one who has spent a life working hard is begrimed by any comforts on their

deathbed. But how it is earned is another matter! For some, a long life spent toiling for pittance is a life wasted and they seek ways to gain affluence more rapidly. For opportunists the chance to make a lot of money in one go, is too much to pass up.

Blackguards attach themselves to merchant caravans travelling towards distant lands to line their pockets. Sometimes the destinations are to Lustria or the Southlands, ship-bound for the best part. When the journey remains on land their destination lies in the far eastern lands of Ind and Cathay, lands shrouded in myths and legends, tall tales and rumours. From these lands a merchant can make their name and fortune in a single journey, if they survive.

For between the Old World and traders paradise lay the Dark Lands and the Mountains of Mourn, realms where lives fall at the mercy of the environment, where the predations of natural creatures are lethal beyond imagination, where the dead roam eternally, where bands of pillagers seek to replenish supplies, where death awaits the unprepared and the bone idle. Even the largest caravans are in peril every minute of every day they travel. Safe havens are few and far between and only deemed safe as long as you have the coin to pay for their protection.

Only one in every ten caravans fulfils a successful destiny. Because fortunes can be made from an individual venture, the risk is more than equal the reward, if not lessened. A greedy merchant will not stop at one expedition, when in returning there is an expectation of further and greater profit. That so many would gamble their lives time and again speaks

volumes of the wealth to the East. Even when alongside an army of sell-swords who drain the purse to protect the investment, the lure is more than enough for an Arabyan trader or one of those racketeers from Marienburg. Each trip may take years to complete but the Silk Road remains open for anyone wishing to use it.



Since the Tilean brothers Ricco and Robbio opened this dangerous yet lucrative trade route, it has attracted the most daring or foolhardy of merchants regularly. Each of them dreaming of the golden realm that lies beyond the horizon. The wastes are littered with the tattered and broken remnants of those who failed, a warning that their folly came at too high a price.



Special rules

Merchant: The Merchant is the warband's *leader* (any Warrior within 6" of him may use his Leadership when taking Ld tests) and the one who is in charge of the business. If the Merchant leaves the caravan (e.g. dies permanently through Serious Injuries), a new *leader* is determined as normal.

The new leader gets the *Merchant* special rule, allowing him to choose new skills from the Merchant's special skills section. The model counts as a Merchant for all purposes just as the previous Merchant used to. If no model in the warband is allowed to become the *leader*, an Apprentice must be bought as soon as possible to become the *leader*.

Trade: Instead of searching for rare items the Merchant may sell a rare item that has been stored in the Trade Cart during the preceding battle. This must be done before Heroes of either warband search for rare items.

Roll a D6 to determine how many gold coins the Merchant would get for the item.

D6 | Gold coins

1-2 Half the item's basic price

3-4 The item's full basic price

5-6 Full plus half the item's basic price

Note that the Merchant may decide whether he wants to sell the item for that price or if he wants to try again after the next battle. This can be combined with the *wholesale* skill to sell up to D3+1 items each game.

Open for Business: All players may choose to send any of their Heroes to the Merchant instead of having them search for rare items. A Hero doing so may buy one item from the warband's stored equipment if the players can agree on a price (including exchange deals with items and Treasures). Instead of buying an item a Hero may also go to the Merchant to sell any one item (rare, common, magical, treasure counters) to him. If players cannot agree on a price no deal is closed and the visit is wasted.

Rarity: Any rare item that is reduced to Rare 2 or below by the Trade Wagon's *Reputation* rule, the *Streetwise* skill etc., can be bought as Common items.

Hired Swords: Merchant Caravans may hire every Hired Sword that is available to Mercenary warbands.

Choice of warriors

A Merchant Caravan must include a minimum of three models. You have 600 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Merchant: Each caravan must have one Merchant – no more, no less!

Apprentice: Your warband may have one Apprentice.

Knights Vanguard: Your warband may include up to two Knights Vanguard.

Magician: Your warband may have one Magician.

Sell-swords: Your warband may include any number of Sell-swords.

Marksmen: Your warband may include up to five Marksmen.

Blackguards: Your warband may include up to three Blackguards.

Trade Wagon: Your warband must include one Trade Wagon.

Starting experience

A **Merchant** starts with 20 Experience.

An **Apprentice** starts with 0 Experience.

Knights Vanguard start with 8 Experience.

A **Magician** starts with 8 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

Merchants and their retinue are humans and so use the Human maximum profile.

Merchant Caravan equipment list

The following lists are used by Merchant Caravan warbands to pick their equipment.

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Sword	10 gc
Rapier	15 gc

Missile Weapons

Pistol	15 gc (30 gc for a brace)
Duelling pistol	30 gc (60 gc for a brace)

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

Miscellaneous Equipment

Cathayan silk cloak	40 gc
Warhorse*	40 gc
Trade wagon**	180 gc

*Knights Vanguard only

**Note that a starting warband must always include one Trade Wagon!



HENCHMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Pike*	10 gc
Halberd*	10 gc

*Sell-swords only

Missile Weapons

Crossbow	25 gc
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Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

CATHAYAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Double-handed weapon	15 gc
Dragon Sword	20 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

Merchant Caravan skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Merchant		✓	✓			✓
Apprentice	✓	✓	✓		✓	
Knights Vanguard	✓			✓	✓	
Magician			✓		✓	

Heroes

1 Merchant

50 gold crowns to hire

Only the bravest – or most greedy fools – among merchants travel north to trade with the barbaric Norse tribes that dwell in the icy wastes. Others risk their lives on the Silk Road before reaching the safe haven of the Sentinels. From this trading post the road forks. The Spice Route leads south to the Land of a Thousand Gods. The Ivory Road leads on east through uncountable dangerous tribes of warring Marauders and Hobgoblins, not to the mention the many terrors encountered in the Ogre kingdoms.

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

Weapons/Armour: The Merchant may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES

Merchant: A Merchant is always the warband's *leader*. Refer to the special rules for when using a *Merchant*.

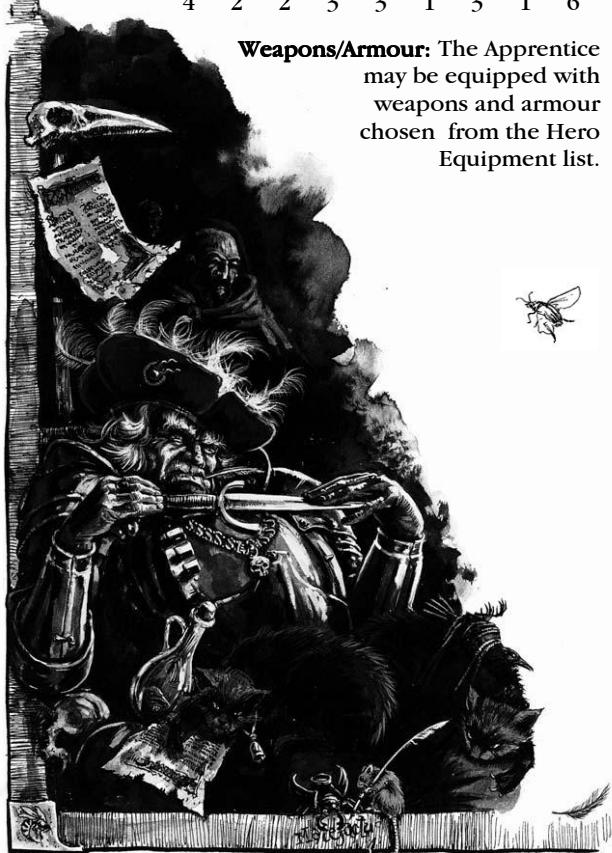
0·1 Apprentice

15 gold crowns to hire

Less than desirable duties must be diligently fulfilled during an apprenticeship with a merchant – packing mules, carrying crates or driving the wagon.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: The Apprentice may be equipped with weapons and armour chosen from the Hero Equipment list.



0·2 Knights Vanguard

45 gold crowns to hire

Serving as the vanguard for a merchants escort are former knights. Imperial's, Bretonnian's who used to own land and servants of their own, or ronins from the east. Nipponese and Cathayans alike will fight for fair pay in the service of merchants. All are well travelled enough to be equipped with the finest arms forged by the swordsmiths of Grand Cathay.

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

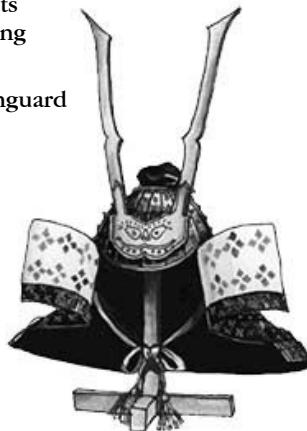
Weapons/Armour: Knights Vanguard may be equipped with weapons and armour chosen from the Hero Equipment list and the Cathayan Equipment list.

SPECIAL RULES

Lightning Reflexes: If the Knights Vanguard 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 Knights Vanguard will be determined by comparing Initiative values.

Ride Warhorse: The Knights Vanguard is trained in riding Warhorses.

Hirelings: The Knights Vanguard is a hireling, paid by the Merchant and therefore can never become the warband's *leader*.



0·1 Magician

40 gold crowns to hire

Often warlocks, alchemists and sorcerers seek the protection of an influential merchant to escape the stakes of the fanatical Witch Hunters. As part of his escort they secretly continue their forbidden studies incognito. Opportunities arise to test the results of their ability on the raiding creatures of the Wastes.

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

Weapons/Armour: The Magician may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES

Wizard: A Magician is a wizard and uses Lesser Magic. See the Magic section in the Mordheim rulebook for details.

Hireling: The Magician is a hireling, paid by the Merchant. He can never become the warband's *leader*.

Henchmen

Sell-swords

25 gold crowns to hire

Well aware of the attraction his caravan holds for highwaymen and raiding parties, the merchant keeps bodyguards. These roguish adventurers ensure that both the goods and their paymaster survive the journey undamaged. Sell-swords are the unfortunate scoundrels that earn their living as caravan escorts.

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

Weapons/Armour: Sell-swords may be equipped with weapons and armour chosen from the Henchman Equipment list.

0·5 Marksmen

30 gold crowns to hire

The marksmen from Tilea are well renowned for their excellent skills in the use of crossbows.

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

Weapons/Armour: Marksmen may be equipped with weapons and armour chosen from the Henchman Equipment list.

Merchant special skills

Merchants may choose to use the following skill list instead of the standard skill lists.

bribery

Whenever the warband has to take a Rout test, the Merchant may talk his hirelings into staying a little longer and face the danger. He may immediately pay 5 gc per non-Hero warband member (including Hired Swords!) still in the game. If he does, *one* member taken *out of action* already, does not count for Rout tests. If after that a Rout test is still required, test as normal. This skill may be used as many times as required so long as the coffers aren't empty!

dubious income

The Merchant has set up an underground business that proves to be quite profitable. After every battle in which the Merchant was not taken *out of action* he may choose to use this skill before the trading phase (i.e. before any gold is spent). If he does, he must pass a Ld test. If the test is successful, the warband receives one gold coin per Experience point the Merchant has. If the test is failed, the warband loses up to the same amount of gold coins.

wholesale

The Merchant is known for buying items in greater numbers and so is especially welcome at the other merchants. He may search for D3+1 rare items after each battle instead of one item only (if he was not taken *out of action*, of course!).

0·3 Blackguards

35 gold crowns to hire

In the outer Cathayan cities a wealthy foreign trader is showered with offers from fortune seeking outcasts. These mercenaries who dream of leaving their homes for wealth and fame bring strange weapons and fighting styles with them to join the merchant caravan.

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

Weapons/Armour: Blackguards may be equipped with weapons and armour chosen from the Cathayan Equipment list.

SPECIAL RULES

Strongman: Blackguards are capable of great feats of strength. They 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.

Unreliable Hires: Blackguards are only hired by the Merchant to serve him by protecting his cargo. They are not much trusted or granted with any responsibilities. Therefore they may never become Heroes. Re-roll all results of 'The lad's got talent' for them.



deal breaker

When trying to sell items through the *Trade* special rule, the Merchant gets a +1 bonus on the roll to see what the item would fetch.

connected

The Merchant knows many retailers and ways of getting hold of rare items. Instead of searching for rare items as normal he may visit the local black market and its fencers. If he does, he may search for items from the following table, applying the normal rules.

Item	Cost	Availability
Dispel Scroll <i>see Mordheim Annual 2002, p. 31</i>	50 + 4D6 gc	Rare 12
Lesser Artefact <i>roll on the Lesser Artefacts table</i>	200 + D6x15 gc	Rare 16
Magical Artefact <i>roll on the Magical Artefact Table from the Mordheim rulebook, p. 141</i>	350 + D6x25 gc	Rare 18
Magical Scroll <i>roll on the Lesser Artefacts table</i>	100 gc	Rare 14

Note that though the Merchant may buy items using the table above he can never sell them back again (and must hope for other players to be interested in them).

Special equipment

trade wagon

180 gold crowns to buy

Availability: Common, Merchant Caravans only

The many vulnerable items such as Cathayan jewels, spices and silk cloths are stored in the Trade Cart.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Draft Horse	8	1	0	3	3	1	3	0	5

SPECIAL RULES

Wagon: The Trade Wagon is a wagon and so follows all rules for Wagons (see Empire in Flames Supplement, p. 30–33). The cost of the Trade Wagon includes two draft horses. Remember that one model from the warband needs to act as the wagon driver.

Storage: All the warband's stored equipment and treasures are stored inside the Trade Wagon. Note that this does not include the warband's gold crowns.

If the Trade Wagon is destroyed, all the warband's stored equipment and treasures are lost. Until a new Trade Wagon (or Stage Coach, if the player wishes) is bought, equipment cannot be stored. Any treasures gained after a battle are lost if they are not sold before the next game.

Reputation: For every five different rare items stored inside the Trade Wagon the Merchant gets +1 to his rolls for finding rare items.

Abandoned: If the warband fails its Rout test and no model is driving the Trade Wagon then it is abandoned. The wagon falls into the winning warband's hands. They may choose to steal the contents, to keep the wagon for themselves if

allowed to (treat as Wagon or Stage Coach) or agree to cut a deal (using the ransom rules in *Captured* from the Serious Injuries chart on page 119 of the Mordheim rulebook) with the Merchant.

A warband capturing a Wagon from a Merchant Caravan may not search for rare items following the battle, unless every model from the Merchant's warband was taken *out of action*, as word of it spreads and they are avoided by the fearful local traders.



pike

10 gold crowns

Availability: Rare 8, Merchant Caravans only

A Pike is comparable to a spear, though its length exceeds the one of a common one. The Tileans use them in their civil wars, and with the silk road they came to the outer border towns of Cathay.

Range	Strength	Special rules
Close Combat	As user	Two-handed, Strike first

SPECIAL RULES

Two-handed: A model armed with a pike may not use a shield, buckler or additional weapon in close combat. However it gets an additional +1 armour save bonus against ranged attacks if it carries a shield.

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



A Journey of a Thousand Miles...

The crows fly overhead, silhouetted against the sun. Below them the broken and lifeless bodies of the Tilean militia lay, still clad in their town's colors. A lone crow swoops down and perches on one of the bodies. A robed figure appears before it, frightening the crow away. Dull green ghostlights swirl about the figure as it stands motionless, surveying his handiwork.

Melkor, a scruffy young man with a long walking stick and a heavy backpack approaches the robed figure

"I've made preparations, Master Voltais. Thurgood loads the cart as we speak."

A low, echoed voice comes from the motionless robed figure.

"Did you get my vessel?"

"Yes, Master Voltais" The scruffy man produces a humble earthen urn with a Khermi god's head as the stopper. "If you don't mind me asking, sir; what use is this urn? It looks ordinary to me, although I feel magic about it."

"That urn comes from the southlands. Inside is the preserved heart of a priest that died a thousand years ago. If we are to travel north, I must not be seen or I will not make it." He pauses and the ghostlights about his person dim.

"I am weak, Melkor."

"But sir, you won! You beat them. Not a man stands alive who stood against you!"

"You have much to learn, Melkor. I cannot regain my strength here any longer. I have defeated this army, but soon another will come and another and another until I am banished to the land of the dead. If I am to survive then I must travel to where magic is in great abundance."

Melkor looks down at the urn in his hands. As he looks up again at his master, his heart skips a beat. The robed figure's flesh is stretched thin over his bones. His eyes that once burned with baleful magic are now dim and listless. Only now does Melkor understand his master's peril. Melkor pulls the stopper off the urn and a slow breath escapes it.

Voltais opens his mouth wide and the dim ghostlights swirling about him intensify. Voltais begins to chant and Melkor's hair stands on end as the dark magics electrify the air. As the ghostlights form a solid blur, a terrible bowl escapes Voltais' gaping maw and a foul dark spirit claws its way out of his mouth and flies into the open urn in Melkor's hands, the green ghostlights quickly follow. As the last ghostlight flies into the urn, Melkor replaces the stopper and wipes the cold sweat off his brow. Melkor looks up at the robed figure that once held his master. The body stands for a moment before collapsing onto the ground, completely lifeless.

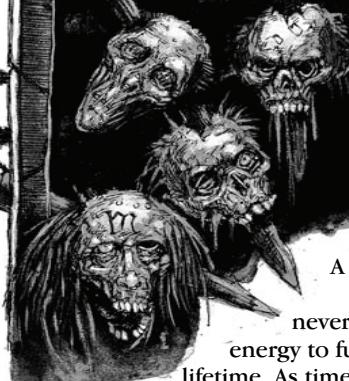
A voice from beyond echoes in Melkor's ears.

"Melkor, you and Thrugood are to travel north, carrying my remains in a trunk. To all who ask, my body is that of an ancestor you wish to bury in the place of your new home. The urn must never leave your person and none may see it. Only open it when we reach the northern wastes, do you understand?"

Melkor's voice, still shaky from the terrifying event he witnessed nods his head and says "Y..yes, Master. I understand" With that, Melkor gathers his master's remains, turns and makes his way towards the donkey cart that Thurgood has prepared, piled with clay pots and books.



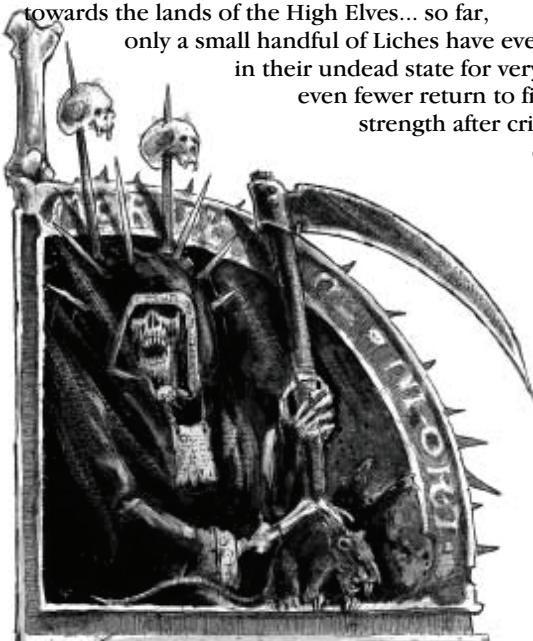
The Restless Dead



A Liche is a necromancer who was wise enough never to expend his own life energy to fuel his spells during his lifetime. As time eats away at his body, he retains his soul which allows him to manipulate magic, which is what separates them from pitiful wraiths. Unfortunately, the undead bodies of the Liche are not capable of retaining magic forever. They must absorb massive amounts of magic through the use of dark rituals and forbidden spells. The most common ritual involves the devouring of the soul of a human. The soulless human becomes a zombie under the Liche's control. This continues until he is discovered.

When a Liche is found, great armies are sent against it. The Liche retaliates by creating armies of undead warriors to defend itself, expending vast amounts of stored magical energy to do so. Win or lose, the Liche is greatly weakened in this process. More often than not, the Liche is crippled such that he is incapable of bringing himself to his former strength. In this event, the Liche has two options. Most of them wander south to the forest of Loren where they seek the wild and infinite magic of the wood. Some wander north towards the Chaos Wastes where they are almost always discovered and destroyed en-route. An even smaller percentage go west in ramshackle boats towards the lands of the High Elves... so far,

only a small handful of Liches have ever lived in their undead state for very long; even fewer return to fighting strength after crippling defeat.



For those who travel north, the journey is long and arduous; dodging road wardens, rogues and thieves all for their goal to reach the Chaos Wastes, where the Liche's power will slowly regenerate from the billowing magical winds spewing from the Realm of Chaos.

Choice of warriors

An Undead Liche warband must include a minimum of three models. You have 500 gold crowns to recruit your warband. The maximum number of warriors may not exceed 12.

Liche: Each Undead Liche warband must include one Liche: no more, no less!

Necromancer: Your warband may include a single Necromancer if you wish.

Grave Guard: Your warband may include up to three Grave Guards.

Zombies: Your warband may include any number of Zombies.

Skeletons: Your warband may include up to eight Skeletons.

Wights: Your warband may include up to three Wights.

Scarecrows: Your warband may include up to two Scarecrows.

Starting experience

A **Liche** starts with 20 experience.

A **Necromancer** starts with 8 experience.

Grave Guards start with 6 experience.

Wights start with 0 experience.

Characteristic increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Liche	5	4	4	4	4	8	6	3	10

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Guard	5	5	5	4	4	4	5	4	10

Necromancers are (just about) human. They use the maximum characteristics for humans from the Mordheim rulebook.



Undead skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Liche		✓				✓
Necromancer		✓		✓	✓	
Grave Guard	✓			✓		

Undead equipment list

The following lists are used by Undead Liche warbands to pick their equipment:

Hand-to-hand Combat Weapons

Dagger	1 st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

Shortbow	5 gc
Bow	10 gc
Armour	
Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

Undead special skills

Liches and Necromancers may choose to use the following skill list instead of any of the standard Skill tables available to them.

corpse bomb

Special magics and rituals can cause a Zombie to explode when they are near the enemy. Secretly nominate one Zombie at the beginning of the battle to be a Corpse Bomb. If the enemy charges or is charged by the Zombie, it immediately detonates. All models within D6 inches take D3 Strength 4 hits. The detonated Zombie may never be used again as it is splattered in a million pieces! Corpse bombs killed by shooting do not detonate. Only one Zombie at a time can be a corpse bomb although the skill can be taken by both the Necromancer and the Liche.

deathspeaker

At the start of the battle, the undead player may deploy D3 Zombies for free. These zombies *do not* count towards the maximum number of models in the warband, but increase the warband's rating as normal. Zombies created in this way may *not* be used as Corpse Bombs. These Zombies only last for the duration of the battle.

wraith touch

The hero may make a Wraith Touch attack instead of their normal attacks in close combat. The hero making a Wraith Touch makes a single unarmed attack, if it hits, it wounds automatically, all rules that apply to unarmed attacks apply to the Wraith Touch. If a Liche uses this skill and wounds, then he may regain one lost wound. This may not take the hero beyond his starting total. Necromancers do not regain wounds with this skill. This skill has no effect on the Possessed or Undead.

forbidden rite

If the hero with this skill did not search for rare items during their last exploration phase, then they start the next battle with a pool of D3+1 (+1) modifiers they can use to increase their casting rolls. They may use as many of these modifiers at a time as they desire.

summoner

The maximum warband size is increased by 1.

Heroes

1 Liche

125 gold crowns to hire

A Liche is a powerful undead sorcerer. They journey north in a desperate bid to regain their power in the Realm of Chaos after a crippling defeat. Liches are fanatical in their struggle to hang on to their pitiful existence, especially when this close to being forever banished from the realm of the living.

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

Weapons/Armour: Liches may not carry any non-magical weapons and do not suffer any penalties for this. They may wear any armour from the Undead Equipment list.

SPECIAL RULES

Wizard: A Liche is a powerful wizard and so is able to use Necromantic magic and starts with two spells randomly generated from the Necromantic magic list.

