

Editors note

Standing on the shoulders of giants, this rulebook is a summary of all the great rules, warbands and hired swords we found on <https://broheim.net/>. We tried to change as little as possible from the original content, but streamlined some, so the rulebook feels consistent and readability is improved.

When onboarding new players we found that it is cumbersome for most to go through all the content on Broheim and not forget anything. In the end new players most of the time have 5+ pdfs to scan through and print separately. Also most of these PDFs are not really fit to search in.

With this, we are trying to have a better onboarding experience for new players in particular. Also it is explicitly meant to be printed, by having a consistent layout to improve printing quality. Having a small almanac like this is improving our Mordheim experience a lot and we hope it does the same for you.

This rulebook includes all warbands and hired swords of category 1A and 1B listed on Broheim as well as the original rulebooks, the Mordheim Annual and the Empire in Flames rules. It explicitly does not include any scenarios or campaigns, since we had enough to do with just the rulebook and the warbands. Maybe once we have recovered from all the copy & paste and the tedious formatting, we will create a campaign book in the future.

Also this rulebook is less flavourful than the original content of course. A lot of the original artwork did not fit in here. So this is not meant for all of you players that love the fluff and feel of the original content. For that you will have to resort to those sources. Not only did we omit lots of the original artwork but also a lot of the flavour texts, to bring this to an acceptable size and have a consistent layout.

As for the artwork included in here we obviously did not create it ourselves. We are code monkeys and not designers. The artwork used here is mainly taken from the army books over at <https://warhammerarmiesproject.blogspot.com/>

If any of you enjoy the old Warhammer Fantasy battle game and want to try to relive it, head on over to the Warhammer armies project and see their amazing work for yourself. The Army books are really fantastic.

Other artwork comes from the original Mordheim sources and official Games Workshop newsletters. If you have any objections to us using any of the artwork in this document, please let us know so we can remove it.

We thank all content creators in the Mordheim universe that have contributed to the best game in world. This is actually your work. We just tried to make it look modern and easy to print and search.

Special thanks to Stefan Czolk for proofreading and always having an ear for us and the wisdom of many Mordheim campaigns to guide us when we were unsure what a rule was actually supposed to do or clear up any other questions we had in the process.

If you have any feedback, want to report bugs or have any concerns regarding this document, feel free to drop us a mail or create a pull request on the github page of this project <https://github.com/Labernator/MordheimRulebookProject>

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Welcome to Mordheim, City of the Damned!

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

This book contains all the information you will need in order to play Mordheim, as well as background information, information on warbands, running a campaign, etc.

Tabletop conflict

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

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

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

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

Building a Warband

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

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

In a campaign, every time your warband fights, its warriors gain in skill and experience. Raw recruits quickly progress to become fully fledged warriors, and your Heroes will learn new skills which will make them even better in combat. Each warband has its own objective and motivation for fighting in Mordheim: be it riches or political influence. Through countless battles and street skirmishes you can try to achieve your ambition and emerge victorious from the city!

New players

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

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

Warhammer players

If you already play Warhammer, the basic rules of Mordheim will be familiar to you. Remember though, Warhammer is designed for fighting battles between entire armies, whilst Mordheim represents individual action between a dozen or so warriors. As a result, some of the rules developed for mass combat in Warhammer do not apply to Mordheim, such as unit Break tests and rank bonuses. On the other hand, there are new rules for wounded warriors, climbing, parrying and other aspects of individual combat.

What you will need

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

Models

You will need enough miniatures of the appropriate race/type to represent the warriors in your warband. It is a good idea to work out your warband on paper first and then purchase the miniatures that you require.

As you will see in the Warbands section, each warband fights in a particular way – some are expert bowmen while others are better in hand-to-hand combat.

Playing surface

You will also need something to play your battles on. Any firm, level surface is best, such as a tabletop or an area of floor – most kitchen tables will do. It's a good idea to use an old sheet or blanket to protect the table from scratches.

Some players make a special gaming board from chipboard or other similar material (divided into two or more pieces for ease of storage) which they can use on top of a table to extend the playing area.

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

Terrain

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

Counters

Counters can help you keep track of things on the tabletop. You can always keep notes about who is hidden, carrying treasure, etc, but counters are a convenient memory jogger and speed the game up. Here are some examples of counters you could photocopy and stick onto thin card if you wish.



Hidden counter



Wyrdstone counter

Dice

All dice rolls use a standard six-sided dice (usually shortened to D6). Sometimes you will be asked to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6 + 1 or D6–2. Roll the dice and add or subtract the number indicated to get the final result.

You may have to roll a number of dice in one go. For example, 2D6 means roll two dice and add the scores together. You may also come across the term D3. As there is no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up: 1 or 2 equals 1, 3 or 4 equals 2 and 5 or 6 equals 3.

If you are given the opportunity to re-roll a dice roll, you *must* accept the second score, even if it's worse than the original.

Tape measure

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

Other equipment

You will also need pens and paper to record details of your warriors' weapons and other details.

Characteristics

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

For now we just need to consider a warrior's characteristics. Each model is defined by a set of characteristics: Movement, Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, *Attacks* and *Leadership*. Each characteristic is assigned a value of (usually) between 1 and 10.

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

Movement (M): A model's Movement rate shows how far the model can move in a turn, under normal conditions. For example, a typical Human has a move of 4", while a fleet-footed nimble Skaven has a move of 5".

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

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

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

Toughness (T): This is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club or fist. The tougher you are, the harder you are to wound or kill.

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

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

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

Leadership (Ld): Leadership represents raw courage, self control and charisma. The higher the model's Leadership value, the more likely he is to remain steadfast in combat while others run off or are slain.

For example, a cowardly Skaven may have a Leadership of 5, while a cool, calm Elf could have a

Zero level characteristics

Some creatures in Mordheim have been given a '0' for certain characteristics which means that they have no ability in that field whatsoever.

This usually applies to creatures unable to use missile weapons (who would have a BS of 0) but it might equally apply to other characteristics as well.

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

Characteristic profiles

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

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

The example above is a typical profile for a Human warrior. As you fight in more games against other players, your warriors will get better and their characteristics may increase.