Cause Fear: A Liche is a horrible abomination and causes *fear*.

Immune to Psychology: A Liche is not affected by psychology and never leaves combat.

No Pain: A Liche treats a *stunned* result on the injury chart as *knocked down*.

Immune to Poison: A Liche is not affected by poison.



Eternal: A Liche can choose to ignore any result on the hero's Serious Injury chart except *Killed* by taking a permanent -1 on their starting Wound profile. Obviously, a Liche with 1 Wound remaining on their starting profile does not have this option. A Liche that gets a *Killed* result instead takes a permanent -D3 Wounds on their starting profile. If this takes their starting Wound total to 0 or less, the Liche is *Killed* as normal.

Feed Upon Magic: A Liche can perform spells that, with the consumption of D3 Treasures, can give the Liche a permanent +1 Wound on their starting profile. This can *only* be used in between battles and cannot be used if the Liche searches for rare items or was put *out of action* in the previous battle. If the warband does not have enough Treasures to complete the spell, then the Treasures are consumed anyway and the Liche does not gain the Wound.

Warrior Wizard: The Liche may wear armour and cast spells. Indeed, it is often the clothing and armour alone that gives the Liche substance and form!

Advancement: If a Liche gets an advance roll of +1 Wound, they may instead pick a new skill from their available lists.



0-1 Necromancer

40 gold crowns to hire

Necromancers who travel with Liches are apprentices to the dark arts of Necromancy. They are the only living thing that a Liche will tolerate in his proximity!

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

Weapons/Armour: Necromancers may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Wizard: Necromancers are wizards being trained by their Liche masters in the art of Necromancy and so are able to use Necromantic magic. They start out knowing one of the two spells known by their Liche masters.

Apprentices: Necromancers may only ever know spells known by their Liche masters. Even if they *did* know spells the Liche didn't, they wouldn't *dare* use them for fear of their master's response for their arrogance! If the Liche is ever killed, the Necromancer can continue to learn magic spells as a normal wizard, ignoring the Apprentice rule.

Gofer: as an Apprentice, the Necromancer spends much of their time running errands for their Liche masters and over the years get exceptionally good at it. When a Necromancer searches for rare items, they roll 3D6 and pick the two highest.

0·3 Grave Guards

35 gold crowns to hire

Grave Guards were once the finest warriors, hand selected by their masters for their martial skill and bravery, who fell in battle many centuries ago. They are now slaves to their necromantic masters in restless undeath.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	2	1	6

Weapons/Armour: Grave Guards may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Wight Blades: Grave Guards carry weapons laden with evil magic. All close combat 'to hit' rolls of a 6 will automatically wound. You may roll 'to wound' as normal to determine if it is a 'critical hit', but even a failed 'to wound' roll will still cause a wound if a 6 was rolled first 'to hit'.

Cause Fear: Grave Guards are terrifying undead creatures and so cause *fear*.

Immune to Poison: Grave Guards are not affected by poison.

Immune to Psychology: Grave Guards are not affected by psychology and never leave combat.

No Pain: Grave Guards treat a *stunned* result on the injury chart as *knocked down*.

May not Run: Grave Guards are slow undead creatures and may not run (but can charge normally).

No Deal: Grave Guards may not search for rare items.



Henchmen

Zombies

15 gold crowns to hire

Zombies are the most common of the undead: creatures animated by the will of their Necromantic masters to be slaves in their undeath.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	1	1	5

Weapons/Armour: Zombies may not carry any weapons or wear armour and do not suffer any penalties for this.

SPECIAL RULES

Cause Fear: Zombies are horrible abominations and so cause *fear*.

May not run: Zombies are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: A Zombie is not affected by psychology and never leaves combat.

Immune to Poison: A Zombie is not affected by poison.

No Pain: Zombies treat *stunned* results on the injury chart as *knocked down*.

No Brain: Zombies never gain experience.

0·8 Skeletons

20 gold crowns to hire

The remains of ancient soldiers lie restless in their graves in the Northern Wastes. It only takes a mere whisper from the Necromancer to command them from their slumber and again into loyal service as mindless undead warriors.

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

Weapons/Armour: Skeletons may be armed with weapons and armour chosen from the Undead equipment list.

SPECIAL RULES

Cause Fear: Skeletons are terrifying undead monsters and so cause *fear*.

May not run: Skeletons are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: A Skeleton is not affected by psychology and never leaves combat.

Immune to Poison: A Skeleton is not affected by poison.

No Pain: Skeletons treat *stunned* results on the injury chart as *knocked down*.

No Brain: Skeletons never gain experience.

0'3 Wights

30 gold crowns to hire

Wights were formerly great champions among men, now reduced to shambling bodyguards. They resemble skeletons, but are far better armed and armoured and retain a substantial amount of their old combat prowess.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	6

Weapons/Armour: Wights may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Cause Fear: Wights are terrifying undead creatures and so cause fear.

Immune to Poison: Wights are not affected by poison.

Immune to Psychology: Wights are not affected by psychology and never leave combat.

No Pain: Wights treat a *stunned* result on the injury chart as *knocked down*.

May not Run: Wights are slow undead creatures and may not run (but can charge normally).

Experience: Wights may gain experience, however Wights promoted to become Heroes by rolling *The lad's got talent* will be unable to search for rare items in the same way as Grave Guards. They must choose the Combat and Strength skill lists if promoted. Wights also gain Wight Blades if they become Heroes.

0'2 Scarecrows

65 gold crowns to hire

Some sorcerors have been known to create horrible unliving forms that are impervious to pain and notoriously difficult to stop. In order to maintain secrecy, a cunning wizard disguises their twisted supernatural bodyguard as something more common. With its ordinary appearance the golem is granted enough freedom to move around undetected. These lanky constructs are fashioned from straw to resemble scarecrows used by farmers to frighten birds away from crops. No one gives them so much as a passing glance... that is, until they begin to move!

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	3	3(6)	1	3	2	10

Weapons/Armour: The scarecrow carries no equipment and suffers no penalties for this.

SPECIAL RULES

Cause Fear: The sight of a tall, lanky and silent scarecrow moving is highly unnatural and so causes fear.

Immune to Psychology: The scarecrow is immune to all psychology and will never leave combat.

Immune to Poison: The scarecrow is immune to all poisons.

No Pain: The scarecrow treats all *stunned* results on the injury chart as *knocked down*.

No Brain: The scarecrow never gain experience.

No Substance: The scarecrow is incredibly difficult to take down with shooting as there are few vital parts to hit. The scarecrow counts as having a T6 against all shooting and magical missiles, likewise, a scarecrow is immune to critical hits caused by shooting. The exception to this rule is missile weapons or spells that are fire based which deal damage as normal.

Flammable: The scarecrow is primarily ratty cloth, straw and preserved body parts so as a result they burn very easily. Scarecrows count as being flammable. In addition, a scarecrow will be 'caught fire' on the roll of a 3+ as opposed to the normal 4+.

Construct: The scarecrow is an undead construct and may re-roll any rolls on the injury table except for wounds caused by fire.

Animated Construct: Powerful constructs such as scarecrows require much more concentration from their summoners than normal skeletons or zombies to remain animated. The scarecrow is controlled by either the Liche or the Necromancer (note down on the warband roster which), but each may only control one at a time, so only a warband with both a Liche and a Necromancer may ever take two Scarecrows. If the Liche or the Necromancer is for some reason unable to participate in a battle, their Scarecrow will also be unable to participate.

Whenever the scarecrow's controller loses a wound he must pass an unmodified Leadership test or the magical bond is broken and the scarecrow is immediately taken *out of action*.

When I was just a young boy, my mother warned me never to enter the wheat fields at night. She said that evil things prowled in the tall grass and that only our faith in Sigmar and the scarecrows kept them away from us and I wish more than anything that I did not leave my lantern in the barn one night because I lost my faith in both all at once.

As I entered the barn I saw our farmhand, flayed and strung from the ceiling, the animals dissected and mutilated, and the limp, straw filled body of the scarecrow from our fields lying on the ground just below it. I blindly groped for the still lit lantern I left by the barn's entrance and picked it up. In the dim light I saw the scarecrow stand itself up. My better judgement left me and I stood transfixed as his gangly frame walked towards me.

As his blood-stained arms reached out towards me, my senses returned and I threw the lantern at the scarecrow and it was quickly engulfed in flames. Flailing about, he ignited the straw and the barn caught fire as I fled into the fields.

I caught my breath and looked about only to see, illuminated by the burning barn: the scarecrows, one by one, falling off their stands.

Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also destroy the vitality of the living. This list is slightly revised for use in a Liche Warband.

D6 Result

1 Spell of Awakening

The Sorcerer summons calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.

Difficulty: Auto

If an enemy Hero is killed (i.e. your opponent rolls 11-15 on the serious injury chart after the battle), then the sorcerer 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 equipment or skills. He may no longer run, counts as a Henchmen group on his own and does not gain additional experience.

2 Lifestealer

The Sorcerer sucks out the very essence of life from his victim, stealing its vigour for himself.

Difficulty 10

Choose a single model within 6". The target suffers a wound, (no saves allowed) and the sorcerer gains an extra wound for the duration of the battle. This may take the Wounds of a Necromancer above their original maximum value, but a Liche may only restore lost wounds. This spell will not affect the Possessed or any Undead models.

3 Reanimation

At the spoken command of the Sorcerer, the dead rise to fight again.

Difficulty 5

One Zombie that went out of action during the last hand to hand combat phase immediately returns to battle. Place the model within 6" of the sorcerer. The model cannot be placed straight into hand to hand combat with an enemy model. This spell can be used on Grave Guards and Wights to restore 1 lost wound (should they have more than one). This cannot be used to bring Scarecrows, Grave Guards, Wights and Skeletons back to life if they are taken out of action the way Zombies can.

4 Spell of Doom

The Sorcerer whispers to the sleeping dead to rise up from the ground and seize his enemies.

Difficulty 9

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

The Sorcerer summons the world of the dead to invigorate his Undead servants.

Difficulty 6

A single Zombie, Skeleton, Wight or Grave Guard within 6" of the caster may immediately move again up to its maximum movement distance. If this moves them into base contact with an enemy model then it counts as charging. The targeted Zombie, Skeleton, Wight or Grave Guard will automatically pass Initiative tests needed to be made during this extra movement.

6 Deathly Visage (Necromancers only)

The Sorcerer calls upon the power of Necromancy to reveal the moment of his enemies' death.

Difficulty 6

The Necromancer causes *fear* in his enemies for the duration of the battle and is likewise immune to *fear*. This spell is the one exception to the *Apprentice* rule that Necromancers must usually follow when in a Liche warband. A Necromancer may choose this spell if the Liche has the spell *Horror*.

Living Horror (Liche only)

The ghostlights around the Liche intensify as he torments the mind of his enemy forcing him to experience the sensation during the very moment of his death over and over

Difficulty 8

You may choose one model within 8" of the Liche and roll D6+3. If this score is equal to or greater than the Leadership of the target model, then that model suffers a Wound, no armour saves allowed. If this wounds the target and they still have Wounds remaining, then that target may not move, shoot or cast spells during their next turn unless they pass a Leadership test. This spell will not affect the Possessed, Undead, or any model that is immune to *fear*.

Battle Monks of Cathay

The borders of Grand Cathay present a myriad of obstacles to invaders from the known world. In its north the verdant rice fields are defended by the Great Bastion, a walled fortress which stretches further than the eye can see. The west is shielded by a haunted mountainous stretch, remembered as the Ancient Giant Holds, and the contaminated sands of the Baleful Deserts in the north-west where wyrdstone is said to be found. Upon the slopes towering monasteries were built long ago by monks living in the outskirts of Cathay. In relative solitude these cowled guardians split their time between meditating, fishing, and crafting, all the while honing extraordinary fighting techniques. The brother's dedication at arms, not to mention acrobatic defensive strikes, has repelled despoilers from the sacred grounds of each fortified tabernacle.

Innkeepers, swordsmiths, merchants, fishermen, and farmers have all survived in the monk's proximity, seeking the protection afforded by the monasteries surrounds in these perilous borderlands. Peasant folk risk what little they have by taking shelter here in the wilderness. Tranquillity found within the temple sanctums is a far cry from the warmongering tribes who threaten the Cathayan Empire. From the west loom feral bands of Ogres and men with no honour. Hobgoblin riders roam the steppes to the north-west.

From the Wastes to the north come
the marauding hordes of
Chaos barbarians and
creatures of horror
that feast upon
flesh.

In times of strife frontiers are defended by the community. Local militia comprises of the strongest young men, supporting trained soldiers of the Emperor's Guard. An authorised emissary from Weijin is appointed by Imperial decree to govern each border district. The military view warrior monks as hooded vigilantes, and a menace to law and order. Temple masters themselves only co-operate with the emissary for that is the Emperor's bidding. So it is that they are united in battle against the enemies of the throne. Officers begrudge the monks meddling in their affairs, yet heroic deeds and the martial arts mastery of these robed advocates is ultimately what keeps raiding parties of hobgoblins, beastmen, marauders and mutants out. The combat skills of a Celestial Dragon Monk surpass anything that Old World scholars have seen – even when using no weapons at all!

Special rules

Strictures: A stringent regime of meditation is used by monks. Their faith is supported by a notion that the skin of ones body is armour in itself. Dragon Monks and Warrior Monks never wear any kind of armour.

Distaste for Poison: The use of poisons and various drugs is a speciality for dishonourable warriors who would stoop to such ends. Dragon Monks and Warrior Monks frown on this and may never use any kind of poison or venom.

Outsiders: Foreigners are generally considered unwelcome by the border guards of Cathay. The Battle Monks warband may never hire any sort of Hired Sword or Dramatis Personae unless specifically stated with the Hired sword/Dramatis Personae.

Choice of warriors

A Battle Monks warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Emissary: Each Battle Monks warband must have one Emissary – no more, no less!

Officer: Your warband may include up to one Officer.

Dragon Monks: Your warband may include up to three Dragon Monks.

Soldiers: Your warband may include any number of Soldiers.

Warrior Monks: Your warband may include up to five Warrior Monks.

Raging Peasants: Your warband may include up to five Peasants.



Starting experience

An **Emissary** starts with 20 Experience.

An **Officer** starts with 12 Experience.

Dragon Monks start with 15 Experience.

Henchmen start with 0 Experience.



Characteristic increase

Cathayans are humans and therefore use the maximum profile for humans.

Battle Monks equipment lists

The following lists are used by Battle Monks warbands to pick their equipment:

SOLDIER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Spear	10 gc
Sword	10 gc
Dragon Sword	20 gc
Cathayan longsword*	75 gc

Missile Weapons

Duelling pistol	30 gc (60 gc for a brace)
Handgun	35 gc
Bow	10 gc
Crossbow	25 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

Miscellaneous Equipment

Cathayan silk cloak*	40 gc
Horse*	30 gc

*Emissary only

MONK EQUIPMENT LIST

Hand-to-hand Combat Weapons

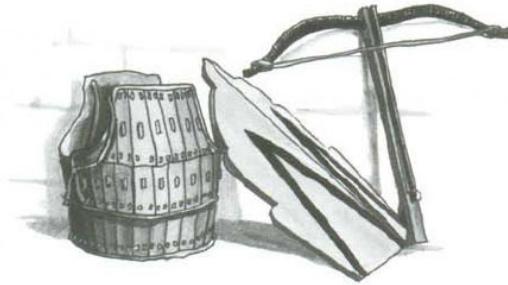
Axe	5 gc
Spear	10 gc
Sword	10 gc
Quarter staff	15 gc
Chain sticks	20 gc
Dragon Sword	20 gc

Missile Weapons

Fish-hook shot	10 gc
Throwing stars	15 gc

Armour

None



Battle Monks skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Emissary		✓	✓		✓	✓
Officer	✓	✓		✓	✓	
Dragon Monk	✓		✓	✓	✓	✓



Battle Monks special equipment

This equipment is only available to the Battle Monks, and no other warband may purchase it.

quarter staff

15 gold crowns

Availability: Common, Battle Monks only

Fighting staffs are traditional weapons among the warrior monk brotherhoods.

Range: Close Combat; **Strength:** As user;
Special Rules: Balanced, Parry, Freestyle

SPECIAL RULES

Balanced: A quarter staff is, especially light and easy to wield. A model armed with a fighting staff gets +1 Initiative in close combat.

Freestyle: Although a staff does not always require two hands to use it cannot be combined with another weapon, shield, buckler, etc. However it can be combined with the Monks bare hand attacks. This means that the Monk is still getting +1 Attack.

chain sticks

20 gold crowns

Availability: Rare 7, Battle Monks only

Consisting of wooden bars, tied together, chain sticks are enhanced with iron or steel to gain more striking power. Compared to a flail it is light, providing the bearer more flexibility in combat.

Range: Close Combat; **Strength:** As user;
Special Rules: Flurry, Two-handed



SPECIAL RULES

Flurry: A set of chain sticks allows its wielder to unleash a furious bludgeoning. A warrior armed with chain sticks gets +2 Attacks. This bonus only applies in the first turn of each hand-to-hard combat. Using chain sticks otherwise counts as having two hand weapons.

fish-hook shot

10 gold crowns

Availability: Rare 7, Battle Monks only

Hook shot is a fine rope or chain with a weighted fishing hook or scythe tied to its end. Monks use the range of this curious barbed weapon with deadly precision to cause sword-wielding enemies to fall.

Range: 3"; **Strength:** 3;

Special Rules: Thrown weapon, Precise, Caused fall

SPECIAL RULES

Thrown weapon: Models using a fish-hook shot do not suffer penalties for range or moving as it is designed for short range use anyway.

Precise: A model using a fish-hook shot is so well-trained in the use of this weapon that he may attack enemy models that are engaged in close combat. However the hook shot is useless when the monk himself is engaged in close combat.

Caused fall: The warrior may declare to try and cause an enemy model to fall instead of causing damage. The warrior must roll to hit as normal and then pass a Strength test. If the test is successful, the enemy model counts as *knocked down*. Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! table).

Battle Monks special skills

Battle Monks of Cathay may choose to use the following skill list instead of the standard skill lists.

Note that the Emissary may only pick the *Warmonger* skill.

energy focus

If fighting unarmed the Hero may choose to reduce his Attacks by -1 and thus gain +1 Strength in close combat. The monk may sacrifice any number of attacks this way.

lightning speed

The monk may triple his Movement whilst running or charging and may run even when there are enemy models within 8".

leap of faith

The Hero cannot be *intercepted* whilst charging. He may escape from combat (as described on p.161 in the Mordheim rulebook) by leaping away without having to pass a Ld test and may declare a leaping charge at the same time in the same turn.

human shield

If two or more models are engaged in close combat with the monk, he may choose to grab one to use it as a shield instead of his normal attacks. To do this he must pass an Initiative test after the first model has attacked, but before the second model attacks. On a successful roll, the monk grabs the first model – the second model directs its full attacks on the friendly model. After the combat phase the model breaks free and the battle goes on as usual. On a failed roll the monk and the second model use their normal attacks.

warmonger

The Emissary may make a Ld test before the battle. If the test is successful, D3+1 Raging Peasants join the warband for the next game (this may exceed the maximum number of warriors). Each Raging Peasant in the warband is subject to *Hatred* for the duration of the battle.

Heroes

1 Emissary

60 gold crowns to hire

An official delegate of the Dragon Throne is sent to each border town from Weijin. His orders are to ensure that the Emperor's decrees are being upheld.

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

Weapons/Armour: The Emissary may be equipped with weapons and armour chosen from the Soldier Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Emissary may use his Leadership when taking Ld tests.

Ride Horse: The Emissary is trained in riding Horses.

Decree: When the Emissary dies, a new one must be hired as soon as possible. Until you have done so, no other warriors and/or equipment may be bought. The new Emissary will then reclaim Leadership of the warband.

0·1 Officer

40 gold crowns to hire

The Officer is the highest ranking member of his division, a decorated soldier despatched as custodian to administer Imperial law throughout the district.

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

Weapons/Armour: The Officer may be equipped with weapons chosen from the Soldier Equipment list.

0·3 Dragon Monks

55 gold crowns to hire

Dragon Monks are close to reaching mental and physical perfection. The most skilled martial artists among each brotherhood have mastered the Way of the Dragon, a fighting style which Cathayan monks are renowned for even far beyond their borders.

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

Weapons/Armour: Dragon Monks may be equipped with weapons chosen from the Monk Equipment list. Monks suffer no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so.

SPECIAL RULES

Art of Silent Death: Dragon Monks have become masters of the Cathayan art of open-hand fighting. In hand-to-hand combat, if fighting unarmed, they will cause a critical hit on a roll 'to wound' of 5-6 instead of a 6. If the Dragon Monk wields a quarter staff, only the unarmed attacks will cause a critical hit on 5+.

Genchmen

Soldiers

25 gold crowns to hire

Comprising of trained fighters and local militia, the border guards form a solid patrol to defend the borderlands against invading tribes and other dangers.

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

Weapons/Armour: Soldiers may be equipped with weapons and armour chosen from the Soldier Equipment list.

0·5 Warrior Monks

35 gold crowns to hire

The Battle Monks from Cathay are experts in fighting unarmed. Brothers combine open-hand tactics with specialist weapons training to create a shrouded force of lethal warriors.

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

Weapons/Armour: Warrior Monks may be equipped with weapons chosen from the Monk Equipment list. Monks suffer no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so.

0·5 Raging Peasants

10 gold crowns to hire

The Emissary supplements his forces by making rousing speeches to stir townsfolk into taking up arms. Equipped with pitchforks, kitchenware and other improvised weapons, this angry mob follows the Emissary against marauders threatening their borders.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: A peasant is usually equipped with a pitchfork, torch or other simple tool. Treat them as fighting unarmed but without any penalties.

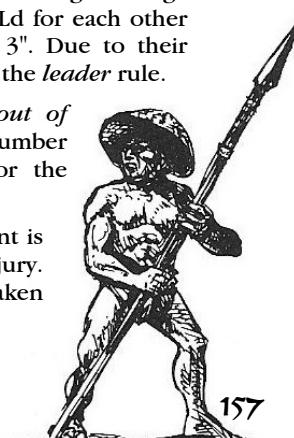
SPECIAL RULES

Simple folk: Peasants never gain Experience.

Mob: Peasants become threatening in large numbers. A Peasant gets +1 Ld for each other allied Peasant model within 3". Due to their rage they do not benefit from the *leader* rule.

Ignored: Peasants that are *out of action* do not count to the number of *out of action* models for the purpose of Rout tests.

Downtrodden: When a Peasant is wounded do not roll for injury. The model is immediately taken *out of action*.



The Black Dwarfs



Few scholars know how exactly these Dwarfs came to be the evil and twisted creatures of Chaos they are now.

A long and slow warping process has changed them forever. Sundered from others of their kind, trapped in

underground holds on the ash-choked Plain of Zharr, darkness swept over them. From a worship born out of desperation, the bull-shaped god Hashut became their saviour and the Dwarfs of Karak Vlag became a perverted mockery of their former selves. Through infernal pacts with their mysterious daemon deity this bitter race has endured and gained an unnatural mastery of foul magic. They practice bloodthirsty rites which involve throwing captives into burning cauldrons of molten metal.

The Black Dwarfs constantly trade armour, weapons and machines forged out of precious metals with their hammers and vile sorcery, for fresh supplies and victims. Those condemned souls are brought back to the Dark Lands. Deep beneath the ziggurat shaped obsidian tower they are sentenced to toil in the labour pits of Mingol Zharr-Naggrund, the City of Fire and Desolation.

Fell Sorcerer Priests mastermind tactical raids harvesting prisoners on the Silver Road to expand their labour force. Scouting for rich mineral veins and metal ores while scouring the land for wyrdstone deposits, has led detachments of the Children of Darkness to Mordheim.