All these details are recorded using the Warband roster sheets provided at the back of this book. This is explained properly later on. For now it is enough to know what each characteristic is for and how their values vary.

Characteristic tests

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

For example: Dieter Stahl is jumping down from a wall that is 3" high and has to take an Initiative test.

He has an Initiative value of 3 on his characteristic profile and therefore will be successful if he rolls a 1, 2 or 3 on a D6.

If he rolls a 4, 5 or 6 he will fail the test and fall down, suffering all the painful consequences!

Leadership tests

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

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

The Turn

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

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

Once your turn is complete, it is your opponent's turn to move, shoot and fight.

Phases

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

Turn Sequence

Recovery.

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

Movement.

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

Shooting.

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

Hand-to-hand combat.

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

Recovery

During the recovery phase you may attempt to rally any of your models who have lost their nerve (see the Recovery Phase rules).

To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied; turn it to face in any direction you wish. The model cannot move or shoot for the rest of the turn, but models able to do so can cast spells. If the test is failed, the model will continue to flee towards the closest table edge.

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

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

Movement

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

Movement Sequence

Charge!

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

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

Compulsory moves.

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

Remaining moves.

- 3 Once you have moved your chargers and made any compulsory moves, you may move the rest of your warriors

Moving

During their movement phase, models can move up to movement rate their in any direction.

They may move (including running and charging) up and down ladders and stairs, and over low obstacles such as barrels, boxes, etc. In normal circumstances models don't have to move their full distance, or at all if you do not want them to.

Charge!

If you want a model to engage the enemy in hand-to-hand combat then you must make a special move called a *charge*. Without measuring the distance, declare that your model is charging and indicate which enemy model he is going to attack. You can charge any opposing model if you can draw an unobstructed line from your model to the target.

If your warrior wants to charge an enemy model within 4" that he can't see (e.g., because it is behind a corner) but has not been declared as *hidden*, he must pass an Initiative test to detect it. If he fails the roll, your model may not charge this turn, but may move his normal distance, shoot and cast spells.

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

If an unengaged (i.e., not in hand-to-hand combat) enemy model lies within 2" of the charge route, that model may choose to *intercept* the charger if he wishes. This *interception area* is shown in the diagram below. Only one enemy model may attempt to intercept each charger. If the intercepting warrior would normally require a Fear test to engage the charger then he must pass one in order to be allowed to intercept.

Failure means he will not move. If the intercepting warrior causes fear then move the models into contact and then take a Fear test for the original charger (assuming he would normally do so) as if he was the one being charged.

Regardless of the results of this test it is still the original charger who counts as charging in the subsequent round of combat, not the intercepting warrior.

Sometimes a charging warrior may not reach the enemy because you have miscalculated the distance. If this happens move your warrior his normal move distance towards the enemy.

This is called a *failed charge*.

The model cannot shoot in the same turn in which he failed a charge, but he can cast spells as normal.

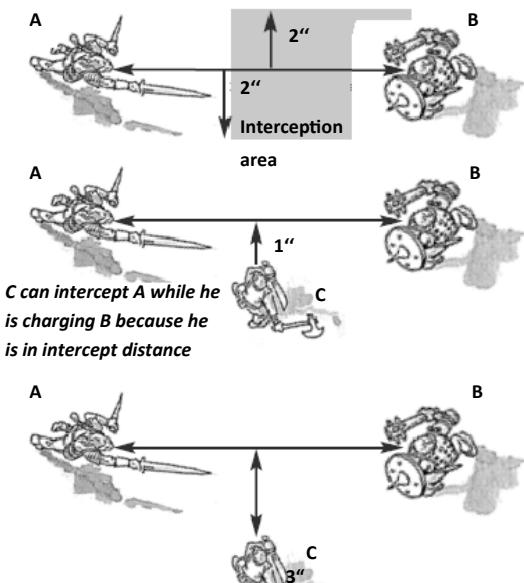
Models cannot be moved into hand-to-hand combat except by charging – any move that brings a warrior into hand-to-hand combat is a *charge* by definition.

A model that charges will *strike first* in the first round of the ensuing combat.

Charging more than one opponent

If you can move your warrior into base contact with more than one enemy model with its charge move, it can charge them both.

This might be inadvisable as it'll then be fighting two enemies at once!



Running

The normal Movement value of models represents a warrior moving at a fairly rapid rate, but allows time for him to aim and shoot a weapon and generally observe what is going on around him. If you wish, a model may move much quicker than this – he can run!

A running warrior can move at double speed (for example, 8" rather than 4"). Note that running is not the same as charging as it does not allow your model to engage the enemy in hand-to-hand combat.

A model can only run if there are no enemy models within 8" of it at the start of the turn (*fleeing, stunned, knocked down* and *hidden* models do not count).

Check this distance after any charges have been declared. If there are any enemies within 8" at the start of the turn, the model will prepare to fight instead and so is unable to run. The running model can move closer than 8" to an enemy as it moves.

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

Running models can cast spells as normal.

Hiding

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

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

A model that runs, flees, is *stunned* or charges cannot hide that turn. His sudden burst of speed does not give him time to hide. A model may stay hidden over several turns, so long as he stays behind a wall or similar feature. He may even move around so long as he stays hidden while doing so. If an enemy moves so that he can see the hidden warrior, the model is no longer hidden and the counter is removed. When hidden, a warrior cannot be seen, shot at or charged.

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

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

Terrain

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

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

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

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

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

Climbing

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

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

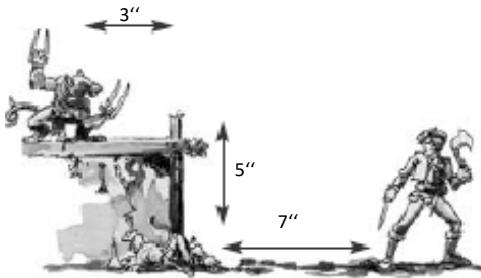
To climb, a model must take an Initiative test. If he fails it whilst climbing up, he cannot move that turn. If he fails it while climbing down, he falls from where he started his descent (see the Falling section).

Jumping down

Your warrior may jump down from high places (up to a maximum height of 6") such as walkways and balconies at any time during his movement phase.

Take an Initiative test for every full 2" he jumps down.

If he fails any of the tests, the model falls from the point where he jumped, takes damage (see *Falling*) and may not move any more during the movement phase. If successful, the model can continue his movement as normal (jumping down does **not** use up any of the model's Movement allowance).



The Skaven runs/charges from the top of a building, jumping down during the move.

It moves 3" to reach the edge, then jumps down and has to see whether it can safely make it to the ground.

As it has to jump down 5", it must pass two Initiative tests to avoid taking D3 S5 hits.

If it fails it will stop its move at the bottom of the wall (if it is not taken out of action).

If it passes both tests, it can continue its run/charge and move the remaining 7".

Diving charge

You may charge any enemy troops that are below a balcony or overhang, etc, that your model is on.

If an enemy model is within 2" of the place where your warrior lands, he may make a **diving charge** against it.

Take an Initiative test for each full 2" of height your model jumped down from, up to a maximum of 6", like a normal jump.

If he fails any of them, your model has fallen and suffers damage, may not move any more during the movement phase and cannot charge the enemy.

If he succeeds, the model gains a +1 Strength bonus and +1 to hit bonus but only during the following hand-to-hand combat phase.

Jumping over gaps

Models may jump over gaps (up to a maximum of 3") and streets, (eg, from the roof of a building to another). Deduct the distance jumped from the model's movement but remember that you cannot measure the distance before jumping.

If your model does not have enough movement to jump the distance, he automatically falls. If your model is able to cover the distance, he must pass an Initiative test or fall. A model may jump over a gap and still fire a missile weapon if it is not running.

It may also jump as part of its charge or running move.

Warriors knocked down or stunned

If a warrior is *knocked down* or *stunned* (see the Shooting section for details) within 1" of the edge of a roof or building, there is a chance that it will slip and fall off. Take an Initiative test.

If the test is failed, the model falls over the edge to the ground and takes damage as detailed below.

Falling

A model that falls takes D3 hits at a Strength equal to the height in inches that it fell (eg, if the model fell 4", it would take D3 hits at Strength 4).

No armour saves apply.

Falling will not cause critical hits (see the Hand- to-Hand Combat section for the Critical Hits rules).

A model that falls may not move any further or hide during that turn, even if it is not hurt.

Shooting

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

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

Pick which fighter is going to shoot, nominate his target, work out whether he hits the enemy and, if he does, any wounds or injuries that are caused. Then continue with the next shooter.

You can take shots in any order you wish. Be sure to remember or note down which models have already shot.

Who can shoot

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

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

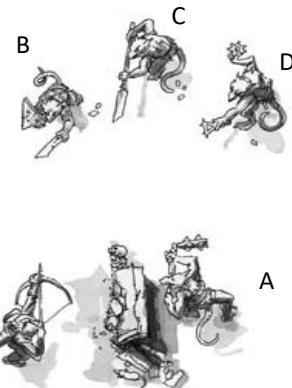
Closest target

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

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

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

Note that you may not shoot at models that are engaged in



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

Cover

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

Sometimes it will be obvious whether a target can be seen; at other times it will be more difficult, as buildings and other scenery are in the way.

If the shooter can see only part of the target's body, the target is in cover and the shooter suffers a -1 penalty on his To Hit roll. If a shot misses its target by 1, and that target claimed the -1 modifier for cover, then the shot strikes the cover instead.

Normally this doesn't matter, but in the case where a model is concealed behind another warrior, or when the cover is a powder keg, it might be extremely important!

Shooting from an elevated position

A model situated in an elevated position (i.e., anything that is more than 2" above the table surface, such as an upper floor of a building), may **freely pick** any target he can see and shoot at it.

The exception to this rule is that if there are enemies in the same building and in line of sight of the shooter, he must shoot at these, as they present a more immediate threat.

Range

Once you have decided to shoot and have chosen a target you must measure to see whether the shot is within range.

Each type of missile weapon has a maximum range, as described in the **Weapons & Armour section** of the book.

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

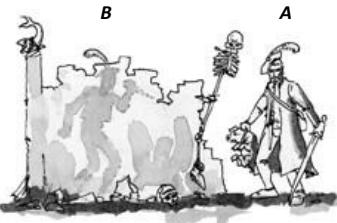
Hitting the target

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

The chart below shows the minimum D6 roll needed to score a hit:

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

Targets in cover



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



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



Deploying your archers in the upper floors of buildings is a good idea.

They will be in cover and can freely pick their targets.

To-hit modifiers

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

These situations are represented by the following modifiers:

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

Roll to wound

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

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

The chart below shows the D6 score required to turn a hit into a wound.

Note that a dash (-) means that there is no chance of wounding the target.

Wound Chart

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

Critical hits

If you roll a 6 when rolling to wound (for hand-to-hand combat and shooting only) you will cause a critical hit.

Roll a D6 and consult the Critical Hit chart below to determine the damage caused by the critical hit. You should also roll to see whether the target makes its armour save or suffers damage as normal.

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

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

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

Critical Hit Chart

D6	Result
1-2	Hits a vital part. The wound is doubled to 2 wounds. Roll any armour saves before doubling the wound.
3-4	Hits an exposed spot. The wound is doubled to 2 wounds. The attack ignores all armour saves.
5-6	Master strike! The wound is doubled to 2 wounds. The attack ignores all armour saves. You gain +2 to any Injury rolls.

Armour

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

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

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

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

Armour save modifiers

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

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

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

Some melee weapons also confer a bonus to the user's Strength, making it more likely that any hits will pierce the opponent's armour. Ranged weapons have the Strength of the shot given in their profile. For both, see the weapons description given in the *Weapons & Armour* section.

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

Injuries

Most warriors have a Wounds characteristic of 1, but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 from his total each time he suffers a wound.

Make a note on the roster sheet. So long as the model has at least 1 wound remaining he may continue to fight.