Special rules

The following special rules apply to all warriors in the warband excluding Informers:

Hard to Kill: Like their uncorrupted brethren, Chaos Dwarfs are tough, resilient individuals who can only be taken *out of action* on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

Hard Head: Chaos Dwarfs ignore the special rules for clubs, maces, etc. They too are not easy to knock out!

Armour: Chaos Dwarfs never suffer movement penalties for wearing armour.

Hired Swords: A Chaos Dwarf warband may hire the following Hired Swords: Ogre Bodyguard, Pit Fighter, Warlock, Imperial Assassin, and Hobgoblin Scout. They may hire any Hired Sword described as *all may hire*, or allowed by Orc warbands and Chaos warbands. They may never hire Elves of any sort!

Choice of warriors

A Chaos Dwarf warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Sorcerer: Each Chaos Dwarf warband must have one Sorcerer – no more, no less!

Bull Centaur: Your warband may include one Bull Centaur.

Gaolers: Your warband may include up to two Gaolers.

Chaos Dwarfs: Your warband may include up to five Chaos Dwarfs.

Informers: Your warband may include any number of Informers.

Starting experience

A **Sorcerer** starts with 20 Experience.

A **Bull Centaur** starts with 10 Experience.

Gaolers start with 8 Experience.

Henchmen start with 0 Experience.

Characteristic increase

Characteristics for warriors may not be increased beyond the maximum limits shown on the following profiles. Informers are a mixture of races, half-breeds, and mutants. They use the maximum characteristics for humans from the Mordheim rulebook.

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

Bull Centaur	8	7	6	5	5	4	6	5	10
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Chaos Dwarf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Sorcerer	✓		✓	✓		✓
Bull Centaur	✓			✓		
Gaolers	✓	✓		✓		✓

Chaos Dwarf equipment lists

The following lists are used by Chaos Dwarf warbands to choose their equipment.

Starting warbands receive special prices on the Mechanical suit and the Engine of Chaos. These special prices represent the lower rarity of these items in the Dark Lands. When attempting to manufacture these items in Mordheim or anywhere else outside Zharr-Naggrund, Chaos Dwarfs pay the full prices, and must roll to acquire them as normal.

CHAOS DWARF EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Steel whip*	10 gc
Double-handed weapon	15 gc
Man-catcher*	25 gc

*Gaoles only

Missile Weapons

Pistol	15 gc (30 gc for a brace)
Blunderbuss	30 gc
Handgun	35 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc
Mechanical suit**	175 gc

**Sorceror only

Miscellaneous Equipment

Engine of Chaos	125 gc
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INFORMER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Axe	5 gc
Spear	10 gc

Missile Weapons

Sling	2 gc
Bow	10 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc



Chaos Dwarf special skills

Chaos Dwarfs may choose to use the following skill list instead of the standard skill lists.

extra tough

A Chaos Dwarf with this skill is notorious for walking away from wounds that would kill a lesser warrior. When rolling on the Heroes Serious Injury chart for this Hero after a game in which he has been taken *out of action*, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

chaos engineer

The Hero has great technical skill and can use this to craft wicked armours and weapons. Whenever a Hero with this skill searches for Chaos armour (including Mechanical Suits) or Obsidian Weapons, he gets +3 on the roll. This represents the Engineer's ability to craft these items himself. The Hero ignores the *Rarity* and *Gift of Chaos* special rules and may never wear the Chaos Armours.

thick skull

The Hero has a thick skull, even for a Chaos Dwarf. He has a 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Chaos Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).

resource hunter

This Chaos Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the hero may modify one dice roll by +1/-1.

tyrant

This skill is for the Chaos Dwarf *leader* only. This Priest of Hashut is renowned for his tyranny. His word is absolute so his own warband fears his cruelty more than the enemy. When making a Rout test, and if led by a leader with this skill, the leader may inspire his warband to stick around. This skill allows the leader to re-roll any failed Rout test, as long as the leader is not *knocked down* or *stunned*. If re-rolled, the new result will apply even if the new result is worse. If the leader is taken *out of action* the warband must make an immediate Rout test.

true grit

Chaos Dwarfs are hardy individuals and this Hero is resolute, even for a Chaos Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as *knocked down*, 4-5 as *stunned*, and 6 as *out of action*.

Chaos Dwarfs special equipment

This equipment is only available to the Chaos Dwarfs, and no other warband may purchase it.

man-catcher

25 gold crowns

Availability: Rare 10, Chaos Dwarfs only

Semi-circular prongs mounted on pole-arms are popular among the Gaolers of Zharr-Naggrund. This non-lethal spring loaded device can ensnare the most violent of prisoners.

Range: Close Combat; **Strength:** As user;

Special Rules: Capture, Two-handed

SPECIAL RULES

Capture: A model taken *out of action* by a Man-catcher becomes captured. Do not roll for Serious Injuries. The catch is locked up in the Engine of Chaos instead. If the warband does not include an Engine of Chaos, roll for Serious Injuries as normal. Large models, such as Ogres, Trolls and Minotaurs, cannot be captured this way, and neither can animals.

mechanical suit

225 gold crowns

Availability: Rare 14, Chaos Dwarfs only

The Curse of Stone comes to all Chaos Dwarf Sorcerers, gradually transforming them to rock from the feet up. Engineers have crafted machines which can transport their Priests as they begin to pay the price for working dark rituals.

SPECIAL RULES

Chaos Armour: A Mechanical suit counts as Chaos armour and rules that would affect Chaos armour affect the suit as well.

Suited and Booted: A Sorcerer equipped with a Mechanical suit receives +3 to Movement.

engine of chaos

195 gold crowns

Availability: Rare 10, Chaos Dwarfs only

Gaolers lock up their victims in a twisted daemonic machine crafted by the industrial insanity of Chaos Engineers. The vehicle is a living prison on wheels. Armoured engines transport captives to the Dark Lands, to feed fuel to furnaces or to become sacrifices.

Profile	M	WS	BS	S	T	W	I	A	Ld
Engine	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Daemon	6	-	-	-	6	3	-	-	-

SPECIAL RULES

Wagon: The Engine of Chaos follows all rules for Wagons (see *Empire in Flames* Supplement, p. 30–33) unless specified otherwise here.

Daemon: The Engine of Chaos is powered by the binding of a daemon. All references to draft animals

pulling the Wagon should be treated as referring to its daemon. Daemon movement is unaffected by cargo.

Passengers: A Chaos Dwarf must function as the driver. No other models but captives may passage the Engine of Chaos. No more than six captives may be imprisoned in the Engine at a time – large creatures (Ogres, Minotaurs, etc.) count as two models.

Pedal to the Metal: The driver may apply the effects of the lash. If an Engine of Chaos goes *out of control* for then refer to the Out of Control table. In the event of rolling the result ‘Loss of Control’, replace a result of 5 (The wagon yoke pole snaps...) with;

The Daemon has released itself from the sorcery which bound it to the Engine of Chaos. The Engine moves 6" straight ahead and then comes to a halt. The vehicle may no longer move for the remainder of this battle.

Prisoners: Models always become captives when fighting a battle against a Chaos Dwarf warband that has an Engine of Chaos by rolling the Captured result on the Serious Injuries table or by being taken *out of action* by a Man-catcher. Note that in both cases their equipment is lost to the Chaos Dwarf warband. Some results on the Mordheim Exploration chart let Chaos Dwarfs acquire captives: *Straggler* (one) and *Prisoners* (D3). From the *Empire in Flames* Exploration chart: *Raving Lunatic* (one), *Lost Children* (two), *Mordheim Refugees* (D3), *The Hanging Tree* (one), *Small Farm* and *Large Farm* (two).

Models held as captives can be set free by destroying the Engine of Chaos or by using the prison keys. If a model puts one of the Chaos Dwarf warband's Gaolers *out of action* they take the keys. A model that takes the keys may free the captives by moving into base contact with the engine. If the Chaos Dwarfs rout before this happens or if the model with the keys is taken *out of action* (losing the keys to a new keeper), the captives remain captured. Freed captives must always move towards the closest table edge. Captives not from participating warbands use the basic profile for human warriors (see Mercenary warband). Rescued captives return to their former warbands.

Hashut's Reward: The Chaos Dwarfs may choose to send captives back to the Dark Lands after a battle. If they do this, any number of captives must be sacrificed to Hashut. The Engine of Chaos plus one Hero must miss the next battle. Unless there is another engine, no models may be captured until they return. Captives must be removed from their warbands rosters permanently. After the Hero rejoins the warband consult the following table.

Captives Hashut's Reward

1-3	+1 Experience points for the leader.
4-5	+D3 Experience points which can be distributed among the Heroes.
6	+2D3 Experience points which can be distributed among the Heroes plus D6x5 gold crowns.

Heroes

1 Sorcerer

85 gold crowns to hire

It is the Priests of Hashut who administrate insidious edicts on behalf of the Chaos Dwarf race. This includes orchestrating trade agreements with the savage Northmen and Ogre tribes. From out of the Dark Lands they frequently lead warbands to plunder the Silk Road.

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

Weapons/Armour: The Sorcerer may be equipped with weapons chosen from the Chaos Dwarf Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Sorcerer may use his Leadership when taking Ld tests.

Wizard: The Sorcerer is a wizard and follows the rules for wizards in the magic section. Sorcerers may cast Rituals of Hashut.

Priest: The Sorcerer starts with two rituals. One of them is the Sacrificial Ritual. The other spell is determined as usual from the Rituals of Hashut.

0·1 Bull Centaur

100 gold crowns to hire

Bull Centaurs are keen witted creatures with the upper torso of a Chaos Dwarf and the body of a bull. They are the most favoured disciples to the Father of Darkness. In his divine image these mutated centauroids are fewer in number than Chaos Dwarfs, more powerful and swifter in battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	3	4	4	1	3	2	9

Weapons/Armour: A Bull Centaur may be equipped with weapons and armour chosen from the Chaos Dwarf Equipment list, but may never use any missile weapons.

SPECIAL RULES

Large target: Bull centaurs are large creatures and therefore make tempting targets for archers. Anyone shooting at the Bull Centaur gains a +1 'to hit' and may shoot at it even if it is not the closest target. As large targets a Bull Centaur adds an extra +20 to the warband's rating.



0·2 Gaolers

50 gold crowns to hire

Of all the Black Dwarfs it is the wicked Gaolers who are the most infamous. The minds of these merciless fiends are bent on inflicting pain and their repulsive methods strike fear into the hearts of men. Gaolers delight in the torture of their prisoners for whom death never comes quick enough.

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

Weapons/Armour: Gaolers may be equipped with weapons and armour chosen from the Chaos Dwarf Equipment list.

SPECIAL RULES

Nasty Reputation: Gaolers are known for their brutality. The dreaded sight of them and the very thought of being captured causes fear in Humans.

Henchmen

Informers

15 gold crowns to hire

For those imprisoned in the foundries of Zharr-Naggrund, the fires of industry burn night and day. There is little reward for a spy, only deceitful promises of freedom. Lies are enough to motivate these treacherous informants into betraying their own kind for small dispensations.

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

Weapons/Armour: Informers may be equipped with weapons and armour chosen from the Informer Equipment list.

SPECIAL RULES

Drudgery: Informers have had their will broken by their masters. Informers may never become Heroes. Re-roll all results of 'The lad's got talent' for them.

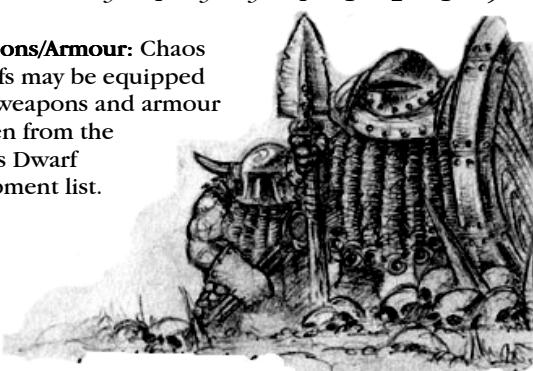
0·5 Chaos Dwarfs

40 gold crowns to hire

These resentful creatures toil in the forges of their city stronghold. To boost the production of weapons and Chaos armour in the foundries they set out on expeditions armed with blunderbusses to bolster the labour force kept shackled in pits beneath the earth.

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

Weapons/Armour: Chaos Dwarfs may be equipped with weapons and armour chosen from the Chaos Dwarf Equipment list.



Rituals of Hashut

This is dark sorcery of fire and ash used by wicked Sorcerers among the Chaos Dwarfs. They are Priests and magicians who have carefully mastered the teachings of a daemonic god known as the Father of Darkness.

D6 Result

0 Sacrificial Ritual

Difficulty 10

The Chaos Dwarf Sorcerer sacrifices the captives in a bloody ritual, thus carrying out his assignments as a High Priest of Hashut.

The Chaos Dwarf Sorcerer must be in contact with an Engine of Chaos in order to successfully cast this spell. As the ritual requires the sacrifice of a mortal, remove one captive model from the Engine of Chaos and its starting warband's roster. The Sorcerer may sacrifice additional captives to lower the spell's difficulty by -1 per sacrifice. These models must be sacrificed before rolling for Difficulty. The Chaos Dwarf Sorcerer gains +D3 Experience.

1 Spirit of Hashut

Difficulty 9

The air around the Sorcerer thickens to form a billowing avatar of the great Bull-God. In defiance this unholy likeness to the Father of Darkness rolls forward, trampling all before it.

The player draws a line 18" from the Sorcerer. All models crossed by the line, suffer one S4 hit.

2 Bellow of Doom

Difficulty 8

Crackling with arcane energy, the Sorcerer's features contort into the horned visage of the mighty Hashut. Smoke and flame spills from his maw, as he lets loose a deafening sound that none may escape.

All models engaged in base contact with the sorcerer must make an immediate Ld test or break from combat and run.

3 Fumes of Azgorh

Difficulty 7

The Sorcerer's mouth glows. Clouds of black gas are slowly emitted until with an almighty belch, a wave of corrosive smoke erupts from his gaping jaws.

The spell has a range of 8", hitting all models in its path on a D6 score of 4+. Any model hit suffers a S4 hit, roll to wound as normal. No armour saves allowed.

4 Flickering Hide

Difficulty 10

With eldritch power the target begins to burn from within. His skin spits and sparks wherever a blow is struck as if like molten iron.

The Sorcerer may cast this spell upon himself or any one model within 6". The flaming hide will negate any one wound suffered on a D6 roll of 4+. In hand-to-hand combat, any model which hits the flaming hide will suffer one S3 hit for each hit scored. The Flaming Hide lasts until the beginning of the Sorcerer's next shooting phase.

5 Lava Flow

Difficulty 7

The Sorcerer melts into molten magma, burning itself into the earth. The Sorcerer then reappears after seeping unnaturally through the ground.

The Sorcerer may move 12" in any direction, even into combat, counting as a charge. However, due to the nature of this spell the Sorcerer may only reappear on or below the ground.

6 Earthquake

Difficulty 9

Arms raised, the Sorcerer brings his staff crashing to the ground. The earth ripples outwards from the blow, and splits asunder.

All models within 3" of the Sorcerer, friend or foe alike, must roll equal to or under their Initiative or suffer D3 S4 hits.

Maneaters

Ogre warbands

In their natural environment Ogres move in herds. They exist in tribes spread across the Mountains of Mourn. Drifting through foreign lands, Ogres take up employment as hired muscle to anyone with enough coin and the nerve to go with it.

The call of the wild is too much for some bands and they prey upon merchants and travellers. The Ivory Road is never easy pickings as land trains are always guarded by heavily armed hirelings. Ogres sometimes end up fighting their own kind before looting the caravans and returning to their tribes with whatever is left of the spoils.

A company of these undisciplined savages who agree to fight under the command of a ballsy merchant will have their witless brawn put to good use in a fight. Spectacular mercenaries known as Maneaters all too often find themselves on the road, escorting a wealthy caravan great distances along dangerous trade routes. A few of these retinues make their way to the ruins of Mordheim.



Special rules

Fear: Ogres are large, threatening creatures that with the exception of Youngbloods, cause *fear*.

Large: Except for Youngbloods and Half-growns Ogres are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at them, even if they are not the closest target and gets a +1 bonus on the 'to hit' roll.

Gluttony: Because of a voracious appetite, each Ogre model counts as two models when selling wyrdstone or treasure. Any model which is captured due to Serious Injuries or Exploration can be devoured and his possessions retained, reducing the combined model count of your warband by one (or two if the captive 'shared meal' is a Large Target). Each Ogre always counts as at least one model towards the total, no matter how much he eats!

An Ogre Hero devouring captured models is granted experience points equal to the number of models that were consumed. Any member or animal (including mounts) from your warband can be eaten in the same way! Remove any consumed comrades from the warband roster immediately.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves they are not the smartest of creatures. Ogres only improve at half the rate of everyone else. They must earn twice the usual number of experience points to gain an advance.

Difficult Customers: Unable to create anything of lasting worth, Ogres tend to rely on more civilised folk for the acquisition of quality goods. Widely regarded by vendors as their least popular and most frightening customers, Ogre Heroes suffer -1 when rolling to find Rare items that are not exclusively available to Ogres.

Cannibals: Most Hired Swords refuse to work for Ogres, as they know for sure they'll end up being a meal sooner or later. An Ogre warband may never hire any Hired Swords, except for Halflings (Scout, Thief, etc.) and the Ogre Bodyguard, or unless stated otherwise, in which case Ogres can choose to devour him when the contract ends (see *Gluttony*).

Choice of warriors

An Ogre warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Captain: Each Ogre warband must have one Captain – no more, no less!

Mountain Guide: Your warband may include one Mountain Guide.

Youngbloods: Your warband may include up to three Youngbloods.

Half-growns: Your warband may include any number of Half-growns.

Bulls: Your warband may include up to two Bulls.

Sabretusks: Your warband may include up to two Sabretusks if it includes a Guide.

Starting experience

A **Captain** starts with 20 Experience.

A **Mountain Guide** starts with 8 Experience.

Youngbloods start with 0 Experience.

Henchmen start with 0 Experience.

Characteristic increase

Characteristics for warriors may not be increased beyond the maximum limits shown on the following profile.

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



Ogres equipment lists

The following lists are used by Ogre warbands to pick their equipment:

OGRE EQUIPMENT LIST

Hand-to-hand Combat Weapons

Cleaver (counts as axe)	5 gc
Ogre club	10 gc
Sword	10 gc
Spear	10 gc
Morning star.....	15 gc
Double-handed weapon.....	15 gc
Iron fist.....	15 gc
Cathayan longsword*	75 gc

*Captain only

Missile Weapons

Hand-held mortar	70 gc
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Armour

Light armour	20 gc
Heavy armour	50 gc
Helmet.....	10 gc

Miscellaneous

Gnoblar Fighter	15 gc
Lookout-Gnoblar	20 gc
Luck-Gnoblar	25 gc
Sword-Gnoblar.....	30 gc

GUIDE EQUIPMENT LIST

Hand-to-hand Combat Weapons

Cleaver (counts as axe)	5 gc
Ogre club	10 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon.....	15 gc

Missile Weapons

Harpoon crossbow	50 gc
------------------------	-------

Armour

Light armour	20 gc
Helmet.....	10 gc

Ogres skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Captain	✓			✓		✓
Youngblood	✓			✓		✓
Mountain Guide	✓			✓		✓

Ogres special skills

Ogres may choose to use the following skill list instead of the standard skill lists.

master of arms

The Ogre learns how to use his size. He may now wield a *Difficult to Use* weapon and a hand weapon at the same time, but not two *Difficult to Use* weapons.

crude belch

Ogres eat almost anything. Consequences are to be expected from those inconsiderate enough to consume a rich meal before battle. A Hero with this 'condition' may unleash his thunderous fumes on all enemies engaged in close combat. Those that do not pass a Ld test suffer a -1 'to hit' modifier for the turn. The Ogre must wait until a new enemy engages him in combat before he relieves himself again.

maneater

Ogres are not civilized of their own accord but it is proven they are prone to absorb foreign customs when travelling the world. Some eventually learn strange new skills before returning home to their tribes. This Ogre may immediately learn one skill from the Shooting or Academic skill lists. This skill may be taken only once and may not be taken by the Guide.

bull charge

Ogres learn to use their vast bulk in a charge, trampling the enemy to the ground. When charging, an Ogre with this skill may attempt a single attack with a +1 'to hit' modifier rather than making his normal attacks. If successful the enemy model is automatically *knocked down*.

dog of war

When an Ogre travels south he can find employment as a tavern bouncer. Some are enlisted by Paymasters to fight for Tilean City States. Drawing from experience gained during a stint on foreign soil, the band can now hire those Hired Swords available for Mercenaries. This skill may only be taken by the leader and if he dies all Hired Swords are removed from the warband.

bellowing roar

An Ogre leader expects challenges to his authority. One of the best ways to suppress a mutineer in the ranks is to give his ear drums a good pounding. This skill may only be taken by the warband leader, allowing him to re-roll the first failed Rout test.

Ogres special equipment

This equipment is only available to the Maneaters, and no other warband may purchase it.

ogre club

10 gold crowns

Availability: Common (Ogres only)

Ogre clubs are crudely fashioned with bindings, spikes, and studs, and the craftsmanship and size of the club an Ogre wields is an indication of his status. An Ogre wielding a simple log is generally seen as desperate or extremely poor while wandering ones are known to wield almost anything of suitable size such as street lamps, salvaged artillery or pieces of architecture. These clubs are normally used for knocking out food so that it can be dragged back to the cave without losing much blood, but are also perfect for breaking enemies defence in a fight. An Ogre trusts his club and will eat it only in the direst of circumstances.

Range: Close Combat; **Strength:** As user;
Special Rules: Concussion, Crushing attack

SPECIAL RULES

Concussion: Ogre clubs are excellent to use for striking enemies senseless. When using an Ogre club, a roll of 2-4 is treated as *stunned* when rolling for Injuries.

Crushing Attack: Ogre clubs may be wielded with impressive strength imposing -1 to enemy armour saves. Also the Strength of the attack is considered one higher for parry attempts by the defender, so a S3 model may not parry attacks by a S5 Ogre wielding the club. Crushing Attack only applies if the Ogre uses the club with both hands.

iron fist

15 gold crowns

Availability: Common (Ogres only)

Ogres often shield their off-hand with some kind of spiked gauntlet. Such a heavy glove can be used to bat aside the strongest of attacks in a similar way to a giant buckler or to smash an enemy's face to a pulp.

Range: Close Combat; **Strength:** As user;
Special Rules: Parry, Gloved, Dual-role

SPECIAL RULES

Parry: A model with an iron fist may parry enemy blows.

Gloved: A model armed with an iron fist may not hold another weapon in the same hand. This means a double-handed weapon cannot be used. Having two iron fists means the Ogre may not use any other close combat weapons during a battle.

Dual-role: Iron fists operate like a buckler and a bladed hand weapon at the same time. This means that an iron fist allows the wearer to re-roll failed parry attempts if paired with a sword or another iron fist.

hand-held mortar

80 + 2D6 gold crowns

Availability: Rare 12 (Ogres only)

The explosive power of a mortar, in a small enough package to be carried by a single man, the Hand-Held Mortar enables an ogre to launch an explosive into the midst of the enemy, sowing death and disorder.

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

Special Rules: Move or fire, Prepare shot, Save Modifier, Scatter, Experimental, Explosive Radius

SPECIAL RULES

Scatter: If the warrior misses his roll to hit, the shot will land 2D6" in a random direction (determined using a Warhammer directional die, using the "clock-face method" of scattering, or whatever other method the players can agree to).

Experimental: The Repeater Handgun is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other than "BOOM!", the weapon has jammed or run out of loaded barrels and must be reloaded.

Explosive Radius: After determining the final landing spot, the explosion created by the bomb will cover a small area. The target and any models within 1 1/2" of him each take a single S4 hit from the blast.

harpoon crossbow

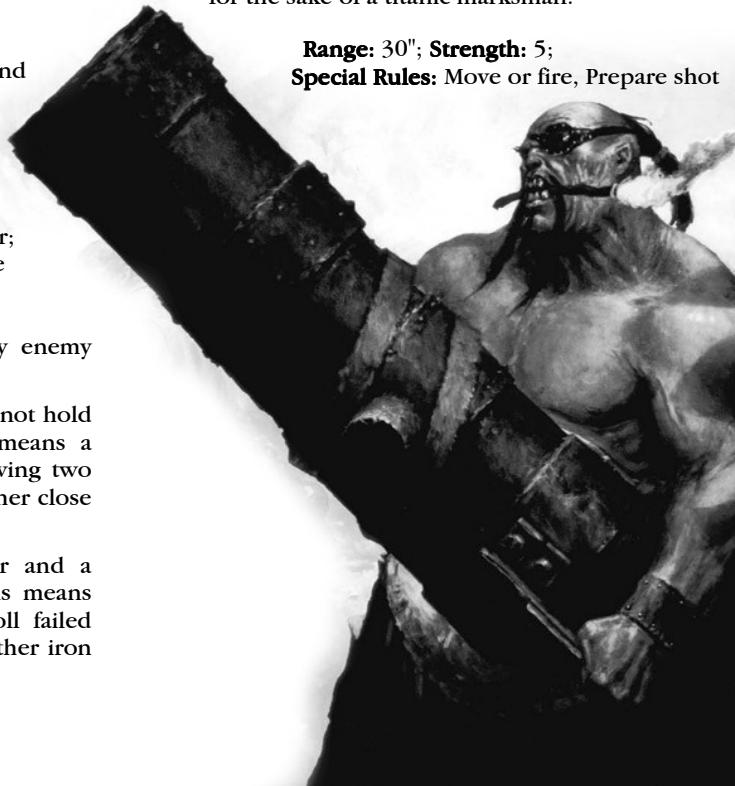
50 gold crowns

Availability: Rare 10 (Ogres only)

Little more than a crude crossbow hybrid, scaled up for the sake of a titanic marksman.

Range: 30"; **Strength:** 5;

Special Rules: Move or fire, Prepare shot



Claimed Gnoblars

Ogres find simple pleasure in the bickering of Gnoblars and some claim one as their pet for amusement. An astute Gnoblar puts his malice to good use and places the right action at the perfect moment to gain itself a master.

Treat these Gnoblars in all aspects like miscellaneous equipment (they are not models and do not occupy their own bases!). However, if the Ogre owning them was taken *out of action* in a game, roll a D6 for each of his Gnoblars: on a 1-2 they are dead and removed from their master's equipment. Ogres may own up to two different Claimed Gnoblars. These can be represented on the model they accompany.

Lookout-gnoblar

20 gold crowns

Availability: Rare 8 (Ogres only)

An Ogre with a Lookout-Gnoblar gains the skill *Dodge* from the Speed skill list.

Luck-gnoblar

25 gold crowns

Availability: Rare 9 (Ogres only)

An Ogre with a Luck-Gnoblar may re-roll one dice during the battle. Remember you may never re-roll a re-roll.

Sword-gnoblar

30 gold crowns

Availability: Rare 10 (Ogres only)



An Ogre with a Sword-Gnoblar gains one extra Strength 2 attack in Close Combat, at the weapon skill of the owning model. This attack is made at the same time as the owning Hero's attacks and must be directed at a model the Ogre has directed attacks toward. The opponent's attention is on the Ogre!

Heroes

1 Captain

145 gold crowns to hire

A retinue of Maneaters is captained by a brutish mercenary driven by his lust to gather wealth, experience and exotic wargear. He maintains order in his company by issuing threats and bribes or using violence.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	3	4	4	3	3	2	8

Weapons/Armour: A Captain may be equipped with weapons and armour chosen from the Ogres equipment list. Unlike other models Ogres don't have free daggers, even though they might carry one reserved for eating, the most sacred activity in their life. Ogres never fight with daggers in close combat.

SPECIAL RULES

Leader: Any warrior within 6" of the Captain may use his Leadership when taking Ld tests.

03 Youngbloods

45 gold crowns to hire

When Ogre calves meet outsiders for the first time, they're not quite so menacing. Strange encounters in the wilderness pose a great many threats for them to overcome.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	2	3	4	2	2	1	6

Weapons/Armour: A Youngblood may be equipped with weapons and armour chosen from the Ogre

equipment list. Unlike other models Ogres don't have free daggers, even though they might carry one reserved for eating, the most sacred activity in their life. Ogres never fight with daggers in close combat.

01 Mountain Guide

145 gold crowns to hire

Youthful hunters leave their tribe to sate wanderlust or a rumbling gut. Isolated in mountainous territories they exist to track challenging prey through hostile conditions. Eventually the tribal ties of scouts are severed. With no loyalty they may choose to follow herds as they wish.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	3	4	4	3	3	2	8

Weapons/Armour: A Mountain Guide may be equipped with weapons and armour chosen from the Guide equipment list. Unlike other models Ogres don't have free daggers, even though they might carry one reserved for eating, the most sacred activity in their life. Ogres never fight with daggers in close combat.

SPECIAL RULES

Ranger: A Mountain Guide is a dedicated tracker. If he's not put *out of action* in the battle, you may roll two dice for Exploration and pick one as the result. Note that this is not a re-roll.

Loner: Mountain Guides are Ogre Hunters. They become used to the solitude of the highest peaks in the Mountains of Mourn. A Mountain Guide hunts the slopes alone and will never claim a Gnoblar or take one as a pet. They are immune to All Alone tests and may never become the warband leader.

Henchmen

0-2 Bulls

140 gold crowns to hire

Reckless young Bulls are nothing more than wanderers who recognize the strength of the Captain. They care only to fill their stomachs and don't realize that one day they shall become learned and well travelled Maneaters.

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

Weapons/Armour: Bulls may be equipped with weapons and armour chosen from the Ogre equipment list. Unlike other models Ogres don't have free daggers, even though they might carry one reserved for eating, the most sacred activity in their life. Ogres never fight with daggers in close combat.

SPECIAL RULES

Bull Charge: Ogres learn to use their vast bulk in a charge, trampling the enemy to the ground. When charging, Bulls may attempt a single attack with a +1 'to hit' modifier rather than making their normal attacks. If successful the enemy model is automatically *knocked down*.

Half-grown

85 gold crowns to hire

Any underdeveloped Ogres risk meeting a sticky end. These half-grown brutes are slain at the hands of traditionalist tyrants as runts represent weakness in the tribe. Migrating renegades will seek refuge in a weaker herd or take up arms in their exile for whoever keeps them.

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

Weapons/Armour: A Half-grown may be equipped with weapons and armour chosen from the Ogre equipment list. Unlike other models Ogres don't have free daggers, even though they might carry one reserved for eating, the most sacred activity in their life. Ogres never fight with daggers in close combat.

0-2 Sabretusks

125 gold crowns to hire

Sabretusks are agile, giant felines with tusks jutting from their lower jaw. It is common for a young hunter to keep a Sabretusk or two around to help sniff out his next meal.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	4	4	2	4	3	4

Weapons/Armour: Tusks and primal ferocity!

SPECIAL RULES

Trained: Sabretusks may use the Leadership of the Mountain Guide if within 6" of him. In the event that no Mountain Guide is included in the warband due to a death or an injury, the Sabretusks cannot be used until the Mountain Guide is replaced. They must be caged and left at the camp until a new one is hired.

Feral Instinct: Even a Guide has difficulty controlling such feral beasts. At the beginning of the Ogres turn the Sabretusk must pass a Leadership test. If the test is failed, the opponent may move the Sabretusk this turn. An uncontrolled Sabretusk may charge models from his own warband!

Ignored: Sabretusks that are *out of action* do not count to the number of *out of action* models for the purpose of Rout tests.

Fear: Sabretusks are huge feline predators and thus cause *fear*.

Animals: Sabretusks are animals and thus do not gain experience.



Soldiers of Fortune



The Hired Swords described in this chapter are available in the Border Town Burning campaigns. They follow the generic rules for hiring and maintaining Hired Swords from page 147 of the Mordheim rulebook.

Any other Hired Swords, either from the Mordheim rulebook, the Empire in Flames supplement or any experimental rules models, can be used in the Northern Wastes setting as well. It is up to the players to agree upon which ones are likely to be encountered and which are not. Alternatively include those which add the most fun to your games.

Coachman

20 gold crowns to hire +10 gold crowns upkeep

Wagons, coaches and similar carts are very popular among the wealthy mercenary captains as they are both a practical means of transport for carrying the warband's riches and a status symbol. Wagons are also necessary for the great caravans of the merchants that travel the dangerous Silk Road. Capable wagon drivers are much sought-after aids to ensure a secure passage and only few dare to accept the risk. Those who do, charge a fair fee in gold for their services.

May be Hired: Any warband except Skaven, Beastmen, and Orcs & Goblins warbands may hire a Coachman.

Rating: A Coachman increases the warband's rating by +8 points, plus 1 point for each Experience point he has.

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

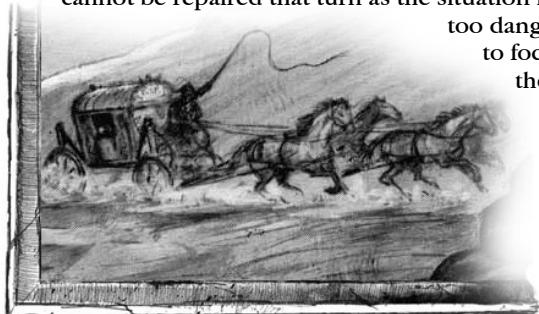
Weapons/Armour: Whip, sword, light armour.

Skills: A Coachman may choose from Speed skills when he gains a new skill.

SPECIAL RULES

Driver: A wagon driven by the Coachman may re-roll results on the Out of Control chart once. Note that the second result must be accepted even if it is worse.

Handyman: The Coachman is skilled in fixing minor damage on the wagon. If the wagon is stationary (ie, it has not moved the last turn) and the driver is in contact with the wagon, he may repair one previously damaged wheel. The driver may do nothing else that turn and the wagon may not be moved. He can even set in a new wheel if it flew off. Note that if there are any enemy models in contact with the wagon, it cannot be repaired that turn as the situation is way too dangerous to focus on the cart.



Chaos Centaur

65 gold crowns to hire +25 gold crown upkeep

Shamed by their unsightly appearance, centauroid mutants isolate themselves within the darkest recesses of the forests in Norsca and the Wastes, periodically collaborating with northern tribes raiding on the Steppes. Of mutations, Centaurs have been plagued with a kind that cannot be concealed. Afflicted or born with the torso of human or elf married to the body of an animal. These creatures neither man nor beast nor both, prey on lonesome travellers and the meek.

May be Hired: Beastmen, Marauders of Chaos, Ogres and Norse warbands may hire a Chaos Centaur.

Rating: A Chaos Centaur 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
Chaos Centaur	8	4	3	4	3	1	3	1(2)	7

Weapons/Armour: Throwing axes (counts as throwing knives), shield, plus a sword or spear. Treat the spear as you would for the use of a Cavalry bonus (+1 Strength when charging).

Skills: A Chaos Centaur may choose from Combat and Strength skills when he gains new skills, or may buy one new mutation. See special rules for Mutants.

SPECIAL RULES

Drunken: Chaos Centaurs are renowned among the northern tribes for their habitual need to consume alcohol by the barrel, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. While subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Woodland Dwelling: For most of their lives centauroid mutants prowl the murky depths of forests. They suffer no movement penalties for other moving through wooded areas.

Trample: As well as their weapons, Centaurs use their hooves and sheer size to crush their enemies. This counts as an additional attack, which does not benefit from weapon bonuses or penalties.

Pyromaniac

25 gold crowns to hire +10 gold crowns upkeep

Cathay is well known for its spectacular fireworks. Beware of those who have the knowledge but not the mind to master these mesmerising displays of fire for visual effects alone.

May be Hired: Merchant Caravans, Battle Monks of Cathay and Mercenaries may hire a Pyromaniac.

Rating: A Pyromaniac increases the warband's rating by +9 points, plus 1 point for each Experience point he has.

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

Equipment: Fireworks, firecrackers (unlimited).

Skills: The Pyromaniac must choose from his special skills when he gains a new skill – see below.

SPECIAL RULES

Crazed Firestarter: The Pyromaniac loves nothing more than the lights and sparks of his fireworks. Each turn he either starts one of his rockets or throws some of his firecrackers at hostile animals. Therefore he will move but never run or charge. If he is attacked he will fight back normally.

Rockets: In every shooting phase the Pyromaniac starts one rocket. Use the artillery dice to determine how far the rocket flies. The initial direction can be controlled by the Pyromaniac. Unless an object is hit on the way, place a marker there. From then on, in every shooting phase each rocket will keep on flying a distance determined with the artillery dice and in a direction randomly determined with the scatter dice until it hits an object.

Anything hit by a rocket suffers an automatic Strength 4 hit. In addition, objects hit by a rocket are *set on fire* on a roll of 4+.

Whenever the artillery die scores a misfire, the rocket detonates immediately. Roll on the following table to determine the effect of the fireworks.

D6 Result

- 1 **Nothing.** The rocket falls to the ground without any further effect.
- 2-3 **Zishh!** Re-roll the artillery dice and move the rocket with twice the scored number.
- 4-5 **Spectacle:** The rocket explodes with colourful lights. All models within 2D6" must pass a Ld test or are distracted for the turn. Distracted models are automatically hit in close combat and cannot attack back.
- 6 **Explosion:** The rocket explodes causing an automatic S4 hit to all models within D6".

PYROMANIAC SKILLS

Rocket Science: The Pyromaniac has brought the detonation of fireworks to perfection and may modify the roll on the fireworks table by +1/-1.

Display Artist: Instead of rolling the artillery die the Pyromaniac may make an Initiative test to have the rocket detonate immediately. Otherwise roll the artillery die as usual.

Ninja

70 +3D6 gold crowns to hire

Deadly assassins, known as ninjas are perfectly trained braves and thieves. Hailing from a distant empire called Nippon they are the ultimate hired killers.

May be Hired: Battle Monks of Cathay and any warband except Skaven, Orcs & Goblins, Beastmen, Marauders of Chaos, Norse and Chaos Dwarfs may hire a Ninja.

Rating: A Ninja increases the warband's rating by +45 points.

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

Equipment: Pair of swords, throwing stars, rope & hook and one smoke bomb.

Skills: Expert Swordsman, Knife-Fighter, Scale Sheer Surfaces and Art of Silent Death. He also has the Lightning Speed and Leap of Faith skills from the Battle Monks special skills.

SPECIAL RULES

Strictly Business: The Ninja is hired for one specific job only. Therefore the Ninja has no upkeep cost and automatically leaves the warband after the battle for which he was hired. This means that he cannot gain Experience either, of course.

Secrecy: The Ninja is a maverick and does not accompany the warband into battle side by side. He does not count as part of the warband for purposes of Rout tests.



Swordsmith

60 gold crowns to hire + 15 gold crowns upkeep

Little is known of the mysterious techniques passed from one generation of swordsmith to the next or of the individuals who keep them secret. The two constants are the guarded skills of their smithery and the astounding beauty of their daughters.

May be Hired: Any warband which includes Humans or Elves may hire a Swordsmith, including Battle Monks of Cathay.

Rating: A Swordsmith increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Hammer, toughened leathers.

Skills: A Swordsmith may choose from Academic and Strength skills when he gains a new skill. In addition, there are skills unique to Swordsmiths as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Master Craftsman: When Heroes from your warband search for Cathayan longswords and Dragon swords the rarity of these items is decreased by -1 for every two Experience points the Swordsmith has.

SWORDSMITH SKILLS

Honing: If the Swordsmith wasn't taken *out of action* during a battle he may hone the blades of up to three swords, including similar bladed weapons such as dragon swords, giving them the *Cutting Edge* special rule for the next battle.

Farrier: Between each battle the Swordsmith freshly shoes all equine beasts in the warband. Newly shod equines are much less likely to suffer a fatal fall during battle! Whenever a Horse, Mule, Warhorse, Elven Steed or a Chaos Centaur is taken *out of action*, remove the creature from the warband roster on a 1 instead of a 1 or 2.



Grave Robber

45 gold crowns to hire + 18 gold crowns upkeep

Among thieves, the most despicable are those who loot the graves of the Old World. Some make quite a living robbing tombs and biding out on the fringes of towns. Although detested by their fellow man, but the grave robber finds a certain favour among the practitioners of black magic who often benefit from the services of these shifty professionals.

May be Hired: Any warband which includes a Vampire, Necromancer or Liche may hire a Grave Robber.

Rating: A Grave Robber increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Robber	4	3	3	3	3	1	4	1	6

Equipment: Pick-axe (counts as an axe), dagger, lantern, toughened leathers.

Skills: A Grave Robber may choose from Combat and Speed skills when he gains new skills.

SPECIAL RULES

Hated: All goodly men despise a Grave Robber, but any model that can use prayers will *hate* the Grave Robber.

Grave Robbing: During the exploration phase, a Grave Robber can loot a local cemetery if he wasn't taken *out of action*. Roll 2D6 and consult the following chart:

2D6 Result

- 2 **Discovered!** The Grave Robber is discovered and is driven from the cemetery by angry villagers or ghouls or any number of nasty things. Remove the Grave Robber from your warband roster.
- 3-4 **Nothing:** Pauper's graves. No significant finds.
- 5-7 **Trinket:** A corpse is found wearing a trinket of moderate value. You get D6+3 gold crowns.
- 8-9 **Treasure:** A corpse has a copious amount of treasure within its grave. You get D6+8 gold crowns.
- 10-11 **Corpse:** No treasure, but you may add a Zombie to your roster provided you have room in your warband. This Zombie is free. The corpse can be sold for D6+2 gold crowns if the player does not wish to keep it as a Zombie.
- 12 **Artifact:** A Hero's tomb. Contains a magical artefact, immediately roll on the Lesser artefact chart.



Cathayan Merchant

20 gold crowns to hire + 10 gold crowns upkeep

Part guide, part interpreter, the Cathayan merchants of the small villages and rest stops along the Silver Road will join a caravan heading to Shang-Yang, offering their advice about where to get the best prices for imports and where to find the finest merchandise to export. What the Old Worlders do not realise is that these merchants are employed by or own the business they recommend, thus giving themselves a monopoly on goods and wealth without their Old World business partners realising it. For the Cathayans that is the price of business.

May be Hired: Any warband which includes Humans or Dwarfs may hire a Cathayan Merchant, including Battle Monks of Cathay.

Rating: A Cathayan Merchant increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Sword.

Skills: A Merchant may choose from Academic skills when he gains a new skill (he also has his own special skills that he can choose – see below).

SPECIAL RULES

Haggle: The Merchant 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.

Pawnbroker: The Merchant is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken out of action in the battle.

Marketeer: The Merchant has many useful contacts in the black market underworld and foreign traders to locate many special items. After each battle (if he wasn't taken *out of action*) the Merchant can visit one of two markets: the Black Market and Exotic Wares, in search of items for the warband. Roll a D6 on the relevant table to see what items are on offer.

All the items purchased through the Merchant's market contacts are at their base price so ignore the random gold modifiers attached on all items.

Black Market

Crooks and brigands supply the black market, where denizens of the Cathayan underworld sell and procure all manner of illicit substances. They are regularly frequented by assassins, merchants, and less professional scumbags.

D6 Items

- 1 Nothing available
- 2 Spider spittle (D3 doses)
- 3 Fire bomb
- 4 Fighting claws
- 5 Cathayan longsword
- 6 Lesser artefact: For 75 + D6 x 10 gold crowns the warband may purchase an artefact, determined at random from the Lesser Artefacts table.

MERCHANT SKILLS

Stone Cutter: The Merchant has the skill to refine wyrdstone shards to increase their value. Whenever a warband sells its wyrdstone the Merchant may try to refine the source. Roll a D6 to discover how much additional gold the wyrdstone is worth.

D6	Gold
1-2	Lose 2D6 gold crowns.
3-5	Gain 2D6 gold crowns.
6	Gain 3D6 gold crowns.

Guardian: The Merchant has 'acquired' a bodyguard to protecting from harm in the coming battles. The bodyguard will only protect the Merchant and cannot fulfil warband objectives or search, loot or any function other than protecting the Merchant and as such will remain within 1" of the Merchant at all times. The bodyguard doesn't gain experience and isn't paid (it is assumed he has been 'gifted' to the Merchant as a favour from one of his contacts).

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

Weapons/Armour: Sword, light armour, shield and helmet.

SPECIAL RULES

Intercept: The bodyguard will intercept any model shooting at or charging the Merchant. Any attacks will be directed at him and if charged place the bodyguard in front of the Merchant to protect him. The bodyguard will not charge unless the Merchant also charges and cannot intercept an attack if already engaged in combat.

Exotic Wares

Traders from across the seas can be found in the shady taverns and street corners on the outskirts of the border town. They have many exotic and wondrous foreign items for sale at steep prices...

D6 Items

- 1 Nothing available
- 2 Gromril armour
- 3 Elf bow
- 4 Ithilmar armour
- 5 Tome of magic
- 6 Elven cloak



Hobgoblin Scout

45 gold crowns to hire +20 gold crowns upkeep

The Eastern Steppe is home to the tribes of nomadic Hobgoblins. Ruled by the Khans, these Hobgoblins travel the Steppes on wolf back, looking for good pillaging. Related to the Hobgoblins of the Chaos Dwarf towers, these nomads are sometimes hired by the diminutive Chaos Dwarfs to act as scouts for their raids, spying out the land, and locating prime spots to ambush.

After the Hobgoblins turned traitor on their fellow greenskins at the tower of Zharr Naggrund, they have enjoyed the favour in those parched lands, the only thing that has kept them safe from the vengeance of Orc tribes.

May be Hired: Chaos Dwarfs and Ogre warbands may hire a Hobgoblin Scout.

Rating: A Hobgoblin Scout increases the warband's rating by +19 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	6
Giant Wolf	9	3	0	3	3	1	4	1	4

Equipment: Dagger, shortbow, shield. A Hobgoblin Scout rides a Giant Wolf.

Skills: A Hobgoblin Scout may choose from Shooting and Riding skills when he gains a new skill. In addition, there are a couple of skills unique to a Hobgoblin Scout as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Ride: A Hobgoblin Scout has the *Ride Giant Wolf* skill.

Loner: The Scout has become so used to being alone on the Steppes that it has become accustomed to its own company. The Scout may never use the warband leaders Ld for any tests. In addition, the Scout never counts as *all alone* and may operate independently throughout the game.

Traitor: Due to the treacherous treatment the Hobgoblins have shown towards their greenskin cousins, the Hobgoblin is subject to the *hatred* of all greenskin races (Orcs & Goblins and Black Orcs) and a warband that hires the Scout may never take any other greenskin Hired Swords.

HOBOGLIN SKILLS

Spy: Before the battle commences but after deployment, the player controlling the Hobgoblin Scout may re-deploy D3 models (not including the Scout), using the normal deployment rules. If the player chooses not to do this, then the Scout may be set up anywhere on the board that is not within 18" of any enemy model.

Potshot: Living in the saddle teaches a Scout to hunt by drawing his shortbow while moving at full pelt. The Scout may fire a bow when running with a -2 to hit modifier.



Ku Que clumsily blocked the thrust with his lacquered shield and tried to aim a strike to hit the hobgoblin's chest. The spy easily batted the strike away with the sword in his off-hand, smirking as he did so, then reversed the parry to slip the blade in the gap and pushed it all the way to the hilt, impaling Ku Que. The soldier dropped his shield and sword in shock and stared down at the weapon in shock.