As soon as a fighter's Wounds are reduced to zero, roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 for the wound that reduced the model to zero wounds and for every wound the model receives after that.

If a model suffers several wounds in one turn, roll once for each of them and apply the highest result.

Injury Chart

D6	Result
1-2	Knocked down The force of the blow knocks the warrior down. Place the model face up to show that he has been <i>knocked down</i> .
3-4	Stunned The target falls to the ground where he lies wounded and barely conscious. Turn the model face down to show that he has been <i>stunned</i> .
5-6	Out of action The target has been badly hurt and falls to the ground unconscious. He takes no further part in the game and is immediately removed from the battle.

Knocked down

A fighter who has been *knocked down* falls to the ground either because of a jarring blow he has sustained, because he has slipped, or because he has thrown himself to the ground to avoid injury.

Turn the model face up to show that he has been *knocked down*. *Knocked down* models may crawl 2" during the movement phase, but may not fight in hand-to-hand combat, shoot or cast spells.

If he is in base-to-base contact with an enemy, a *knocked down* model can crawl 2" away only if the enemy is engaged in hand-to-hand combat with another opponent, otherwise he has to stay where he is.

In combat he cannot strike back and the enemy will have a good chance of putting him *out of action* (see the *Warriors knocked down section of the Close Combat rules*). A warrior who has been *knocked down* may stand up at the start of his next turn.

In that turn he may move at half rate, shoot and cast spells, he cannot charge or run.

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

Stunned

When a warrior is *stunned*, he is either badly injured or temporarily knocked out. Turn the model face down to show that he has been *stunned*. A fighter who is *stunned* may do nothing at all.

A player may turn the model face up in the next recovery phase, and the warrior is then treated as *knocked down*.

Out of action

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



Close Combat

Who can fight

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

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

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

Who strikes first

Normally, models fight in order of descending Initiative with the highest striking first. If their Initiatives are equal, roll a dice to see who strikes first. If a model stood up in the Recovery phase of that turn, then he will strike last irrespective of any other circumstances.

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

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

Which models fight

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

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

Fighting with two weapons

Some maniac warriors carry two weapons, one in each hand, so they can rain a flurry of blows on their enemies. A warrior armed with two one-handed weapons may make 1 extra Attack with the additional weapon.

Note that this is added to the total of the warrior’s attacks after other modifiers, such as **Frenzy**, have been applied. If he is armed with two different weapons (sword and dagger, for example), he will make a single attack with whichever weapon he chooses, and all others with the remaining weapon. Roll to hit and wound for each weapon separately.

Hitting the enemy

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

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

To Hit Chart

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

Parry

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

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

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

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

If your model is armed with a buckler and a sword, you may re-roll any failed parries once. A model armed with two swords can still only roll once. A model may not parry attacks made with **twice (or more) his own basic Strength** – they are simply too powerful to be stopped.

Weapon modifiers

Unlike hits from shooting, the Strength of the attacker is used to determine wounds, rather than that of the weapon itself.

However, some weapons confer a bonus on the attacker's Strength (see the **Weapons & Armour** section for full details).

Roll to wound

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

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

Follow the same procedure for wounding, causing critical hits, armour and armour modification as in the **Shooting section**.

Warriors knocked down

If an enemy is fighting a warrior who is **knocked down**, he may attack him to put him out of his misery.

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

Warriors stunned

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

Attacking stunned and knocked down warriors

Note that a model with multiple attacks may not **stun/knock down** and then automatically take a warrior **out of action** during the same hand-to-hand combat phase.

The only way you can achieve this is to have more than one of your models attacking the same enemy. So, if the enemy is **stunned/knocked down** by the first warrior, he can be hit and put **out of action** by the next warrior to attack.

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

Moving from combat

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

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

Breaking from combat

A warrior who panics whilst fighting in hand-to-hand combat will break off and make a run for it as described in the **Leadership & Psychology** section. When a fighter breaks from combat he simply turns and runs off.

His opponents automatically hit the warrior as he breaks, each inflicting 1 hit which is worked out immediately. Note that warriors cannot choose to leave a fight voluntarily.

Leadership & Psychology

The Rout test

A player must make a Rout test at the start of his turn if a quarter (25%) or more of his warband is **out of action**.

For example, in a warband that has twelve warriors a test is needed if three or more are **out of action**. Even warbands who are normally immune to psychology (such as Undead) must make Rout tests.

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

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

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

Voluntary rout

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

Leaders

A warrior within 6" of his leader may use his leader's Leadership value when taking Leadership tests. This represents the leader's ability to encourage his warriors and push them beyond normal limits. A leader cannot confer this bonus if he is **knocked down**, **stunned** or **fleeing** himself. The sight of your leader running for cover is obviously far from encouraging!

All alone

Being outnumbered and alone is a nerve-racking situation for any warrior. If your warrior is fighting alone against two or more opponents, and there are no friendly models within 6" (**knocked down**, **stunned** or **fleeing** friends do not count), he must make a test at the end of his combat phase.

The test is taken against the model's Leadership on 2D6.

If the warrior scores equal to or under his Leadership his nerve holds. If the score is greater than his Leadership, the warrior breaks from combat and runs. Each one of his opponents may make one automatic hit against him as he turns to run. If the model survives, he runs 2D6" directly away from his enemies.

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

If he reaches the table edge before he has managed to recover his nerves, he is removed from combat.

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

Fear

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

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

If a warrior is charged by an enemy that he *fears* then he must take a test to overcome that fear.

Test when the charge is declared and is determined to be within range.

If the test is passed the model may fight as normal.

If it is failed, the model must roll 6s to score hits in that round of combat.

B.) If the model wishes to charge a **Fear** - causing enemy

If a warrior wishes to charge an enemy that it *fears* then it must take a test to overcome this.

If it fails the model may not charge and must remain stationary for the turn.

Treat this as a failed charge.