The hobgoblin mockingly nodded in honour at Ku Que's passing, pulling the curved sword out and letting the body slump to the ground. It hadn't been much of a fight for the hobgoblin scout. He had killed a dozen soldiers that day, yet regarding the warm corpse the greenskin respected none of them. After inspecting his work he'd kill a dozen more.

Bone Goliath

225 gold crowns to build

It takes a vast amount of time, and more importantly, energy for a Liche to construct a giant made of bone. For those who face a Bone Goliath, they see a terrifying giant made of the bones of a hundred fallen, standing twice the height of a man!

May be Hired: Only the Restless Dead may build a Bone Goliath.

Rating: A Bone Goliath increases the warband's rating by +50 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bone Goliath	5	3	0	5	5	3	2	3	6

Weapons/Armour: Bone Goliaths never carry any weapons or armour and suffer no penalties for this.

SPECIAL RULES

Cause Fear: Bone Goliaths are gargantuan undead constructs and therefore cause *fear*.

May not run: Bone Goliaths are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: A Bone Goliath is not affected by psychology and never leaves combat.

Immune to Poison: A Bone Goliath is not affected by poison.

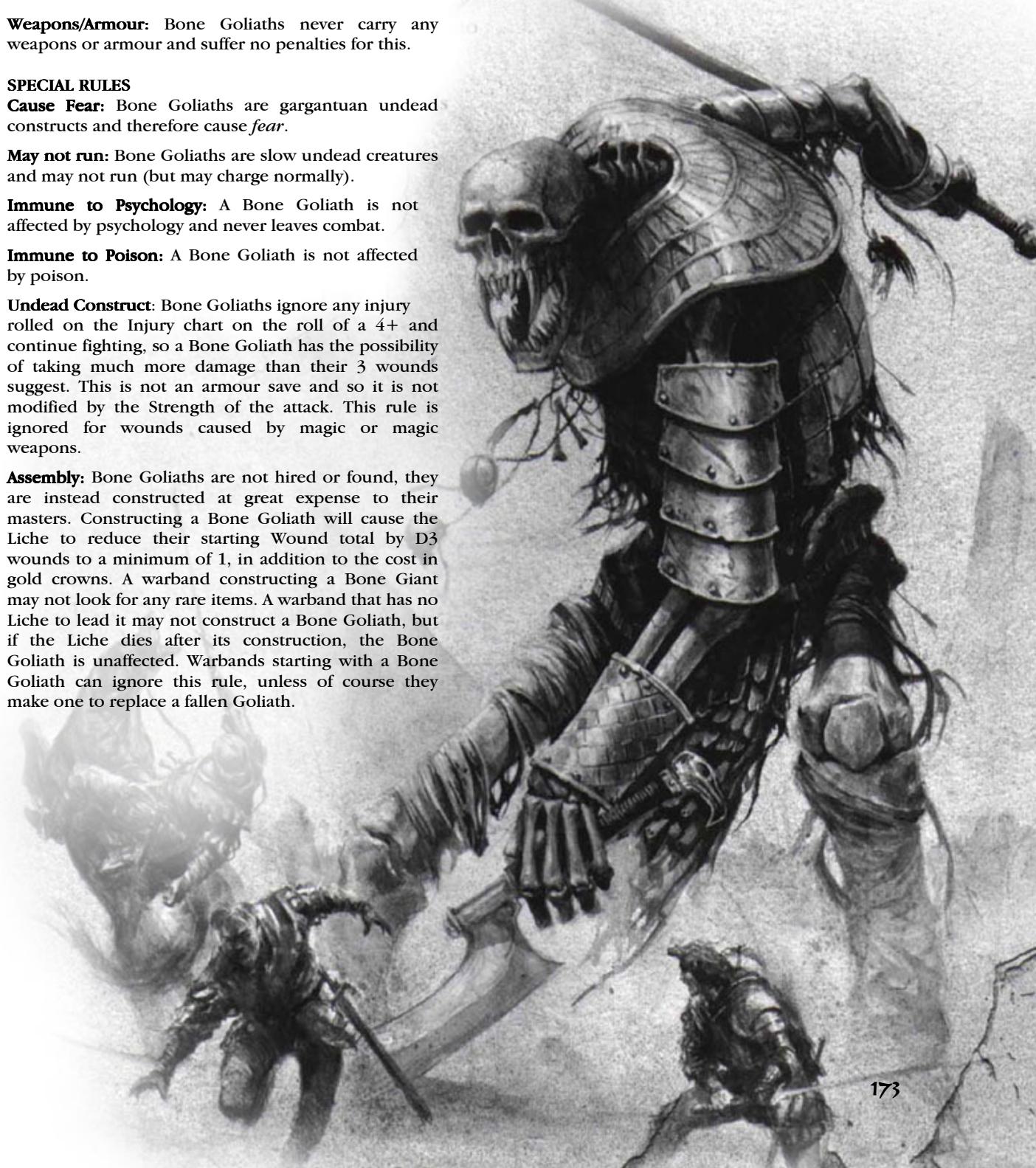
Undead Construct: Bone Goliaths ignore any injury rolled on the Injury chart on the roll of a 4+ and continue fighting, so a Bone Goliath has the possibility of taking much more damage than their 3 wounds suggest. This is not an armour save and so it is not modified by the Strength of the attack. This rule is ignored for wounds caused by magic or magic weapons.

Assembly: Bone Goliaths are not hired or found, they are instead constructed at great expense to their masters. Constructing a Bone Goliath will cause the Liche to reduce their starting Wound total by D3 wounds to a minimum of 1, in addition to the cost in gold crowns. A warband constructing a Bone Giant may not look for any rare items. A warband that has no Liche to lead it may not construct a Bone Goliath, but if the Liche dies after its construction, the Bone Goliath is unaffected. Warbands starting with a Bone Goliath can ignore this rule, unless of course they make one to replace a fallen Goliath.

Large: Bone Goliaths are huge creatures. They count as large targets for missile weapons.

No Pain: Bone Goliaths treat *stunned* results on the injury chart as *knocked down*.

Mindless: Bone Goliaths never gain experience.



The badlands were desolate. So desolate that, not even carrion birds flew overhead in the ever turbulent smoky skies. To Einarr Svengarsson's eyes that would be an ill omen, for where not even the carrion dare fly, nothing lived and therefore everything died. It was likely that no oasis or civilisation existed for many leagues or that something surrounding made sure that there were no corpses. The warriors of the Stormraven clan had sensed that, readying their weapons.

"Steady yourselves, clansmen. We are deep in the lands of the Tainted Ones. Skaeling blood will not spill from their altars when the end comes."

Yet the jarl had scarcely finished the warning when a blood-curdling bellow came from over a slag-ridge accompanied by the sound of loud continual roaring, followed by a large metal beast that the Norsemen could not describe, except that they could recognise various decorative glyphs as being sigils of the Dark Gods. Other markings came from no identifiable source, another dark power perhaps.

Following the metal beast, came the twisted metal-clad dwarfs who lived and enslaved in the desolation. The dwarfs could not keep up with the speed of the chariot but were armed with black powder weapons and already forming a line to take shots at the clan. A small gully running parallel to the track spawned three more of them carrying spiked tridents accompanied by a taller figure covered in many tattoos and piercings. This new detachment surprised the marauder's flank.

Einarr targeted the taller warrior, recognising the skilled combatant, as greater adversary than the twisted dwarfs. They would sell their lives dearly this day, for honour would be found in death, not as another's slave. The warrior, armed with a muddied blade, received Einarr's charge, swinging to remove the Norseman's head. Einarr ducked and thrust forward to impale the warrior, who responded by side stepping the jarl's axe swing, thus dodging a killing blow while preparing for the next blow that would slice through Einarr's torso.

Leaping clear of the tattooed warrior, he took a moment to regard his clansmen. The dwarfs from the gully ambush were already dead, felled by throwing axes, and in one case, a poorly judged shot from his corrupted brethren. The metal beast now chugging into their midst, Einarr would need to deal swiftly with the savage attacker.

Barely blocking the next blow, the sheer force of it dropping him to one knee to avoid losing his arm, then holding his weapon up as the savage pushed it down. It was a test of strength! "Yield, Norscan." The attacker said in a heavy accent.

"Ugh, you... you're Kurgan." Einarr grunted out, feeling his strength starting to give.

"I said yield, or die."

"I choose death!" Einarr found new strength in his burning limbs. It was enough for him to push upwards, enough to force the savage back. He dodged the next strike. The two warring tribesmen fought on, axe on blade, turning aside lethal attacks and accumulating bloodied scratches to decorate their hairy bodies. The rest of the fighting raged on around them, but it could have been as distant as Lustria so far as they were concerned, so it was with some surprise when another of his clansmen came to Einarr's aid, then another and another, until the Kurgan was completely surrounded by Stormravens.

Sensing there would be no escape, the Kurgan lay down his sword. He looked around to see butchered bodies of the dwarfs scattered around, their unmoving juggernaut unmoving silenced. To their surprise, he smiled at this devastation.

"If you kill me now, I would be merely grateful for avenging my kin's deaths and my bondage. Free me and I shall fight as one of you."

Einarr looked sceptically at the savage. "Swear to Those-That-Be."

"I swear by He on the Throne, He in Pestilence, He who Lusts and the Ever-Shifter to follow you as the path winds."

"Then Kurgan, welcome to the Stormravens."



Norse Shaman

45 gold crowns to hire + 25 gold crowns upkeep

There is a tradition amongst the tribes of the north, where a man who possesses the sight of the crow can hold back the power of death or unleash it in ways undreamt of. Unlike the swifter prowess of sorcerers who are blessed by a union with the Ruinous Powers, these seers find their powers in the dark places, where death, murder and war have cursed the lands. For here the winds of Dhar congeal, contaminating everything around and here dwell those among the Norse with the witch sight.

May be Hired: Human, Norse and Marauders of Chaos warbands may hire the Norse Shaman.

Rating: The Norse Shaman 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
Shaman	4	3	2	3	3	1	4	1	8

Weapons/Armour: The Shaman carries a rune staff and either a sword or an axe.



Skills: The Shaman may choose from the Combat and Academic skill charts when he gains a new skill. In lieu of a skill, they may roll for an additional Rune (see below). Rolling a duplicate lowers the difficulty as normal for magic spells.

SPECIAL RULES

Runes: The Norse Shaman starts with two 'Runes' from the following chart. These are treated in the same way as Sigmarite Prayers. Abilities that give saves against spells, give saves against runes.

Norse Runes

The Norse Runes are rituals used by the Norse Shamans.

1 Howl of the North

Icy winds sweep before the Shaman knocking missiles from their path.

Difficulty 9

The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate.

2 Angvar's Fury

The Shaman's bows rouses the anger of the warriors around him to a fever pitch.

Difficulty 7

All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.

3 Elvek's Cold Spear

A razor sharp icicle flies at the Shaman's foe.

Difficulty 7

The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves apply.

4 Gift of the Fates

The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.

Difficulty 7

The Shaman may adjust one die roll by +1/-1 between a successful casting of this rune and his next recovery phase. A 'to wound' roll adjusted to or from 6 will not cause a critical.

5 Kiss of Frost

The Shaman covers ground of his choosing with slick ice.

Difficulty 6

A single model within 12" of the Shaman must pass an Initiative test or be *knocked down*.

6 Bear's Might

The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

Difficulty 9

The Shaman gains +1 Attack, +2 Strength, +2 Toughness and loses -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both yours and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

A Soft Shoe on a Hard Road

He bid the caravan farewell and watched them disappear into the morning haze of the Silk Road. He would have liked to accompany them even further into the borderlands, for that was where he was going. They needed his protection too: wealthy, lazy merchants from the land beyond the Ogre Kingdoms and The Mountains of Mourn. They had done well to get this far with few losses: An old man who had taken a fever, a young girl who had wandered too close to the edge of a rocky crag, and had fallen to her death. This eastern land of dizzying heights and cold, wasteful warpstone deserts, was not for the feint of heart. And yet they kept coming, to find fame and fortune in the realm of the Dragon Throne. The Emperor's host would welcome them warmly, he knew, and trade riches until their bellies and wagons swelled with exotic gifts of glittering silk and gold... if they made it that far.

Yes, he wanted to follow them all the way to Weijin. The Emperor waited. But something caught his attention, here at a crossroad. To the east, the Silk Road wound away into the horizon. To the north, a smaller, less worn path led into a mountain, as stark and as sharp a spire of rock as he'd ever seen. Funny, he thought, but I don't remember this mountain ever being here before. But afterall, the world was a vast place, and as many roads as he had travelled, he, Ippan Shu, had to admit that he hadn't traversed them all. This path, and this mountain, had missed his scrutiny.

It would no longer.

He walked for many hours while the sun baked the air. From time to time, Ippan Shu sipped water from a skin generously offered him by the merchants as partial pay for his services. Though he did not need as much refreshment as a common person, even a skilled and disciplined dragon monk felt the weight of world from time to time. His feet and ankles were sore, and even though he had dispatched, quickly, a bone goliath and a pack of feral orcs threatening the merchants, he needed rest. He needed a bath and a warm meal without the constant chore of picking grubs and weevils from his stale bread and sour meat.

He crested the top of a hill. His eyes grew large. Before him lay a ravine, a huge, vacuous scrape that dipped sharply at his feet. There had been no warning of its imminence. The open space just appeared like in a dream. Ippan Shu stopped abruptly and looked with amazement across the gap. He blinked several times, and the space changed, reformed, turning simple rock into complex cobblestone, walls of tightly pressed ramparts, brilliantly arched doorways protected by iron and thick, black wood that could sustain the rush of a thousand mad Hung or the roar of a dozen cannon. The structure now dominated the space, and the little path before him wound into the ravine and disappeared through a mighty portcullis flanked by a pair a heavily armoured men of thin stature and cool disposition. Though he was several hundred yards away from them, Ippan Shu knew who they were, and a great smile spread across his face.

My brethren, he thought to himself, as he found his feet carrying him forward, down the slope and into the waiting arms of the monastery.

Dramatis Personae

The characters described in this chapter are unique and outstanding persons from the *Border Town Burning* setting. They follow all rules for Dramatis Personae as described in the Mordheim Rulebook on page 152.

old Dramatis personae

Special Characters from the Mordheim Rulebook are bound to the cursed city and should not be used in other settings. Sigurd and Bertha are unlikely to be found in the wilderness of the Cathayan borderlands.

Hiring and upkeep

Some of the special characters described in this chapter can only be hired when using the *Border Town Burning* campaign system. That is because their hiring and/or upkeep costs are paid using campaign points (CP) instead of or in addition to gold crowns. This means, when hiring dramatis personae the warband erases an amount of CP equal to the character's hiring costs from their roster. The same goes for the upkeep costs which are also paid using campaign points.

Grand Master Ippan Shu

Although the populace of Sen'Quoi knows the name Ippan Shu, very few of them have ever seen him. Rumoured to be both a hundred years of age and a grand Master of the martial arts, he is also given supernatural aspects, such as the abilities of flight and the spitting of fire on those he calls foe.

His legend says that a former disciple, Xiao Lin, once tried to assassinate him as Ippan Shu lay sleeping. Still asleep, he fought his student, only awakening when a knife sliced off half his left moustache (a grave outrage, for a Cathayan elder's beard represents his wisdom and experience). Angered, Shu immediately killed Xiao Lin, yet still he keeps his moustache trimmed short; The better to remind him that even the best can be found wanting and caught off-guard, that no matter how good you become, you can always be better.

A loner, Ippan Shu can be found wandering the Borderlands, meditating or fighting the different opponents that dwell therein, be they terrible creatures of Chaos or the ferocious bobgoblin wolf riders; he sees them all as a way of bettering his arts. Some whisper that Shu seeks to face an opponent who will prove a better fighter than he and, until that day, will continue his wanderings, whether he lives another hundred years or achieves the highest reaches of enlightenment.

Hire Fee: 75 gold crowns and 3 campaign points to hire, +2 campaign points upkeep cost.

May be Hired: Any warband which includes Humans or Elves, including Battle Monks, may hire Ippan Shu, not including Dark Elves, Outlaws and Bandits.

Rating: Ippan Shu increases the warband's rating by +110 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	7	7	4	4	2	6	4	10

Weapons/Armour: Ippan Shu wields an iron fan in one of his hands. His other hand is fighting unarmed.

SKILLS

Ippan Shu has the following skills: *Art of Silent Death, Strike to Injure, Step Aside, Mighty Blow*, all Speed and Battle Monk special skills except *Warmonger*.

SPECIAL RULES

Bare-handed Fighting: Ippan Shu can fight without weapons and suffers no penalties when doing so. In fact, he then counts as having a second close combat weapon and gets +1 attack.

Iron Fan: Ippan Shu's iron fan can flick deadly force with the grace of a dance. The weapon grants him +1 Initiative and allows him to parry not only enemy

blows but also missile shots (see below). Note that the *Art of Silent Death* skill applies to Lin's fan attacks as well.

Parry Missiles: Ippan Shu may use his iron fan to parry missiles. For each hit by a missile weapon he parries the shot if he beats the 'to hit' roll. Note that Ippan Shu also has the *Dodge* skill.

Immune to Psychology: Ippan Shu is in total control of his emotions and therefore *immune to psychology* and automatically passes all Leadership-based tests.

With the Elegance of a Feather: Ippan Shu's moves appear supernatural to his enemies, as if he was flying. When running or charging he may move up to half his total movement rate (ie, 6" – see *Lightning Speed* skill) in any direction, not only on the ground. This can be combined with the *leap* skill, thus allowing Ippan Shu to move up to 6+D6" in any direction. Note that he still must always finish his Movement on solid ground.

Way of the Dragon: Being one of the most perfectly trained mystic Dragon Monks, Ippan Shu spits fire upon his enemies in the shooting phase. Use the flame template to determine which models suffer an automatic Strength 4 hit. In addition, hit models are *set on fire* on a roll of 4+ (see "Fire Rules" section). Note that Ippan Shu can use his breath attack even when he is engaged in close combat.

Maglah Khan's Horde

Hobgobla Khan rules the Great Steppes, keeping his hordes in alliance with the Chaos Dwarfs through cunning and strength, but also with the loyalty of tribal leaders amongst the hobgoblins. Such loyalty can be trusted only so far, as any individual khan may attempt to usurp the current Hobgobla, usually by gaining respect from the other chieftains and thus rising to take the position for themselves, before assassinating the previous incumbent.

Such was the way for Maglah Khan, who had planned for months and accumulated enough followers to make his play, yet perhaps it was the duplicitous nature of the hobgoblins or simply bad timing, but Maglah and the surviving members of his tribe were forced to flee after the Hobgola ordered their deaths.

Taking to the Steppes and staying at least two steps ahead of any pursuers, Maglah Khan is now mercenary and guide to any who would need both and seek his aid. Astride Denglesh, his wolf steed, Maglah performs these roles easily, the few survivors from his tribe riding point and rear, but woe betide any who forget the basic nature of a hobgoblin, for Maglah and his men are as likely to run at the first sign of trouble as they are at the merest hint of incoming hobgoblins. More so if you pay them beforehand.

Hire Fee: 80 gold crowns to hire, +25 gold crowns upkeep cost.

May be Hired: Orcs & Goblins, Ogres, Chaos Dwarfs, Marauders of Chaos, Norse, Beastmen, Possessed and Mercenaries may hire Maglah Khan's Horde.

Rating: Maglah Khan increases the warband's rating by +60 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Maglah Khan	4	5	5	3	3	2	4	2	7
Giant Wolf	9	3	0	3	3	1	4	1	4

Weapons/Armour: Spear, sword, bow, shield, heavy armour and helmet. Maglah rides a Giant Wolf.

SKILLS

Maglah Khan has the following skills: *Quick Shot, Eagle Eyes, Trick Shooter, Ride Giant Wolf and Horse Archer* (treat as *Giant Wolf Archer*).

SPECIAL RULES

Maglah's Boyz: Maglah is always accompanied by some of his loyal Hobgoblin Wolfboyz. Therefore a warband cannot hire Maglah alone but must hire some of his retinue as well. A warband with Maglah Khan must hire multiple Hobgoblin Scout Hired Swords (see Hired Swords chapter) as long as he stays in the warband. The minimum is always two and up to a maximum of five Hobgoblin Scouts may be taken. When Maglah leaves the warband all Hobgoblin Scouts except for one will also leave.

Hobgoblin leader: Maglah Khan is the leader of all Hobgoblin Scouts in the warband. Any Hobgoblin Scout within 6" of him may use his Leadership when taking Ld tests. They may not use the warband's leader Leadership.



Belandysh, Condemned Champion of Chen

Belandysh was once a powerful Chaos Champion and Chieftain to the Tribe of the Rising Eagle, notable for their devotion to Chen, as Tchar is known amongst the Hung. When he turned from Chen's paths, the Lord of Change blessed Belandysh in punishment, mutating the champion into a living symbol of constant change, gifting Belandysh a powerful blade that would deform his enemies into Chaos Spawn. Now he perfectly represents his former patron and can never be free, save in death. Perhaps that is the way the Master of Transfiguration meant for Belandysh to be after all.

Hire Fee: 90 gold crowns and 5 campaign points to hire, +30 gold crowns and +1 campaign point upkeep cost.

May be Hired: Marauders of Chaos, Beastmen, Norse and Possessed may hire Belandysh.

Rating: Belandysh increases the warband's rating by +130 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Belandysh	4	D6	0	D6	D6	3	D6	D3	10
Tol'Agath	8	3	0	D6	D6	1	3	1	5

Weapons/Armour: Belandysh is armed with the Broadsword of Damnation (see Chaos Artefacts). He wears a Helmet and a Chaos Armour that hardly hold his body together.

SKILLS

Belandysh has the following skills: *Fearsome*, *Strongman*, *Chaos Armour* and *Ride Tol'Agath*.

SPECIAL RULES

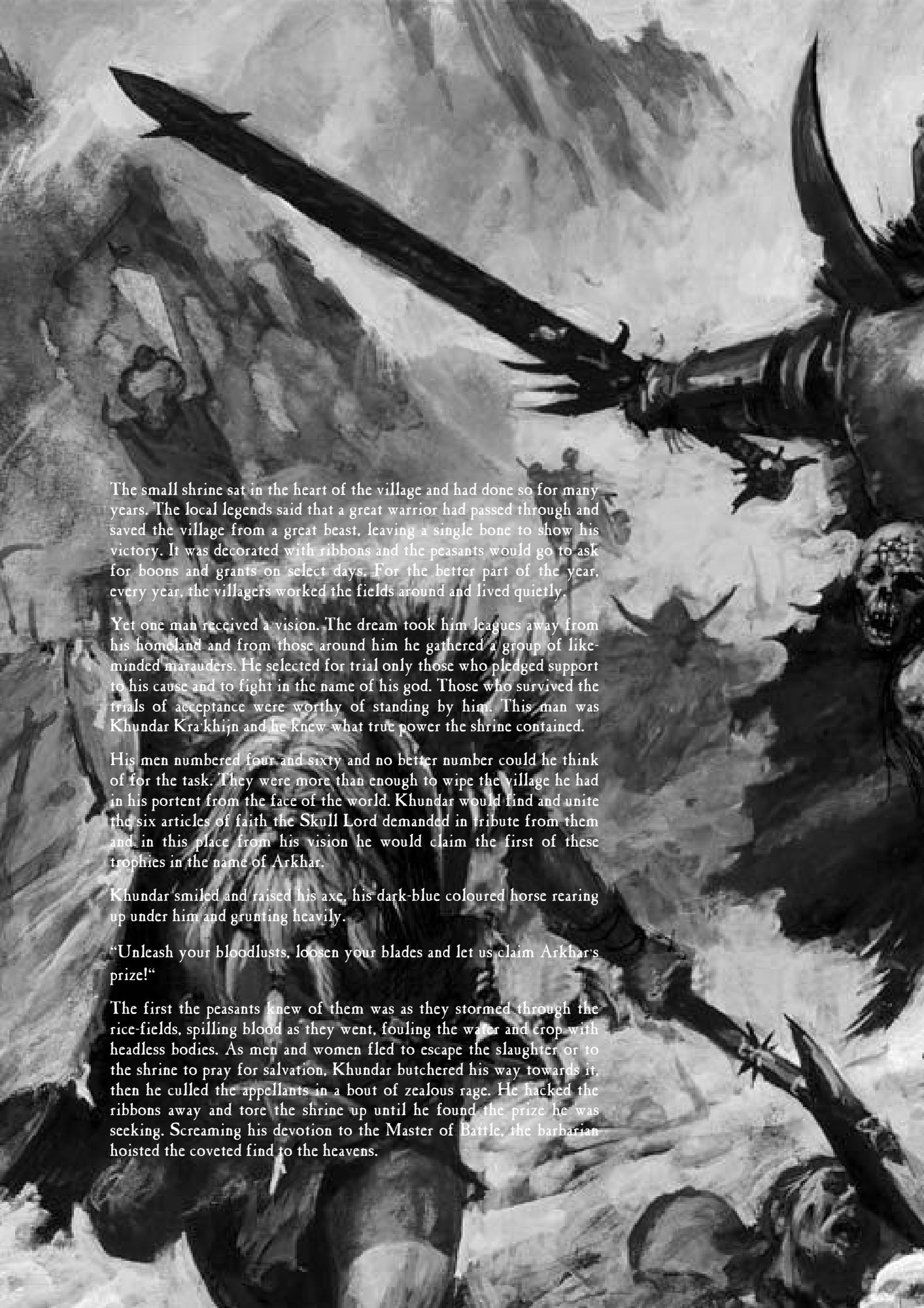
Immune to psychology: Belandysh is *immune to psychology* and automatically passes all Leadership tests.