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

Frenzy

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

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

Frenzied warriors fight with double their Attacks characteristic in hand-to-hand combat.

i.e. Warriors with 1 Attack therefore have 2 Attacks, warriors with 2 Attacks have 4, etc. If a warrior is carrying a weapon in each hand, he receives +1 Attack for this as normal. ***This extra Attack is not doubled.***

Once they are within charge range, frenzied warriors are immune to all other psychology, such as **Fear** and don't have to take these tests as long as they remain within charge range. If a frenzied model is **knocked down** or **stunned**, he is no longer **frenzied**. He continues to fight as normal for the rest of the battle.

Hatred

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

Warriors who fight enemies they *hate* in hand-to-hand combat may re-roll any misses when they attack in the first turn of each hand-to-hand combat. This bonus applies only in the first turn of each combat and represents the warrior venting his pent-up hatred on his foe.

After the initial round of hand-to-hand combat he loses some impetus and subsequently fights as normal for the rest of the combat.

Stupidity

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

Models that are *stupid* test at the start of their turn to see if they overcome their stupidity.

Make a test for each model affected by stupidity. If you pass the test by rolling their Leadership value or less on 2D6 then all is well – the creatures behave reasonably intelligently and the player may move and fight with them as normal.

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

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

D6	Result
1-3	The warrior moves directly forward at half speed in a shambling manner. He will not charge an enemy (stop his movement 1" away from any enemy he would have come into contact with). He can fall down from the edge of a sheer drop (see the Falling rules) or hit an obstacle, in which case he stops. The model will not shoot this turn.
4-6	The warrior stands inactive and drools a bit during this turn. He may do nothing else, as drooling is <i>so</i> demanding.

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

Campaigns

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

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

Starting a campaign

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

You can start a campaign as soon as two players have recruited their warbands. New players can join the campaign any time after that. Although the new warbands will be less experienced they will soon learn new skills. Fighting other, more powerful, warbands will allow them to develop more quickly.

Playing a campaign game

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

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

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

Warband rating

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

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

The warband's rating changes after each game, because surviving warriors will gain extra experience, warriors may have been killed, new ones added, etc.

Hopefully your warband rating will go up, signifying your increase in power!

Post battle sequence

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

1 Injuries. Determine the extent of injuries for each warrior who is **out of action** at the end of the game.

2 Allocate experience.

Heroes and Henchmen groups gain experience for surviving battles. See the *Experience sections* for details.

3 Roll on the Exploration chart. See the *Income section* for details.

4 Sell Wyrdstone. This can only be done once per post battle sequence.

5 Check available veterans. Roll to see how much Experience worth of veterans is available for hire. You don't have to commit to hiring any at this point.

6 Make rarity rolls and buy rare items.

Make rolls for any rare items you intend to buy and pay for them. These items go into the warbands stash.

7 Look for Dramatis Personae. If you want to hire any.

8 Hire new recruits & buy common items. New recruits come equipped with their free dagger and may be bought common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy rare items. They can, however, be equipped with rare items if there are any in the warband's stash in step 9.

9 Reallocate equipment. Swap equipment between models as desired (provided they are eligible to use it).

10 Update your warband rating. You are now ready to fight again.

Disbanding warbands

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

You can also dismiss any warrior in your warband at any time.

Death of a warrior

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

Death of a leader

If the leader of the warband is slain, the Hero with the next highest Leadership value takes command. He then gains the Leader ability (although he must continue to use his original Skill list) and can use the Equipment list available to the leader.

If there is more than one Hero eligible to assume command, the warrior with the most Experience points becomes the leader. In the case of a tie roll a D6 to decide the new leader.

Note that you may **not** hire a new leader for your warband.

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

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

Buying new equipment between games

As explained in the *Trading section*, warriors may purchase new equipment and armaments using the warband's treasury.

Warriors can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date. Weapons and armour purchased, swapped or taken from storage for your warband must be of an appropriate type for the warrior, as indicated by the warband lists.

Record any changes to the warrior's equipment on the roster sheet.

Serious injuries

During a game some warriors will be taken *out of action* and removed from play.

At that time it doesn't matter whether the warrior is dead, unconscious, injured or just playing dead – in game terms he is no longer capable of fighting in the battle which is all that matters.

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

Henchmen with serious injuries

Roll a D6 for every Henchman who is *out of action* at the end of the battle.

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

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

Heroes with serious injuries

For Heroes, you need to roll on the following *Heroes Serious Injuries chart*. The chart covers a whole range of injuries and random things that might befall your warrior.

Bear in mind that only Heroes who are taken *out of action* are obliged to roll on this chart.

To use the chart, roll two D6. The first dice roll represents 'tens' and the second 'units', so that a roll of 1 and 5 is 15, a roll

Heroes Serious injury chart

D66	Result	Effect
11-15	Dead	All the weapons and equipment he carried are lost. Remove him from the warband's roster.
16-21	Multiple Injuries	Roll D6 times on this table. Re-roll any 'Dead', 'Captured' and further 'Multiple Injuries' results.
22	Leg Wound	The warrior suffers a -1 Movement characteristic penalty from now on.
		Roll again:
23	Arm Wound	1 = The warrior loses the arm and may only use a single one-handed weapon from now on. 2-6 = The warrior must miss the next game.
24	Madness	Roll a D6. On a 1-3 the warrior suffers from <i>stupidity</i> ; on 4-6 the warrior suffers from <i>frenzy</i> from now on (see the Psychology section for details).
		Roll again:
25	Smashed Leg	1 = The warrior may not run any more but he may still charge. 2-6 = The warrior misses the next game.
26	Chest Wound	The warrior recovers but is weakened by the injury so his Toughness is reduced by -1.
31	Blinded in one Eye	The warrior loses an eye and suffers a -1 Ballistic Skill characteristic penalty from now on. If the warrior is subsequently blinded in his remaining good eye he must retire from the warband.
32	Old Battle Wound	The warrior must roll a D6 at the start of any battle from now on. On a roll of 1, the warrior misses the next battle.

Heroes Serious injury chart

D66	Result	Effect
33	Nervous Condition	The warrior's Initiative is permanently reduced by -1.
34	Hand Injury	The warrior's Weapon Skill is permanently reduced by -1.
35	Deep Wound	The warrior has suffered a serious wound and must miss the next D3 games while he is recovering. He may do nothing at all while recovering.
36	Robbed	The warrior manages to escape, but all his weapons, armour and equipment are lost.
41–55	Full Recovery	The warrior makes a full recovery.

From now on the warrior gains **Hatred** against the following (roll a D6):

D6	Result
1 - 3	The individual who caused the injury.
4	The leader of the warband that caused the injury.
5	The entire warband of the warrior responsible for the injury.
6	All warbands of that type.

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

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

Captives may be sold to slavers at a price of D6 x 5 gc.

61 **Captured** Undead may kill their captive and gain a new Zombie.

The Possessed may sacrifice the prisoner. The leader of the warband will gain +1 Experience if they do so.

Captives who are exchanged or ransomed retain all their weapons, armour and equipment; if captives are sold, killed or turned to Zombies, their weaponry, etc, is retained by their captors.

62 –63 **Hardened** The warrior from now on is **Immune to Fear**.

64 **Horrible Scars** The warrior gains the **Fearsome** skill from the Strength skill list.

The warrior must fight against a Pit Fighter (see the Pit Fighter Hired Sword).

Roll to see which side charges, and fight the battle as normal.

65 **Sold to the Pits** If the warrior loses, roll to see whether he is dead or injured (i.e., a D66 roll of 11-35).

If he is not dead, he is thrown out of the fighting pits without his armour and weapons and may re-join his warband.

If the warrior wins he gains 50 gc, +2 Experience and is free to re-join his warband with all his

66 **Survives against the odds** The warrior gains +1 Experience



Experience

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

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

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

When warriors are recruited, some of them already have some experience. The warband lists detail how many Experience points different warriors begin with. Record these on your warband roster sheet by ticking the right number of boxes.

No extra advances are gained for this experience. It simply represents the experience the warriors have accumulated before the warband is formed.

Earning experience

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

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

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

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

Experience advances

As warriors earn more Experience points they are entitled to make **Advance rolls**.

The warband roster sheet shows how much experience a Hero or a Henchman group must accumulate before making a further roll. When the accumulated experience reaches a box that has thick borders, the warrior may make an Advance roll. The roll(s) must be taken immediately after the game in which the advance was earned, while both players are present to witness the result.

Note that Henchmen gain experience as a group, and consequently all the warriors in one group gain the same advance.

Underdog bonus

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

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

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

Advance rolls

Make Advance rolls straight after the battle so both players can witness the result.

Roll 2D6 and consult the appropriate tables below.

2D6	Result
2 - 5	New Skill. Select one of the Skill tables available to the Hero and pick a skill. If he is a spellcaster or pray user he may choose to randomly generate a new spell or prayer instead of a skill.
6	Characteristic Increase. Roll again: 1-3 = +1 Strength 4-6 = +1 Attack.
7	Characteristic Increase. Choose either +1 WS or +1 BS.
8	Characteristic Increase. Roll again: 1-3 = +1 Initiative 4-6 = +1 Leadership.
9	Characteristic Increase. Roll again: 1-3 = +1 Wound 4-6 = +1 Toughness.
10 - 12	New Skill. Select one of the Skill tables available to the Hero and pick a skill. If he is a spellcaster or pray user he may choose to randomly generate a new spell or prayer instead of a skill.

2D6	Result
2 - 4	Characteristic Increase. +1 Initiative.
5	Characteristic Increase. +1 Strength.
6 - 7	Characteristic Increase. Choose either +1 WS or +1 BS.
8	Characteristic Increase. +1 Attack.
9	Characteristic Increase. +1 Leadership.
10 - 12	The lad's got talent. One model in the group becomes a Hero. If you already have the maximum number of Heroes, roll again. The new Hero remains the same Henchman type (eg, a Ghoul stays as a Ghoul) and starts with the same experience the Henchman had, with all his characteristic increases intact. You may choose two skill lists available to Heroes in your warband. These are the skill types your new Hero can choose from when he gains new skills. He can immediately make one roll on the Heroes Advance table. The remaining members of the Henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12.

Heroes advances

Henchmen advances

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

All warriors in the group gain the same advance.

New skills

There are several types of skill and each has a separate list. You may not choose the same skill twice for the same warrior.

Characteristic increase

Characteristics for certain warriors may not be increased beyond the maximum limits shown on the following profiles.

If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic.

If both are already at their racial maximum, you may increase any other (that is not already at its racial maximum) by +1 instead. Note that this is the only way to gain the maximum Movement for some races.

Remember that Henchmen can only add +1 to any characteristic.

Maximum Characteristics

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



Skill lists

The Skill lists are used to pick skills earned as advances. Each warband entry includes a list of skills available to the Heroes of that particular warband. All warbands have their own strengths and weaknesses which relate to the skills

Combat skills

Strike to Injure	The warrior adds +1 to all injury rolls caused in hand-to-hand combat.
Combat Master	If the warrior fights against more than one enemy at a time, he gains an extra Attack in each hand-to-hand combat phase as long as he is fighting two or more enemy models. In addition, the warrior is immune to 'All Alone' tests.
Weapons Training	A warrior with this skill may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.
Web of Steel	The warrior gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.
Expert Swordsman	This warrior may re-roll all missed attacks if he is using a sword in the hand-to-hand phase of the turn that he charges. Note that this only applies when they are armed with normal swords or weeping blades, and not with double-handed swords or any other weapons
Step Aside	Each time the warrior suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves.
Whip Master	The hero may re-roll all to-hit rolls when using a whip.

Shooting skills

Quick Shot	The warrior may shoot twice per turn with a bow or crossbow (but not a crossbow pistol).
Pistolier	If the warrior is equipped with a brace of pistols of any type (including crossbow pistols), he may fire twice in the Shooting phase (though note that normal reloading rules apply). If he has a single pistol then he may fire it in the same turn it was reloaded.
Eagle Eyes	The warrior adds +6" to the range of any missile weapon he is using.
Weapons Expert	The warrior has been trained to use some of the more unusual weapons of the known world. He may use any missile weapon he comes across, not just the weapons available from his warband's list.
Nimble	The warrior may move and fire with weapons that are normally only used if the firer has not moved. Note that this skill cannot be combined with the Quick Shot skill.
Trick Shooter	The warrior ignores all modifiers for cover when using missile weapons.
Hunter	The warrior may fire each turn with a handgun or Hochland long rifle.
Knife-Fighter	The warrior can throw a maximum of three of throwing knives and throwing stars in his shooting phase and may divide his shots between any targets within range as he wishes.
	Note that this skill cannot be combined with the Quick Shot skill.