Inconsistency: Belandysh's body is mutating permanently. His variable attributes are determined whenever needed, once every turn.

Regeneration: Whenever an enemy successfully inflicts a wound on Belandysh, roll a D6, on a result of 4 or more the wound is ignored and Belandysh unhurt. However, note that he may not regenerate wounds caused by fire or fire-based magic.

Tol'Agath: Belandysh used to ride a normal Battle Horse when he was still a Marauder Chieftain. When turned into a Chaos spawn, Tol'Agath, his steed, was hardly spared and mutated as well. Tol'Agath acts as a Warhorse (including the *Battle Schooled* rule). In addition, it is subject to the *Inconsistency* special rule.

Wrath of Tchar: If a battle ends with Belandysh being *out of action* and someone having picked up the Broadsword of Damnation, Belandysh is pulled into the Realm of Chaos and never seen again. He then cannot be hired again for the remainder of the campaign.



The small shrine sat in the heart of the village and had done so for many years. The local legends said that a great warrior had passed through and saved the village from a great beast, leaving a single bone to show his victory. It was decorated with ribbons and the peasants would go to ask for boons and grants on select days. For the better part of the year, every year, the villagers worked the fields around and lived quietly.

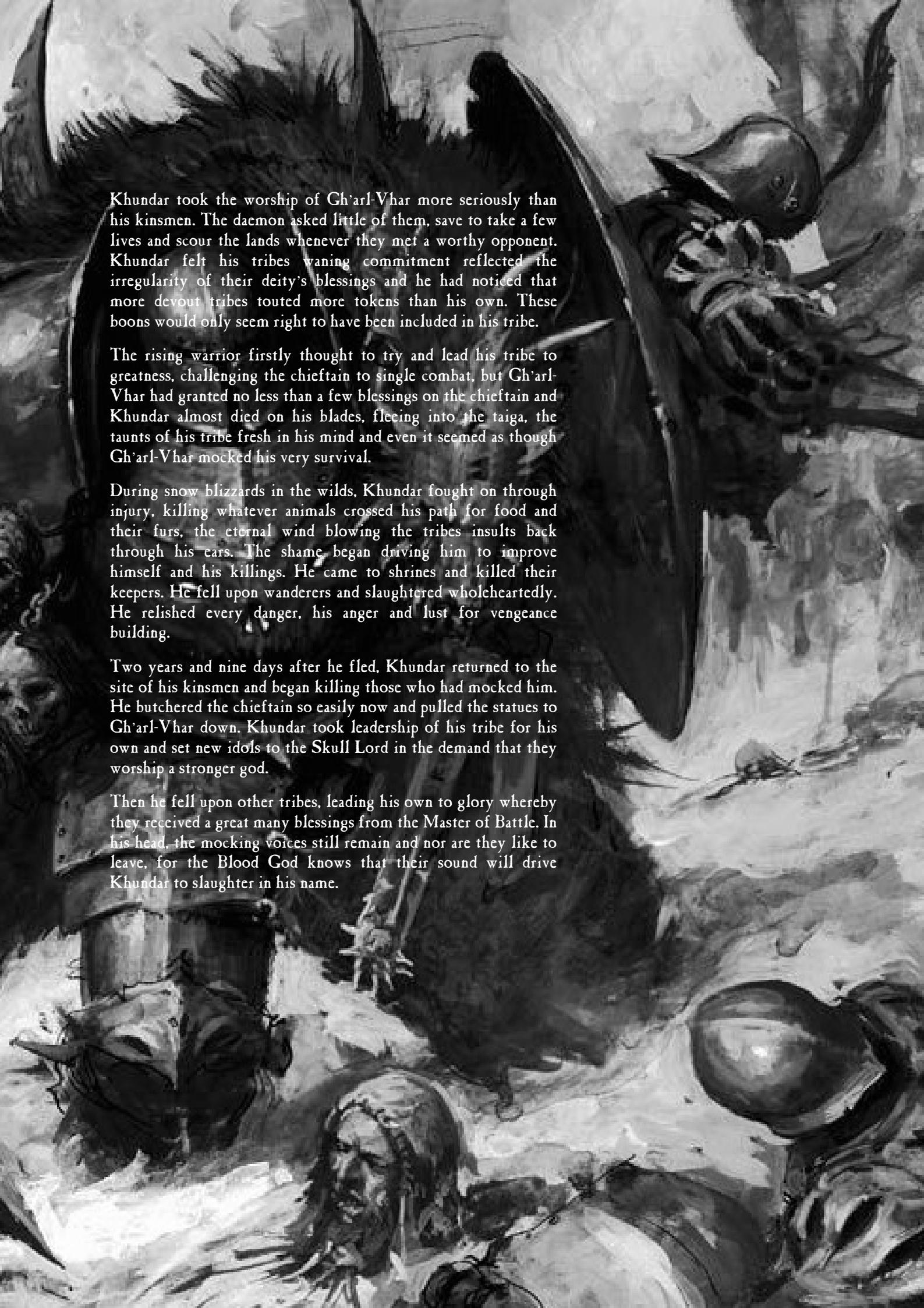
Yet one man received a vision. The dream took him leagues away from his homeland and from those around him he gathered a group of like-minded marauders. He selected for trial only those who pledged support to his cause and to fight in the name of his god. Those who survived the trials of acceptance were worthy of standing by him. This man was Khundar Kra'khijn and he knew what true power the shrine contained.

His men numbered four and sixty and no better number could he think of for the task. They were more than enough to wipe the village he had in his portent from the face of the world. Khundar would find and unite the six articles of faith the Skull Lord demanded in tribute from them and in this place from his vision he would claim the first of these trophies in the name of Arkhar.

Khundar smiled and raised his axe, his dark-blue coloured horse rearing up under him and grunting heavily.

“Unleash your bloodlusts, loosen your blades and let us claim Arkhar’s prize!”

The first the peasants knew of them was as they stormed through the rice-fields, spilling blood as they went, fouling the water and crop with headless bodies. As men and women fled to escape the slaughter or to the shrine to pray for salvation, Khundar butchered his way towards it, then he culled the appellants in a bout of zealous rage. He hacked the ribbons away and tore the shrine up until he found the prize he was seeking. Screaming his devotion to the Master of Battle, the barbarian hoisted the coveted find to the heavens.



Khundar took the worship of Gh'arl-Vhar more seriously than his kinsmen. The daemon asked little of them, save to take a few lives and scour the lands whenever they met a worthy opponent. Khundar felt his tribes waning commitment reflected the irregularity of their deity's blessings and he had noticed that more devout tribes touted more tokens than his own. These boons would only seem right to have been included in his tribe.

The rising warrior firstly thought to try and lead his tribe to greatness, challenging the chieftain to single combat, but Gh'arl-Vhar had granted no less than a few blessings on the chieftain and Khundar almost died on his blades, fleeing into the taiga, the taunts of his tribe fresh in his mind and even it seemed as though Gh'arl-Vhar mocked his very survival.

During snow blizzards in the wilds, Khundar fought on through injury, killing whatever animals crossed his path for food and their furs, the eternal wind blowing the tribes insults back through his ears. The shame began driving him to improve himself and his killings. He came to shrines and killed their keepers. He fell upon wanderers and slaughtered wholeheartedly. He relished every danger, his anger and lust for vengeance building.

Two years and nine days after he fled, Khundar returned to the site of his kinsmen and began killing those who had mocked him. He butchered the chieftain so easily now and pulled the statues to Gh'arl-Vhar down. Khundar took leadership of his tribe for his own and set new idols to the Skull Lord in the demand that they worship a stronger god.

Then he fell upon other tribes, leading his own to glory whereby they received a great many blessings from the Master of Battle. In his head, the mocking voices still remain and nor are they like to leave, for the Blood God knows that their sound will drive Khundar to slaughter in his name.

Advanced Rules

The rules described in this chapter extend some of the campaign rules set even further. They have been sectioned off here because they are either not part of the core supplement or because they overwrite existing rules sets rather than expanding them.

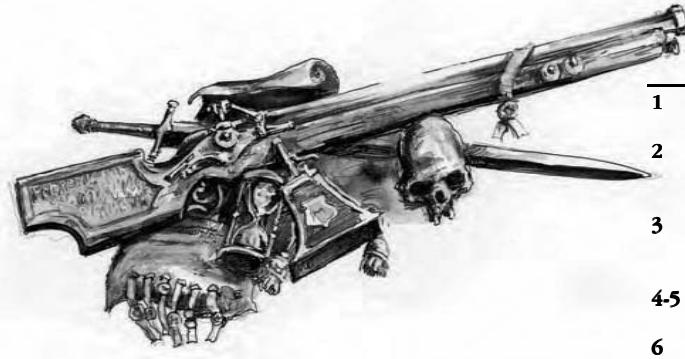
Blackpowder weapons

If you are using the optional rules for blackpowder weapons as described in the Mordheim Living rulebook (see page 120), we make the following suggestions in order to highlight the difference between the capabilities of the weapon builders of the Old World and those from Cathay.

All pistols, duelling pistols and handguns bought during a *Border Town Burning* campaign get one re-roll when rolling on the blackpowder weapon misfires chart. All other blackpowder weapons such as warlock pistols, blunderbusses, Hochland (hunting) rifles do not receive this bonus.

For convenience, here is a table for the various blackpowder weapons with a 20% discount factored in as suggested in the rulebook's optional rules.

Item	Cost	Availability
Blunderbuss	24	Rare 9
Duelling Pistol/brace	24 gc/48 gc	Rare 10
Handgun	28 gc	Rare 8
Hunting Rifle	160 gc	Rare 11
Pistol/brace	12 gc/24 gc	Rare 8
Warlock Pistol/brace (Skaven only)	28gc /56 gc	Rare 11



Blackpowder weapon misfires

- BOOM!** The shooter suffers a S4 hit (this does not cause critical hits) and the weapon is destroyed.
- Jammed.** The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.
- 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.
- Click.** The weapon fails to fire, but there is no additional effect.
- KA-BOOM!** The shot hits the intended target and counts as having +1 Strength.

More on carts and wagons

This section widens the scope of the rules for Vehicles of the Empire from the Empire in Flames supplement.

Opulent coach

Since the opulent coach (see Mordheim Annual page 16) was written long before the rules for wagons, we suggest that it is treated as a wagon with two draft horses, where the additional 70 gold crowns (100 gc wagon + 2 x 40 gc horses = 180 gold crowns total) spent grants the +3 bonus for finding rare items. With respect to the previous rules whereby an opulent coach must not be placed on the table, we suggest the following. The warband may choose either to leave the opulent coach at their camp or to use the coach in battles. The warband may always use the coach when visiting the merchants after the battle.

Note that a merchant caravan may not buy an opulent coach to replace a destroyed trade wagon with. They

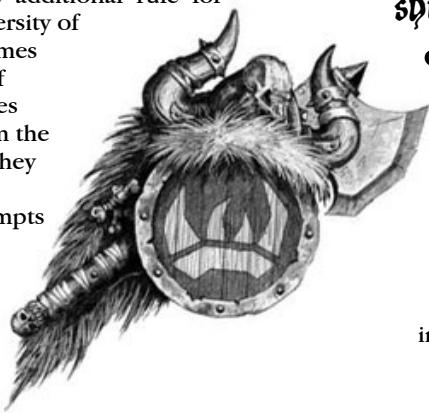
must have the trade wagon to transport goods and offer their specialist services. They can always buy a stage coach, wagon or opulent coach in addition to the trade wagon. That would be sure to impress!

Draft animals

The draft animals required when pulling a wagon or a coach depends on the warband. It will not necessarily be horses. e.g. Undead warbands should be allowed to buy Nightmares to pull their wagons, Dark Elves should be able to use Cold Ones, Goblins should be able to use Giant Wolves. A warband can use any ridden animal that is available to them (or that they can get hold of) as a draft animal for pulling wagons and coaches. You may wish to improvise by allowing other animals to pull wagons. A pair of Wardogs or Chaos Hounds will struggle to pull a wagon but it should be no problem for Ice Bears or Rhinoxen!

Shield house rules

This section describes a simple additional rule for shields. This can increase the diversity of weapon combinations in your games while also balancing the power of fully mounted warbands. The rules are based on the shield rules from the current edition of Warhammer. They provide an effective and simple alternative to more complex attempts of making armour more useful in games.



shields

Combat defence: An unmounted warrior armed with a single-handed weapon (sword, spear, hammer, etc.) and a shield gets an additional +1 bonus on his armour saving roll in hand-to-hand combat. Note that this applies to unmounted warriors in hand-to-hand combat only, since they can combine their shield and weapon to create a flexible defence against enemy blows in close combat.

Fighting individual battles

Individual battles are run using the rules described in the Mordheim Living rulebook on page 121. In addition, you may use the following rules if you wish to use artefacts in your battles.

artefacts

Players can buy one lesser artefact for 50 gold crowns. They may choose freely which artefact they purchase but cannot buy more than one artefact of the same type.

chaos artefacts

Before the battle begins the chaos artefacts are distributed among the participating warbands. Each player rolls a D6 and modifies the result as described below. The highest scoring player gets the Chaos artefact for his warband.

+1 Chaos follower: Marauders of Chaos, Beastmen Raiders, Norse, Cult of the Possessed, Carnival of Chaos and other Chaos worshippers gain +1 on their roll.

+1 per 50 gold crowns: Any warband may spend 50 gold crowns to get a +1 bonus on their roll. This must be spent before rolling.

-1 Chaos artefact: A warband suffers -1 on their roll for each Chaos artefact already in their possession.

Distribute each of the four artefacts in this manner.

We advise players to handle the distribution of the Chaos artefacts before building their warbands so that they can properly prepare for the upcoming battle.



Beastmen and the Dark Gods

This section describes rules intended for adding some Chaos flavour to the Beastmen Raiders warband from the Empire in Flames supplement.

marks of the dark gods

There is no reason why heretics (followers of Chaos) should not have access to the marks of the Dark Gods as described in the Marauders of Chaos warband list.

Example: For an additional +10 gold crowns to the Beastmen Shaman's hiring cost he gets the Mark of Chaos special rule allowing him to pick one of the following marks: Mark of Chaos Undivided, Mark of Tchar the Eagle, Mark of Onogal the Crow and Mark of Shornaal the Serpent. Note that the Mark of Chaos Undivided will then give the warband access to 0-3 Chaos Marauders instead (see Marauders of Chaos warband list).

If you prefer then the marks of the Dark Gods can be applied to the spell-casters of the following heretical warbands: The Possessed, Carnival of Chaos (Mark of Onogal only) and Dark Elves (Mark of Shornaal only).

eye of the gods

If you choose to use the marks of the Dark Gods for your Chaos warband, you may also wish to use the *Eyes of the Dark Gods* special rule. Add +15 gold crowns to the warband leader's hiring cost and apply the *Eyes of the Dark Gods* rule as described in the Marauders of Chaos list. If the leader is ever transformed into a Spawn of Chaos, the warband may keep the Spawn even though it is not a choice normally. Treat the Spawn as a henchman following the rules described in the Marauders of Chaos list.

Questions & Answers

On these pages there are a number of frequently asked questions that came up during playtesting as well as some clarifications we chose to put here instead of cramming them into the rules texts where they are not relevant for most players. If you encounter any extraordinary situations or have other questions or suggestions then please do not hesitate to contact us through the Border Town Burning website at www.bordertownburning.de.vu – we would be happy to hear from you!

Perilous Phenomenon

Q: The many different monsters needed for the monster encounters look demanding from a modelling standpoint...

A: Don't hesitate to use alternative models in your games. If you have no Hydra models but you have a couple of Giants available, then just use those instead! It is your hobby and most of the rules here are suggestions developed for expanding campaign games. Never let trivial limitations stop you from having fun!

Objectives

the scion of chaos

Q: What is the "Circle of Summoning" that is required for the Daemon Prince Dramatis Personae as mentioned in the Objectives?

A: This a spell that can be learned by any wizard enabling them to summon daemons of Chaos. Magical scrolls may contain the spell too. Rules for this spell, such items and other peculiar things will appear in a future Mordheim supplement. Look out for it in the future!

the celestial protectorate

Q: In our campaign there are two Celestial Protectorate warbands. Together we have all four Chaos Artefacts. Can we just share the victory?

A: The rules deal with this quite well. There are two possibilities. 1) If one of you has access to Ghartok's Tomb, then both of you have to survive a few battles against the other warbands – ie, don't let them take the artefacts from you! – until you two can play the Ghartok's Tomb scenario together. It then should be no problem to bring all artefacts to the tomb and capture a victory for all Celestial Protectorate warbands.
2) Another possibility is to hire a merchant as bearer. To do so one of you must play against/with a Merchant Caravan warband and sell the artefacts to them. Then the merchant can sell the artefacts to the other Protectorate so that that warband has all of them. Of course, you should only award the most trustworthy merchant with such a delicate contract!

the silent threat

Q: Do Clan Pestilens Plague Censors weapons count as poisoned for the purpose of poisoning enemy Heroes *out of action*?

A: Yes, of course! Weapons that come automatically poisoned – be it magically or not – do count. Besides normal poisons and venoms this includes the Skaven Clan Eshin's Weeping Blades and the Clan Pestilens' Decease Dagger and Censer.

Scenarios

horrors of the underground

Q: My Merchant Caravan is the defender in the "Horrors of the Underground" scenario and thus starts inside the tunnels. Now where do I place the Trade Wagon? I can hardly drive it through the tunnels and if I leave it at the entrance, the attacking warband will slay the horses, destroy the wagon and steal all of my stored equipment!

A: For this scenario it is safe to assume that the merchant has parked the wagon somewhere near the tunnel entrance but well hidden so that others don't discover it. In this game you don't need to place the wagon at all. If for some reason you do want to place the wagon then it must be on the entrance tile since neither the wagon nor the horses may enter the tunnels. The same applies to other wagons and carts, of course, including Opulent Coaches that use the optional rules in the back of this supplement.

blockade

Q: Can I set the tower on fire and thus cause the defenders to leave the building? How do I win the game then?

A: Of course you can! In fact, that is not only a legitimate but also very fitting tactic. The defending warband should try to keep the attackers from *setting fire* to the tower and if they fail and leave the tower winning the scenario is rather easy for the attacking warband.

the tainted copse

Q: We found it to be very fatigable to move too many forest sections across the board each turn. Is it really necessary to use so many sections?

A: The number we found optimal is seven. This will allow you to roll a D6 to determine the other forest section when you have the 'Er, are we lost?' result on the living forest table. Seven worked quite nicely and using only two more sections does make a big difference when you roll for each section every turn.

Marauders of Chaos

Lad's got talent & throwing axes

Q: Henchmen may use throwing axes but heroes may not. What happens to a Marauder henchman with 'Lad's got talent'?

A: If a henchman from any warband becomes a hero due to 'Lad's got talent' then he still uses gear from his original equipment list. A marauder henchman who becomes a talented lad is therefore still eligible to use throwing axes. However, if the warrior learns the *Chosen of Chaos* skill they must be put to the warband's stored equipment immediately.

Q: It is impossible for a Marauder to gain the Weapons Expert skill, but if my warband were to somehow acquire the throwing axe associated with the Beast Hunter from Empire in Flames, could they use it?

A: Yes, they could. Throwing axes appear in the equipment lists for the Norse Explorers and Marauders of Chaos warbands. This is a unique situation where two sets of rules exist for what is essentially the same type of weapon.

the condemned

Q: How exactly does the Condemned increase his stats through experience?

A: When you get a characteristic increase for one of the Condemned variable attributes, roll a D6 (D3 for Attacks) instead. You may then choose whether you want to set the variable to the scored number thus making the attribute invariable from now on or keep the attribute variable. The advance is used up in both cases. If you choose to keep the attribute variable you can still set it later if you roll the same characteristic increase again.

Q: How are the Condemned's variable stats handled in one-off games?

A: You can apply the same system for rolling for characteristic increases in one-off games. Simply roll for each increase you bought and set the attribute once you satisfied with the result. Needless to say that your opponent should be at present when you make the rolls!

tchar rituals

Q: My Seer bumps his Wounds by +1 with the *Tchar's Reward* spell. He is now at 2 Wounds. In the subsequent close combat phase he loses a Wound (so he is at 1), and in the enemy's combat phase he loses his last Wound and gets *knocked down*. In my turn he gets up again. Now what happens at the end of my shooting phase when the *Reward* ends and his additional Wound is lost?

A: The spell allows you to temporarily boost your Seer but you cannot evade your inevitable fate. Unless you re-cast *Tchar's Reward* in your shooting phase, the Seer will lose the additional Wound and must roll on the Injury chart. Note that after losing one's first Wound a warrior is always as zero Wounds. This means that a previously wounded Seer would always count as losing his last Wound, when the spell ends, even if he didn't suffer any further damage between the turn he cast the spell and the turn the spell ends. This means that generally it is not a good idea to increase the Seer's Wounds stat with *Tchar's Reward*.

northern tribes

Q: A hero that was taken *out of action* by a Hung marauder of Chaos rolls the Bitter Enmity result on the serious injuries chart. From now on he hates all warbands of that type. Does that mean he hates Marauders of Chaos in general or does he hate marauder warbands of the Hung tribe only?

A: The various tribes of Chaos are in fact so different that the model hates only those Marauder of Chaos warbands that are of the same tribe as the warband that caused the injury. So in the above example the hero will hate Marauders of Chaos warbands of the Hung tribe only. However, we suggest that Marauders of Chaos from one of the Norse tribe and the Norse Explorers warband originally published in the Lustria supplement are considered the same warband type in this case.

Merchant Caravan trade wagon & additional wagons

Q: Normally all the caravan's stored equipment is lost when the Trade Wagon is destroyed. But what happens if my warband has more than one Trade Wagon?

A: The Trade Wagon's *Storage* special rule applies only if the last Trade Wagon is destroyed.. It is thus advisable to have one (or more!) additional wagon with draft horses in case the original Trade Cart is destroyed in order to prevent the accumulated stored equipment, treasures and wyrdstone shards from being lost.

Q: Do I have to assign ownership to a certain model in the warband like it is normally the case with miscellaneous equipment? I'm asking because of the "Dead" (11-15) and "Captured" (61) results of the Heroes' Serious Injuries chart.

Q: Yes, per the normal rules the Trade Wagon (and any other wagon) belongs to one of the warbands Heroes. This must not necessarily be the Merchant himself!

This means that if that Hero dies who has the Trade Wagon on his equipment list, the Wagon would be lost normally. Also if a captured Hero is sold to slavers the captors get to keep all of his equipment – including any wagons and associated draft animals! I’m stressing the “normally”, because we play it that wagons (and the respective draft animals) are warband property and not associated with one specific Hero. However, this is a house rule so make sure you agree with your opponents as they have the right to keep the Trade Wagon (or watch it getting lost on the death of its owner).

The Restless Dead

the liche

Q: I am desperately looking for some magical weapons to equip my Liche with. Which weapons that he can use are available at all?

A: The Border Town Burning setting provides the Chaos Broadsword of Damnation, one of the four powerful Chaos Artefacts. Searching them is probably one of your goals anyway and there are numerous ways to get hold of them.

There is also the *Sword of Rezhebel* spell from the Lesser Magic list, which generates a magical sword. The Liche will have to acquire a couple of tomes of magic and hope to learn the spell from one of them.

Finally, if there is a merchant caravan player in your campaign then he might have his merchant learn the *connected* skill. This give him access to not only the Border Town Burning artefacts but also the original Mordheim artefacts. If he manages to purchase *The Count of Ventimiglia's Misericordia* he might sell that to the Liche – at an “appropriate” price, of course!

the necromancer

Q: How exactly does the Necromancer’s *Apprentice* rule work?

A: If a necromancer wishes to learn a new spell with a skill advancement, they randomly determine the spell from among the spells known by the Liche. For instance, to start off, the Liche knows **two** spells (randomly chosen as normal) and the Necromancer knows **one** spell. Roll the Liche’s spells first. From those two spells determine one to be 1-3 and the other to be a 4-6 on a D6 and roll to determine which of the spells the Necromancer learns. After this, if the Necromancer wants to learn a spell and there is only one spell that the Liche knows that the Necromancer doesn’t, then the Necromancer automatically learns that spell, likewise, if they know the *same* number of spells, a Necromancer *cannot* roll on the spell chart for an advance, but can choose from the other skills available should they desire, thus there is no chance that an advance can be wasted.

Q: Can the Necromancer learn Lesser Magic spells from a Tome of Magic?

A: No, he can’t. He can learn Lesser Magic spells *individually* if the Liche learns them first (roll from among the spells the Liche knows, no matter *what* list they’re from) but he can’t learn them from a tome by himself... a Necromancer is completely at the mercy of his master as to what spells are taught to him. Remember, if the Liche dies for good, the *Apprentice* rule no longer applies and in this case, all normal magic rules apply from then on.

Battle Monks of Cathay

the emissary

Q: What happens if a new Emissary must be bought for the warband because the original leader died, but there are already six Heroes in the warband?

A: You must remove one of your Heroes from the roster so that a new Emissary can be bought. Having six Heroes is not an excuse to ignore the Emissary’s *Decree* special rule.



The Black Dwarfs

engine of chaos

Q: In a battle against a Reiklander warband my Black Dwarfs fail their Rout test and retreat. At that time there is no warrior left on the Engine of Chaos. Do I recover the engine after the battle or do the Reiklanders get hold of it? Can they use it?

A: The winning warband – in this case the Reiklanders – should get hold of any abandoned wagons. Although the Reiklanders have no real use for an Engine of Chaos they may either sell it for half its normal price (97 gold crowns) or they can cut a deal with the Chaos Dwarfs as described in the *Captured Serious Injury*.

Maneaters

gluttony

Q: If the ogres eat a Hired Sword do they get to keep his weapons and equipment? Are Dramatis Personae edible, too?

A: The weapons, armour and equipment of Hired Swords and Dramatis Personae always remain with the Hired Sword/Dramatis Personae, so by eating one the ogre player gets the Experience points but not the equipment.

Ogres can eat Dramatis Personae following the same rules as Hired Swords. However, there are already only few Dramatis Personae willing to work for Ogres so eating them might not be the best idea! Since Dramatis Personae suffer Serious Injuries the same ways as Heroes it would make sense to consider this to be the death of the character and not use him again for the remainder of the campaign. Alternatively you can house rule it to disallow eating Dramatis Personae.

Hire Fee: 200 gold crowns and D6 campaign points to hire, +50 gold crowns and +D3 campaign points upkeep cost. His original warband does not have to pay the upkeep cost.

May be Hired: All warbands with the Scion of Chaos objective may hire the Daemon Prince.

Rating: The Daemon Prince increases the warband's rating by + points (Experience points + 75).

Profile M WS BS S T W I A Ld

Weapons/Armour: The Daemon Prince is armed with the Broadsword of Damnation. He wears the Chaos Dragon Scale Armour and Ghartok's Skull and has the Liber Chaotica (see Chaos Artefacts). In addition, he has the following equipment:



SKILLS

The Daemon Prince has the following skills:

SPECIAL RULES

Leader: Any Warrior within 6" of the Daemon Prince may use his Leadership when taking Ld tests. As a powerful Scion of Chaos, the Daemon Prince will automatically be the *leader* of any warband he joins.

Mark of Chaos: The Daemon Prince has the Mark of as described in the Marauders of Chaos warband.

Immune to poison: The Daemon Prince is *immune to all poisons*.

Immune to psychology: The Daemon Prince is *immune to psychology* and automatically passes all Leadership tests. This includes all Rout tests his warband is required to take.

Cause fear: The Daemon Prince is a monstrous creature that causes *fear*.

Daemonic aura: The Daemon Prince has a natural armour save of 5+. This save is negated by magic weapons and spells. The daemons' attacks are considered as magical.

Flying: The Daemon Prince triples his Movement when running and ignores terrain when moving.

Chosen Servant of Chaos: When taken *out of action* the Daemon Prince will not automatically drop the Chaos Artefacts. Instead roll for Serious Injuries immediately. If the Prince dies, place markers for the artefacts.

Designer's Notes

Fanning the flames

So it is here at last! After a development phase of a little over four years I am happy to be finally at the point where I can write these last lines for the anticipated Border Town Burning supplement. Looking back it is incredible how the project evolved from a small set of house rules we came up with in my four man gaming group to a fully fledged supplement.

The seed was planted early on in one of our first Mordheim campaigns. Andi, a dirty Skaven player, was done with developing his warband. He had a rat that could run something like 20", see and walk through walls and was near impossible to take out. He was so wealthy that he was buying Opulent Coaches just for kicks! I realized that there should be an end to a campaign. It was clear that he was the best and had effectively won, but how could this be measured? I also figured that the life of a daring adventurer facing daily death in the City of the Damned is not as fulfilling as it should be. Heroes can train to gain great stats and accumulate their many riches. Is there not something more to life than an endless struggle for gold crowns, with the omnipresent fear of permanently losing a limb? I knew what I was looking for: I wanted a clear-cut goal that I could achieve. I wanted game mechanics that allowed me to triumph over my rivals after becoming the wealthiest adventurer in Mordheim. I wanted rules for following the lure of fortune and thus winning a campaign.

Now that I look at the finished product and after playing a complete Border Town Burning campaign I believe that we have successfully managed to do just that and thus taken Mordheim campaigning to another level. At the core it still is what I had in mind initially when starting to work on the project: a rules set to allow Chaos players to follow their path to glory. It began with the Chaos Marauders warband I wrote for Andi. He was playing Chaos Warriors in Warhammer and sorely missed an adequate equivalent in Mordheim. Figuring that it is not feasible to play a group of Chaos Warriors I came up with a warband list where the player controls the fate of an aspiring marauder chieftain. In Warhammer you are used to shoving regiments of mighty Chaos Warriors and Knights but Mordheim is the perfect game system to have a closer look at the 'career' of such a Chaos

servant. So while the rise from a lowly marauder to a dreaded Chaos Warrior – or even Champion – is possible with the warband's mechanics, I wanted more and reached for daemonhood. This greater goal made for a perfect objective along with the Lure of Fortune.

It took another three years to complete the objectives, even though they may look so simple now. The various objectives had to be interwoven with the exploration charts, random happenings and scenarios. In the end, you have a game system that enables you to play narrative, yet non-linear campaigns, where each participant can effectively pursue their own aims and ultimately influence the course of the campaign.

My goal was to make Border Town Burning as complete as possible. By that I mean that I wanted it to include all the additional rules that I would require during game play, such as the additional rules for ladders and exploding powder kegs, the bestiary and any other useful stuff that is inside. We also included the house rules we are using and the reference sheet. I wanted the supplement, when combined with the rulebook, the Annual and Empire in Flames to be all the resources you need for running the best Mordheim campaigns possible. In this unity the package we developed is to me the perfect Mordheim game, preserved in a timeless inviolability that I will be able to enjoy for years to come, irrespective of changing editions and errata.

Dramatis personae

There are a number of people I want to thank explicitly as they influenced this project significantly with their contributions and support. Firstly, I have to thank my small gaming group for bearing with my ideas and especially Andi, for having even weirder ideas (it's true!). I learned that the best way to spark imagination and to be creative is by talking about your ideas. The iterative process of outbursts from immediate crazy thoughts and building on your interlocutor's replies cannot be replaced by email or forum communication, less so by pondering in private.

A big thank you goes to my partner in crime Stuart Cresswell. He got in touch with me in January 2007 and invited me to join the Nemesis Crown development team, which marks my

return from tabletop teetotalism. Without him I would probably still be locked away playing (and losing) magical duels (some of you will know what legacy I mean). Stu is a literate sage and knows an unhealthy amount about Warhammer background. His knowledge of the Black Library and every other relevant Warhammer tome has been indescribably helpful. In large part the high quality of this supplement – which I believe it has – is due to his attention to detail in proof-reading and editing (he does own the Eye of Tchar!). We had quite some heated discussion about certain rules and ideas, which did show me how passionate he is about the project. That is quite extra-ordinary considering he joined the project later on. In the end he had the greatest influence on the supplement next to my own humble scribble.

Another big thank you goes to Nemesis Crown contributor rev larny (his real name remains a mystery to us unworthy mortals – maybe because it is said that you gain control over a daemon if you know his true name). His exceptional story-telling talents really bring this supplement to life.

I have to mention Chris de la Rosa, who is Stu's predecessor in a way. Chris contributed numerous articles such as the Restless Dead warband, the Lesser Artefacts and some of the Hired Swords, as well as doing the project proof-reading in the early days. He always said that such an ambitious project could not be done by one man alone and he sure was right.

There are so many people who played their part in helping and supporting this project. I'd like to mention Mark Havener and Nick Kyme for kind words and support. Thanks to Sean Maroney, who incorporated an objective box into his great alternative Mordheim roster sheet for us and to Robert E. Waters for writing some exclusive and outstanding story-telling.

Many thanks to Thomas List of *Tom's Boring Mordheim Blog* fame and the friendly folks of *Tom's Boring Mordheim Forum* for their encouragement in sharing and spreading the euphoria.

I want to give a shout out to the Chaos Dwarfs community at Chaos Dwarfs Online and Hand of Hashut, especially Brad and David Clarke. Rarely have I seen such a dedicated community and I thank them all for their support of Border Town Burning.

Lastly, I thank all those in the community who enjoyed previews of the project during the

months prior to its release. You have encouraged us by sending in many emails. A few hobbyists, notably Marek Ziolkiewicz, have improved the book by spotting minor inconsistencies in the initial fortnightly releases.



End times

The Border Town Burning supplement has been completed but this is only the beginning. The website will remain alive and updated with new photos as more and more players convert new warbands. We will publish more hobby articles there now and then and, of course, be ready to answer whatever questions you may have.

Furthermore, there are plans for an exciting global campaign experience for gaming groups running Border Town Burning campaigns so be sure to check out the website for more information on that.

I hope you enjoy reading and, more importantly, playing with these new rules. It was quite a ride and now I am happy to just lean back and have my Battle Monks fight off any approaching warriors of Chaos. Happy gaming!

Christian 'Cianty' Templin

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Warband Rating Calculator												Treasury		Stored Equipment	
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												Treasure: 			

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Reference sheet

Critical hits charts

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 target suffers 2 wounds instead of 1. There is no armour save.

bludgeoning weapons

(Clubs, maces, hammers, flails,

double-handed hammers, chain sticks, iron fists etc.)

- 1-2 **Hammered.** Your opponent may not fight this turn if he hasn't already fought.
- 3-4 **Clubbed.** The hit ignores armour saves and saves from helmets.
- 5 **Wild Sweep.** Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.
- 6 **Bludgeoned.** The victim automatically goes *out of action* if he fails his armour save. Even if he has several wounds remaining, he will be taken *out of action* by this attack.

bladed weapons

(Swords, axes, double-handed swords etc.)

- 1-2 **Flesh Wound.** There is no armour save.
- 3-4 **Bladestorm.** The attack causes 2 wounds instead of 1. Take armour saves separately for each wound.
- 5-6 **Sliced!** The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

unarmed combat

(Wardogs, warhorses, Zombies, Possessed, Monks, animals etc.)

- 1-2 **Body Blow.** You may make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.
- 3-4 **Crushing Blow.** You gain +1 to the Injury roll. Normal armour save.
- 5-6 **Mighty Blow.** The attack ignores armour saves and you gain +2 to any Injury rolls.

thrusting weapons

(Spears, halberds, lances, pikes, quarter staves etc.)

- 1-2 **Stab.** You gain +1 to any Injury rolls. Armour saves as normal.
- 3-4 **Thrust.** The target is *knocked down*. Take armour saves as normal and see whether the model suffers a wound.
- 5-6 **Kebab!** The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

post battle sequence

- 1 **Injuries.** Determine injuries for each warrior taken *out of action*.
- 2 **Allocate experience.** Heroes and Henchmen groups gain experience for surviving battles.
- 3 **Roll on the Exploration Chart.**
- 4 **Sell Wyrdstone.** Can be done once per post battle sequence.
- 5 **Check available veterans.** Roll to see how much Experience worth of veterans is available for hire.
- 6 **Make rarity rolls & 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.
- 10 **Update your warband rating.** You are now ready to fight again.

Heroes' serious injuries chart (D6)

11-15	Dead. Remove the Hero from your warband roster.
16-21	Multiple injuries. D6 injuries, re-roll 'dead', 'Captured' and 'multiple injuries'.
22	Leg wound. -1 Movement.
23	Arm wound. Roll again: 1 = Amputation. 2-6 = the Hero must miss the next game.
24	Madness. Roll again: 1-3 = <i>stupidity</i> , 4-6 = <i>frenzy</i> .
25	Smashed leg. Roll again: 1 = no more <i>running</i> , 2-6 = the Hero must miss the next game.
26	Chest wound. -1 Toughness.
31	Blinded in one eye. -1 BS. If subsequently blinded, remove the Hero from your warband roster.
32	Old battle wound. Roll D6 every battle: 1 = miss.
33	Nervous condition. -1 Initiative.
34	Hand injury. -1 Weapon Skill.
35	Deep wound. Hero must miss the next D3 games.
36	Robbed. Hero loses weapons, armour and equipment.
41-55	Full recovery.
56	Bitter enmity. Roll again: <i>Hatred</i> towards... 1-3 = the model, 4 = the enemy warband's leader, 5 = the entire warband, 6 = all warbands of that type.
61	Captured. Exchange the Hero for a price. Sell for D6 x 5gc. Undead get a free Zombie. Possessed sacrifice for +1 Experience. Weaponry is kept when sold or sacrificed.
62-63	Hardened. Hero is immune to <i>fear</i> from now on.
64	Horrible scars. Hero causes <i>fear</i> from now on.
65	Get in the ring. Duel with Warrior of Chaos. If he loses and survives (36+), he loses weapons/armour. If he wins, he gains <i>blackblood</i> mutation, +2 Experience, +1 CP.
66	Survives against the odds. The warrior survives and rejoins his warband. He gains +1 Experience.

underdog

0-50: None, 51-75: +1, 76-100: +2, 101-150: +3, 151-300: +4, 301+: +5

Heroes advance rolls

2D6	Result
2-5	New skill. Select an available skill or a random spell if he is a wizard.
6	Roll again: 1-3 = +1 Strength, 4-6 = +1 Attack.
7	Choose either +1 WS or +1 BS.
8	Roll again: 1-3 = +1 Initiative, 4-6 = +1 Leadership.
9	Roll again: 1-3 = +1 Wound, 4-6 = +1 Toughness.
10-12	New skill. Select an available skill or a random spell if he is a wizard.

Henchmen advance rolls

2D6	Result
2-4	+1 Initiative.
5	+1 Strength.
6-7	Choose either +1 BS or +1 WS.
8	+1 Attack.
9	+1 Leadership.
10-12	The lad's got talent. Choose two skill lists available to Heroes of your warband. Make one Hero advance for him and one for the Henchmen group.

income chart: selling treasures

Number of Warriors in Warband						
No. of Shards Sold	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

Skills

Combat skills

Strike to Injure. Add +1 to all injury rolls caused by the model in hand-to-hand combat.

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

Weapons Training. The warrior may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.

Web of Steel. The model gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.

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

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

Shooting skills

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

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

Eagle Eyes. The warrior adds +6" to the range of missile weapons.

Weapons Expert. The warrior may use any missile weapon he comes across, not just the weapons available from his warband's list.

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

Trick Shooter. The warrior ignores all modifiers for cover when using missile weapons.

Hunter. The warrior may fire each turn with a handgun or Hochland long rifle.

Knife-Fighter. The warrior can throw a maximum of three throwing knives/stars in his shooting phase and may divide his shots between any targets within range as he wishes. Cannot be combined with *Quick Shot*.

Academic skills

Battle Tongue. This skill may only be chosen by a leader. This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill.

Sorcery. A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Sisters of Sigmar and Warrior-Priests may not use this skill.

Streetwise. The warrior may add +2 to the roll that determines his chances of finding such items (see the Trading section).

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

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

Wyrdstone Hunter. If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. 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.

Scribe: This skill allows the Hero 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 to cast the spell or prayer and allows the caster +2 to his Difficulty roll. Once used, the scroll is useless.

Mind Focus: This skill may only be taken by a warrior capable of casting spells or using prayers. The warrior with this skill may re-roll one dice roll used in the Difficulty roll.

Tactican: This skill may only be taken by the warband's leader. 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 leader. 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 spellcasters. 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* as *stunned* instead.

Driver: A wagon driven by a Hero with this skill may re-roll results on the Out of Control chart.

Strategist: Before a battle a Hero with this skill may choose to voluntarily miss the upcoming game to have the warband gain +1 campaign point after the battle.

Scholar: Whenever the warrior may learn a new spell or prayer, he may choose which one he learns instead of determining at random, or he may decrease the difficulty of any one spell or prayer he already knows by -1 permanently.

Strength skills

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

Pit Fighter. The warrior adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins.

Resilient. Deduct -1 Strength from all hits against the warrior in close combat. This does not affect armour save modifiers.

Fearsome. The model causes *fear* in opposing models.

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

Unstoppable Charge. The warrior adds +1 to his WS when charging.

Handyman: If the wagon is stationary and the warrior is in contact with the wagon, he may repair one previously damaged wheel. The Hero may do nothing else that turn and the wagon may not be moved. He can even set in a new wheel if it flew off.

Beastmaster: If the model confronts an animal (not mount!) in hand-to-hand combat, then before combat is fought he may take a Ld test. If the test is successful then the animal falls under his command. And he may now control the animal model. However, the beastmaster must pass a Ld test at the beginning of his turn, otherwise control over the animal is lost. The animal must always remain within 6" of the Hero or control is lost immediately.

Speed skills

Leap. The warrior may leap D6" in the movement phase in addition to his normal movement. 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 may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".

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

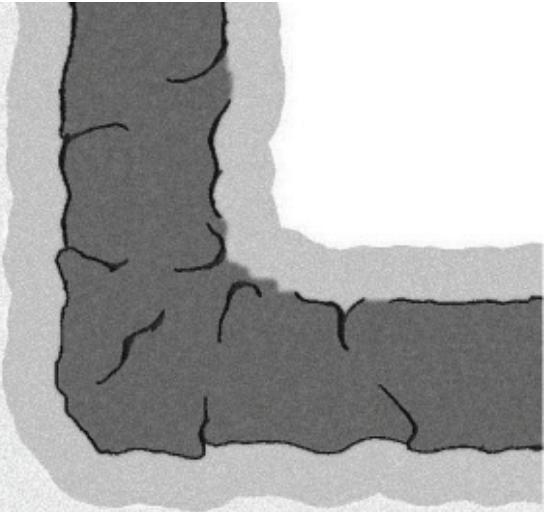
Jump Up. The warrior may ignore *knocked down* results when rolling for injuries, unless he is *knocked down* because of a successful save from wearing a helmet or because he has the *No Pain* special rule.

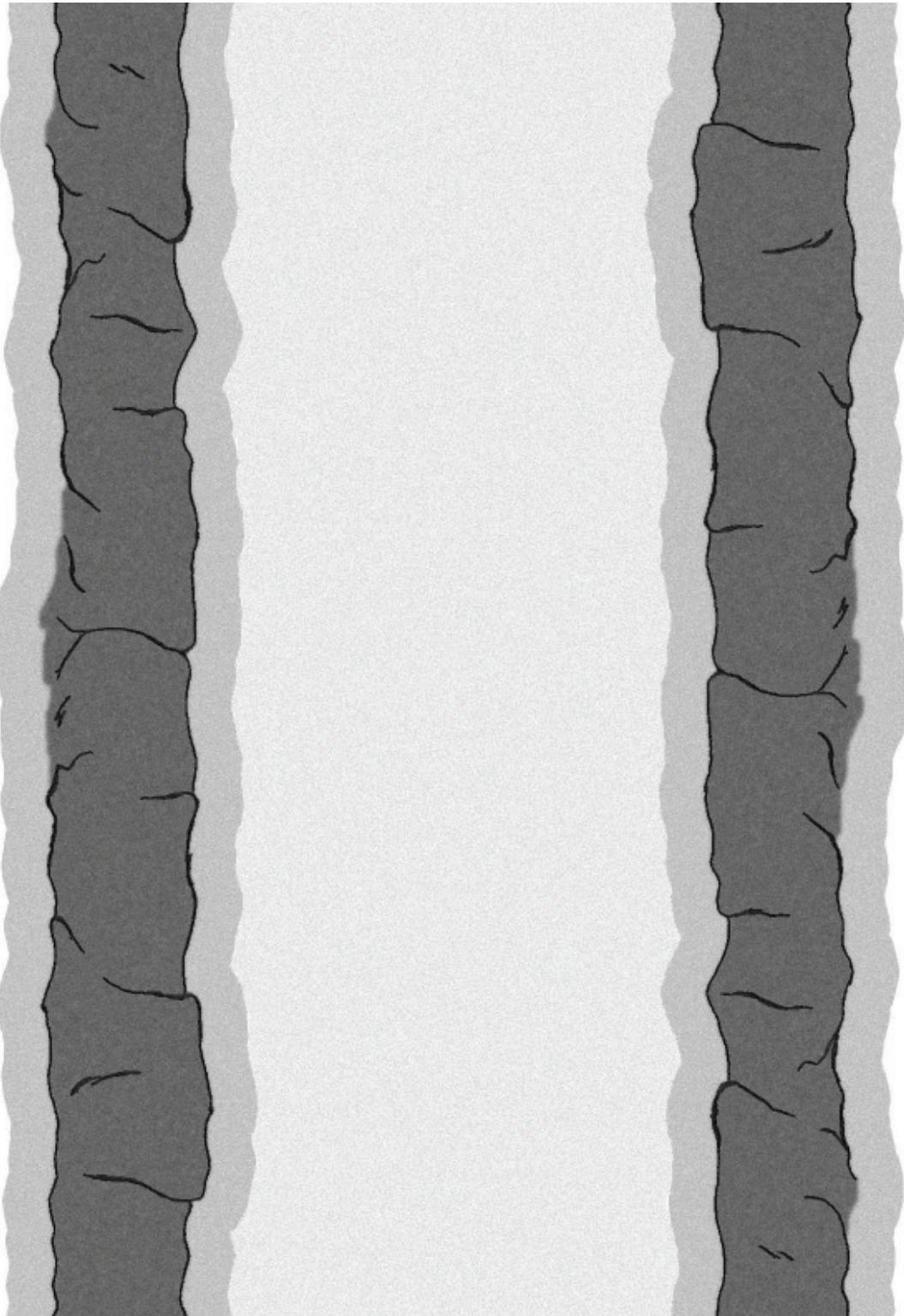
Dodge. The warrior can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).