Strength skills

Mighty Blow	The warrior has a +1 Strength bonus in close combat (excluding pistols). As his Strength is used for close combat weapons, the bonus applies to all such weapons.
Pit Fighter	The warrior adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins. It's a good idea to define which bits of your terrain collection count as 'buildings or ruins' at the start of a battle to avoid confusion later.
Resilient	Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers.
Fearsome	The warrior causes 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 Weapon Skill when charging.

Speed skills

Leap	The warrior may leap D6" in the movement phase in addition to his normal movement. He may move and leap, run and leap, or charge and leap, but he can only leap once per turn. A leaping warrior may jump over opposing man-sized models, including enemies, and obstacles 1" high, without penalty. The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap.
Sprint	The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.
Acrobat	The warrior may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".
Lightning Reflexes	If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values.
Jump Up	The warrior may ignore knocked down results when rolling for injuries, unless he is knocked down because of a successful save from wearing a helmet or because he has the No Pain special rule.
Dodge	A warrior can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).
Scale Sheer Surfaces	A warrior can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.

Academic skills

Battle Tongue (Leaders only)	This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill.
Sorcery (Spellcasters only)	A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Note that Sisters of Sigmar and Warrior-Priests may not use this skill.
Streetwise	The may add +2 to the roll that determines his chances of finding rare items (see the <i>Trading</i> section).
Haggle	The warrior may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.
Arcane Lore	Witch Hunters, Sisters of Sigmar and Warrior-Priests may not have this skill. Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic.
Wyrdstone Hunter	If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart.
Warrior Wizard (Spellcasters only)	The wizard may wear armour and cast spells.
Scribe (Spellcasters and Pray users only)	The warrior may inscribe a spell or prayer on a scroll before the battle. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his difficulty roll. The scroll can only be used once. Scrolls may not be saved up from battle to battle if they are not used.
Mind Focus (Spellcasters and Pray users only)	When using a spell or prayer the warrior with this skill may re-roll one dice roll used in the difficulty roll.
Tactican (Leaders only)	In any scenario the warband leader may reposition his warriors after his opponent has set up and may even advance them up to 12 inch onto the board instead of 8 inch.
Hunch (Leaders only)	In any scenario the warband leader may position up to 3 of his men capable of earning experience in any ruined building on the board that is at least 12 inch away from an enemy model and not in the enemy deployment zone.
Magical Aptitude (Spellcasters only)	The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell, he must take a toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails he must roll on the injury table immediately with no saves treating Out Of Action results as stunned instead.
Trap Expert	<p>This Hero is able to detect traps in the tombs with relative ease. A character who possesses this skill will never set off traps himself (but may be subject to their effects if he is too close to one if it goes off). He can attempt to disarm any traps he comes across. He must stop at the trap during his Movement phase, and may do nothing else that turn. To disarm a Simple trap, he must roll 6+ on 2D6. To disarm a Complex trap, he must roll 8+ on 2D6. If unsuccessful, he must test against his Initiative. A failed test means he has inadvertently set off the trap himself!</p> <p>He is also able to restore dud traps or previously de-activated traps back into active traps. To determine what a Dud trap becomes, roll a D6: 1-4: Simple, 5-6: Complex. Obviously a previously disarmed trap will revert back to what it was. If restoring a Simple trap, he must roll a 6+ on 2D6. If restoring a Complex trap, he must roll an 8+. Failure will mean that the trap has failed to activate.</p>

Cavalry skills (optional)

Ride (Animal)

E.g. Ride (Horse)

The skill is specific to a particular type of animal and must be gained again if the warrior wishes to be able to ride a different kind of animal. For instance, a warrior with Ride Horse would need to gain the skill Ride Warhorse if he wanted to be able to ride such a spirited mount.

Cavalry Commander

(Leaders only)

The warband leader may add an extra 6" to the distance within which other warriors in the warband may use his Leadership. This is in addition to any other bonuses that increase the range of the leader's influence.

Trick Riding

While a rider is trick riding all missile attacks against him suffer -1 to hit in addition to other modifiers. The rider must declare that he is trick riding before moving. He must then make an Initiative test and, if successful, may move full distance. If he fails he loses control of his mount and must roll immediately on the Whoa Boy! table.

This skill may not be used with heavy armour. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill.

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

Combat Riding

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

Evade

A rider with this skill always strikes first in close combat against dismounted opponents. When charged by an opponent, or otherwise fighting an enemy also entitled to strike first, attacks are carried out in order of Initiative. If Initiative is equal, the model with greater Experience strikes first.

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

Running Dismount

The rider may ride up to the mount's normal move distance and then dismount immediately. No further movement or shooting is possible. This skill may be used to move into contact with the enemy, counting as a diving charge from a height of 2".

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

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

Athletic Mount

The warrior may mount his steed even after moving. Once the warrior is on board, the mount may make a run or charge move as normal. The warrior must be within half his full move distance of his steed to use this skill.

Horse Archer

The rider may shoot in a 360 degree arc whilst mounted, and may shoot while his mount is running; however, the shot suffers a -1 to hit penalty in addition to all other normal modifiers.

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

Mounted Combat Master

If the model is fighting mounted against a mounted opponent and successfully wounds the enemy, the wounded model must add+1 to his roll on the Whoa Boy! table.

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

Income

At the end of each battle, a warband may roll on the Exploration chart. This is done as soon as a game is over so that players can witness each other's dice rolls. As you can see from the chart, a warband that is just starting out has little chance of finding the more obscure places in Mordheim.

However, a warband will make more discoveries as it goes along thanks to its better equipment and accumulated skills.