Scale Sheer Surfaces. The warrior can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.

Tunnel Tiles

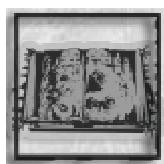
You can print these tunnel tiles for use with the
“Horrors of the Underground” scenario of
the *Border Town Burning* supplement.

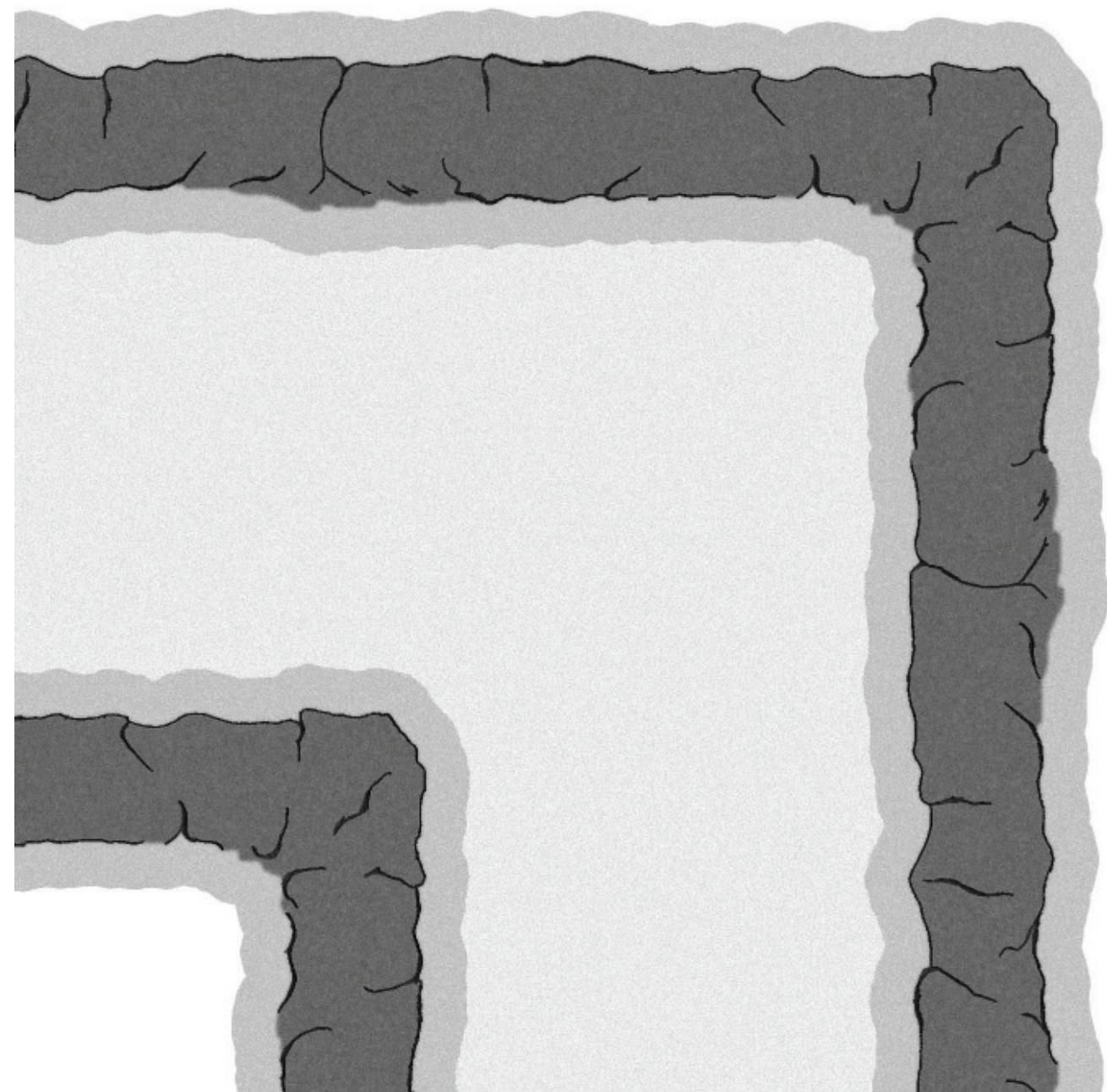




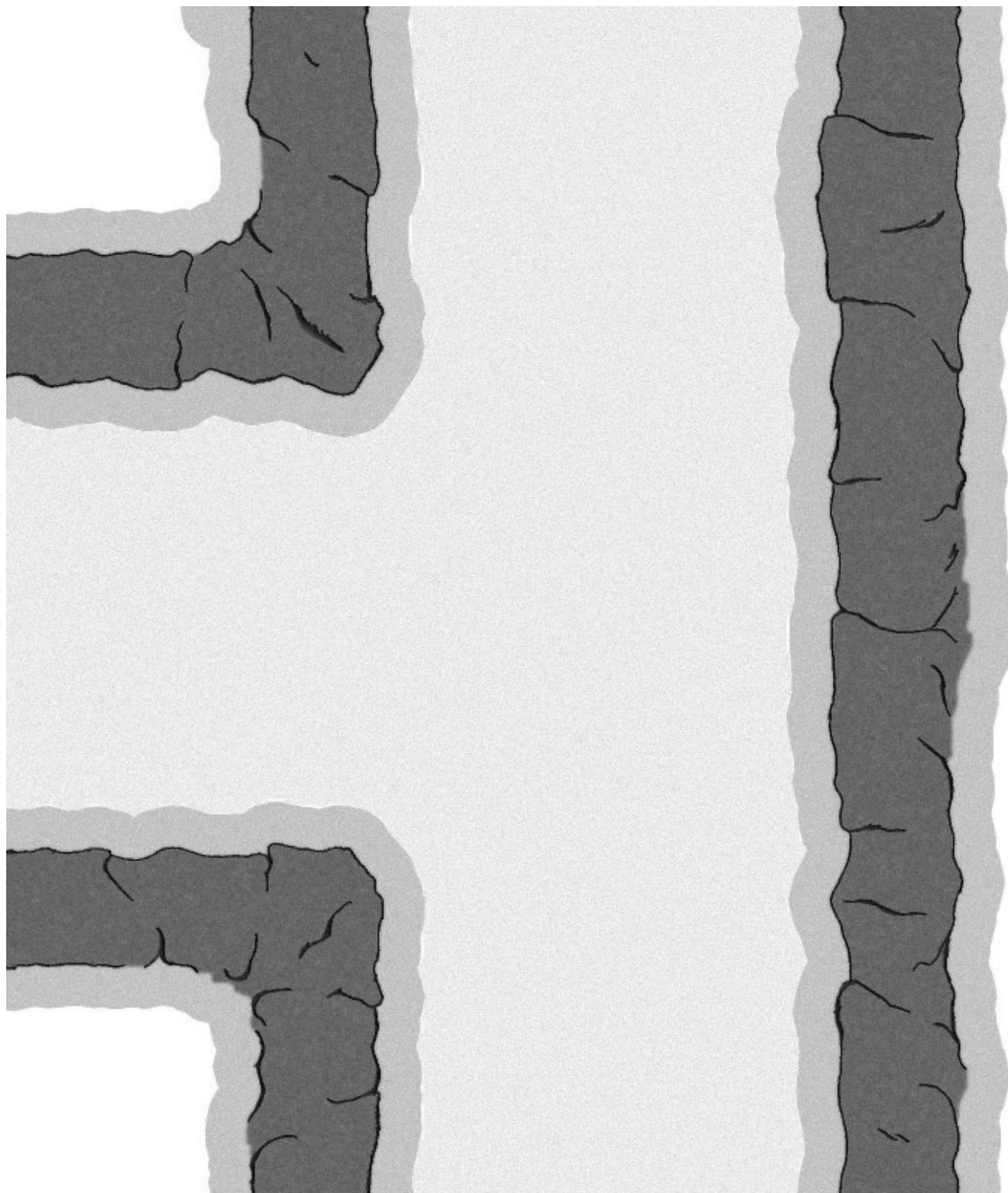
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Chaos Artefacts

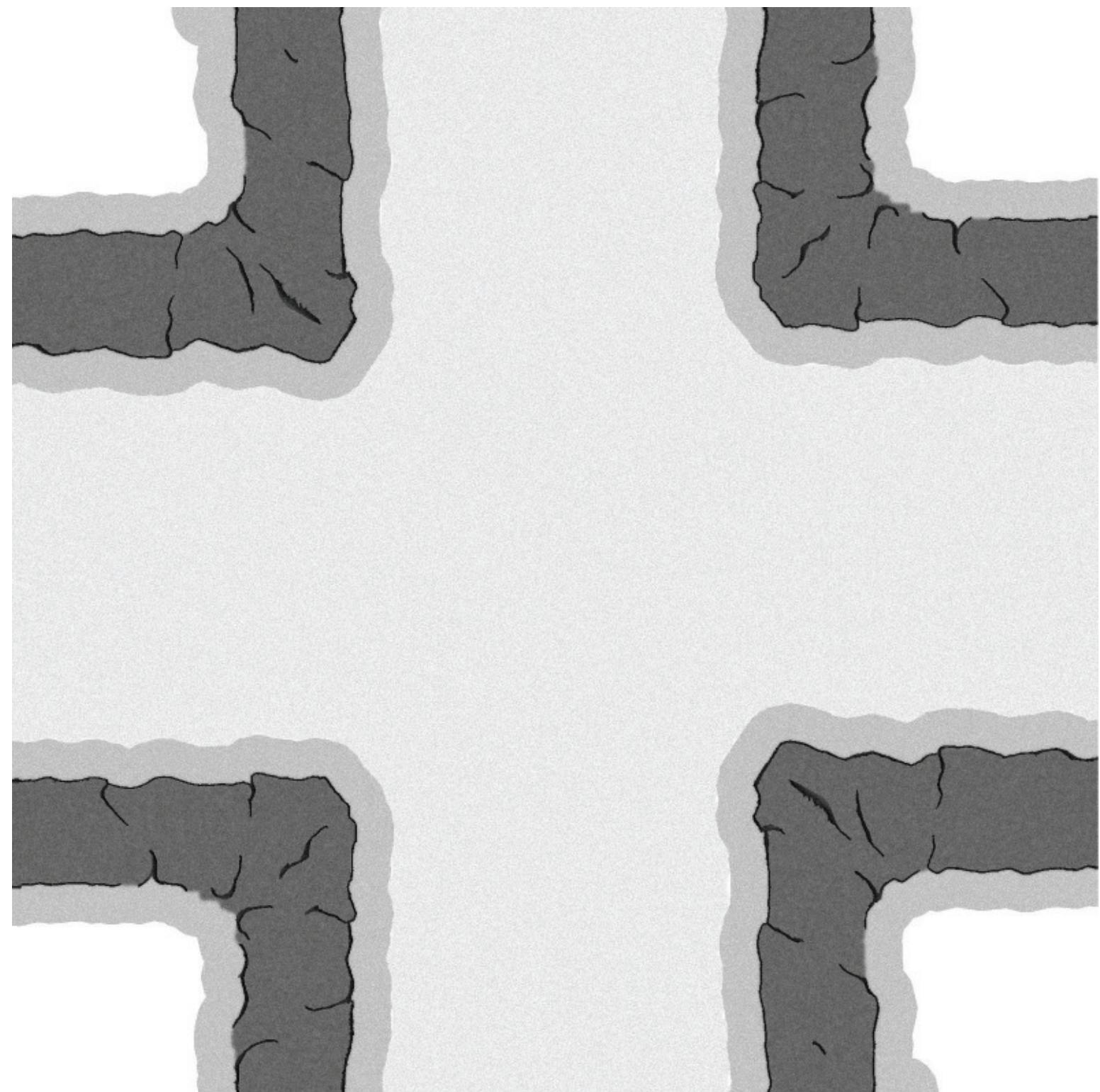




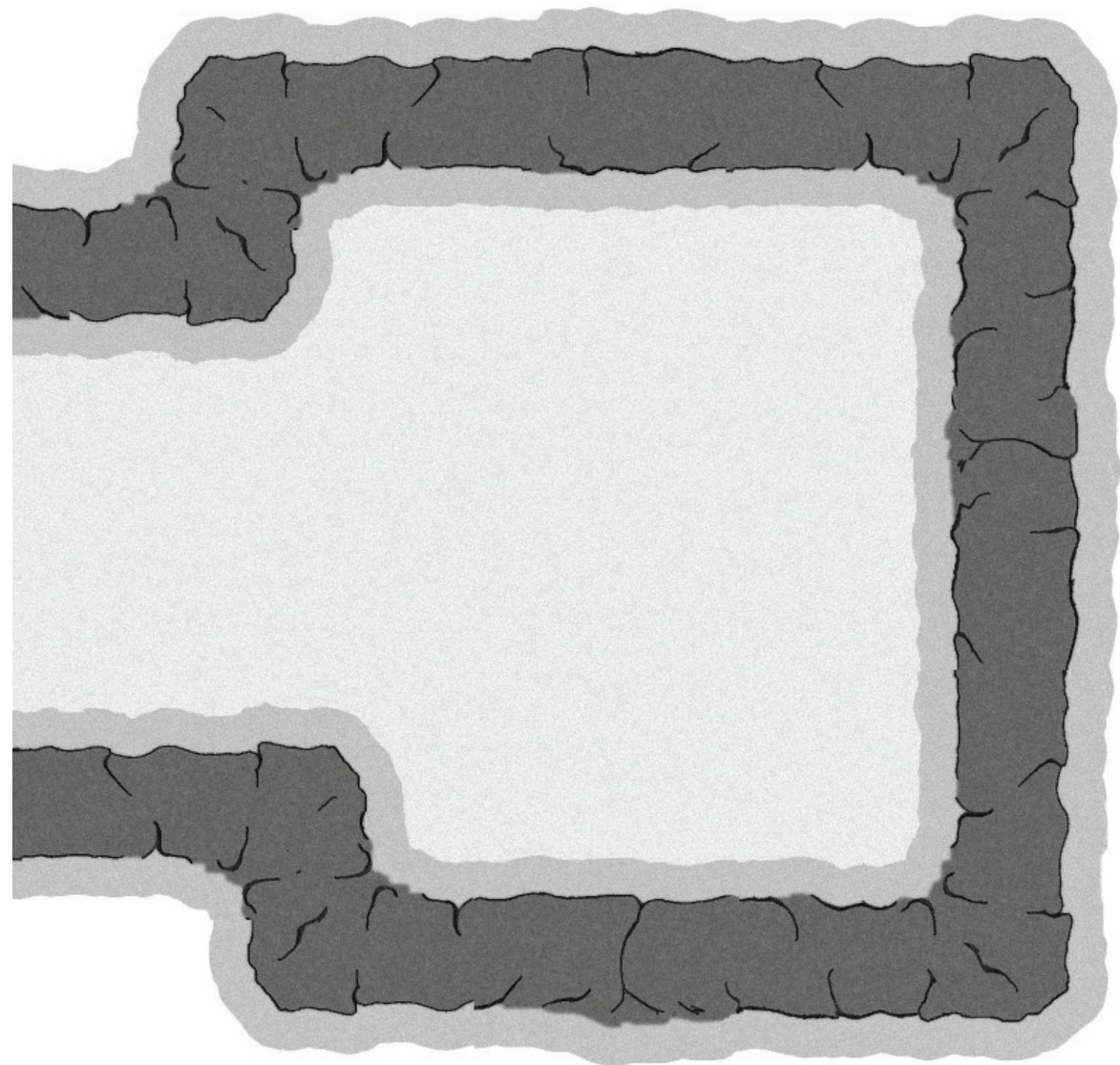
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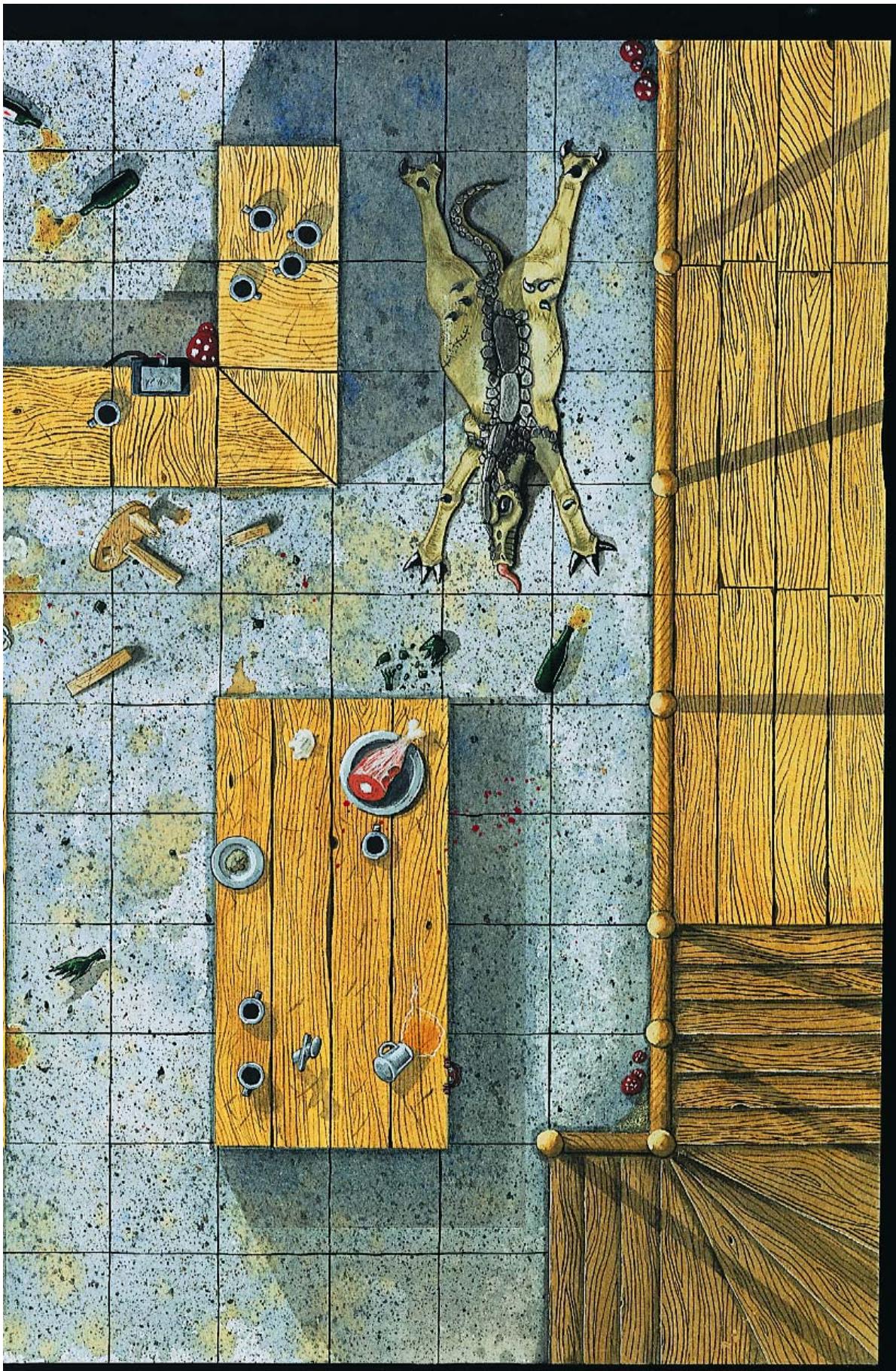
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Tom's Boring Mordheim blog is amongst the most popular blogs on mordheiming in the web.

Be sure to check it out at:
<http://boringmordheimblog.blogspot.com>

The associated forum is home to a fine community of dedicated hobbyists that make tons of inspirational posts about their miniatures painting and their scenery. Also you can find lots of additional photos and making-of articles about the miniatures and scenery depicted in this supplement. Check out the biggest Mordheim forum at:

<http://boringmordheimforum.forumieren.com/forum.htm>





Where the borderlands meet the foot of the mountain there are strange warriors abroad.

Celestial Dragon Monks from the brotherhood of the purple flower trade blows with the Maneater martial artist of an Ogre raiding party.

"In the shadow of the tomb gather the warriors of the North. Marauders prepare for war, reciting Chaos sagas and bringing offers to their fallen champion. Here they beseech the resting Warlord to return to them, to bring victory to their weapons and deliver the world into their hands."

Transcribed from the remains of 'A Vision of Damnation', Liber Chaotica

Securing their investments, crimson-cheeked merchants direct mercenary contingents comprised from knights stripped of rank and blackhearted sell-swords. The trappings onboard heavily loaded caravans present a ripe supply source to the tainted dwarfs of the Dark Lands. Ogres will fight for whoever pays the most coin and the children of Hashut will strike an infernal bargain with the maneaters and northmen alike in exchange for their abominable weapons craft.

Chaos chieftains seek dominion upon wide-eyed proclamations of their seer's infernal portents. Tribes pour out of the north and march on the borderlands. Celestial dragon monks move to protect the territory. Their numbers are few when the horde is many. Wary they alone might not succeed, interlopers, normally treated with hostility may provide their only means to repel the threat.

Negotiating the wicked wilderness is a trial of fortitude in itself. Does a band of heroes possess the courage to meet the threat head on or are the border towns doomed to burn?

Border Town Burning is a supplement for Mordheim. This book describes in detail how to make the most of your Mordheim campaigns. It is to be used in conjunction with the Empire in Flames supplement and the Mordheim rulebook.

Inside you will find:

PORTEANTS OF DOOM

An in-depth background section describing the journey East of the World's Edge Mountains along the Silk Road and a detailed study of tribal conflict in the Shadowlands and Northern Wastes. '*West of Wejin*' is a new story by Robert E. Waters, the author of '*Ill Met in Mordheim*' (published by Black Library in '*Tales of the Old World*').

STRANGE TERRITORIES

Environment rules for the wooded borderlands of Cathay and snow-covered Northern Wastes and Exploration charts and Random Happenings represent Chaotic events in the most dangerous territories of the Warhammer World. A complete Bestiary accompanied by new rules for battling non-player models.

EXOTIC TRADE

Diabolical equipment traded from the infamous fires of Zharr-Naggrund, weaponry master-crafted by the legendary smiths of Cathay and four infamous Chaos artefacts. Opulent wares can be sought, bought, sold or exchanged by brokering deals with merchants using the expanded trade rules.

DOGS OF WAR

New warband lists, Hired Swords and Dramatis Personae star in this tale of fortune, betrayal and the struggle for domination. 28-page full colour gallery packed with photographs of scenery and Citadel miniatures converted for the setting.

VISIONS OF VICTORY

Captains with grand ambition will have their mettle tested in 16 original scenarios, supported by new rules for running non-linear campaigns. Thrilling missions will enhance your warbands reputation like never before.

www.mordheim.com / www.bordertownburning.de.vu

This Mordheim supplement is completely unofficial and in no way endorsed by Games Workshop.
Updated and corrected version, fall 2010.



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