Roll a D6 for each Hero in your warband who survives without going **out of action**. This represents the warband's efforts to unearth wyrdstone.

Do **not** roll for any Heroes who went **out of action** during the battle. They are taken back to the warband's encampment to recuperate instead.

So, for example, if your warband includes four Heroes who all survived the last battle, you can roll four dice.

If you won your last game, you may roll one extra dice. Add the results of the dice together and consult the Exploration chart to see how many shards of wyrdstone your warband has found.

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

Exploration procedure

Roll 1D6 for each of your Heroes who survived the battle and one extra dice if you won, plus any extra dice allowed by skills or equipment. Note, however, that you must **pick a maximum of six dice** out of all the dice you roll, even if you are allowed to roll seven dice or more.

Some things, such as skills and equipment, (like the Mordheim Map) may allow you to re-roll dice. If your warband includes an Elf Ranger, you may modify one dice by +1 or -1.

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

Add the results together and consult the **Number of Wyrdstone shards found chart** to see how many shards of wyrdstone you have found. Mark down the amount of wyrdstone on your warband's roster sheet.

Number of Wyrdstone shards found Chart

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

Rolling multiples

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

For example, you might roll two 3's or three 5's, in which case you should refer to the chart. Choose the most numerous multiples if you score more than one set of multiples. So, if you rolled a double 3 and a triple 5, only look up the triple 5 on the Exploration chart. In the case of two doubles or triples look up the highest result. For example, if you rolled double 1 and double 3, look up the double 3 result. Any money or loot you find in these locations is added straight to the warband's treasury. Any shards of wyrdstone you find can be sold as normal.

Selling wyrdstone

Wyrystone is tremendously valuable and is in constant demand by Imperial nobles. This means that finding buyers for your warband's wyrystone is not difficult.

You do not have to sell all your wyrystone immediately after the battle – you may want to hoard it and sell it later, as selling wyrystone in smaller quantities will increase demand and raise the price.

Unfortunately, the demands of running a warband often mean that you will have to sell most of your wyrystone as soon as you find it.

The warband must spend a large portion of its income on basic necessities such as food, drink, repair of weapons, and new arrows and ammunition, as well as celebrating! costs. The profit is added to warband's treasury.

A warband leader is also expected to share any profits made by selling wyrystone between his men which means that the more money the warband makes from such sales, the bigger the share for the men.

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

Sisters of Sigmar and income

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

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

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

Skaven and undead

Neither of these warbands puts much value on gold, but they send all the wyrystone they find to their superiors and receive aid and resources in return. Skaven use their own currency for trading, while the Undead are somewhat beyond petty concepts of wealth.

For Skaven, the gold crowns in the warband's treasury represent the warp tokens which the Skaven use for currency, while for the Undead it represents the favour they enjoy in the eyes of their master, Vlad von Carstein of Sylvania.

Spending income

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

Selling Wyrdstone Chart

# Warriors Sold	# Warriors in Warband					
	1-3	4-6	7-9	10-12	13-15	16+
1	45	40	35	30	30	25
2	60	55	50	45	40	35
3	75	70	65	60	55	50
4	90	80	70	65	60	55
5	110	100	90	80	70	65
6	120	110	100	90	80	70
7	145	130	120	110	100	90
8	155	140	130	120	110	100



Trading

Every settlement around the city of Mordheim has at least one trading post, shop or merchant's guildhouse where the local traders sell their wares and buy wyrdstone and other items that have been scavenged from the ruins. In a large village such a place might cover a substantial area with many traders and merchants offering their goods and services. Small settlements are served by travelling traders. All warbands are able to get new equipment one way or another.

The most unscrupulous merchants actively trade with the Possessed Cultists, and creatures such as the Skaven have their own network of contacts, while Vampires can send the Dregs that serve them into the less salubrious settlements around Mordheim, such as Cutthroats' Haven.

Spending cash

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

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

New recruits

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

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

Recruiting Hired swords

Players may hire mercenary warriors known as *Hired Swords* for the warband if they wish. See the *Hired Swords section*.

New recruits and existing henchmen groups

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

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

Weapons

If a player wants to buy new weapons or other equipment for existing warriors, refer to the Price chart that follows. The chart lists all the equipment available in Mordheim, not just the common weapons included in the Recruitment charts. Rare items and weapons are not always available and vary in price. Remember that your warriors lack the skill to use any weapons other than the ones listed in the Recruitment charts. You may still want to buy rare items offered to you, as your warriors may be able to use them as they gain in experience. Players should preferably complete any recruiting and trading after the battle is over, making the appropriate dice rolls whilst both players are present.

However, some players may prefer to wait until the heat of battle has cooled and they are able to consider purchases more carefully. Determine which rare items are offered for sale while both players are together. The players can work out what they will buy later.

Trading

Trade items are divided into two sections: *common* and *rare* items. Common items can be bought quite readily in any of the numerous trading posts and settlements around Mordheim. Players may purchase as many of these items as they want.

The price of common items is fixed, so players always pay the same rate for them. Rare items are hard or even impossible to come by. Only occasionally do such items turn up for sale and the price asked is often way above the true value. These items are often offered only to the most famous warbands, or those with the most money.

Availability

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

Whenever a Hero wants to buy a rare item, roll 2D6 and compare the result to the number stated. If the roll is equal or greater, the item is available. For example, you need to roll 9 or more to acquire an item marked **Rare 9**.

You can only buy one rare item for each successful roll. You may also only make one roll for each Hero looking for rare items. For example, if your warband has four Heroes, you may make four rolls to locate rare items.

Warriors taken **out of action** during the last battle may not look for rare items.

Selling

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

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

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

Close Combat Weapons (A - B)

Axe	Range:	Strength:	Price:	Availability:
	Close Combat	As user	5 gc	Common

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

Ball and Chain	Range:	Strength:	Price:	Availability:
	Close Combat	As user +2	15 gc	Common / Goblins Only

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

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

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

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

Random: The first turn the wielder starts using this weapon, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does:

D6	Effect
1	The model is taken Out Of Action. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.
2 - 5	The model moves 2D6" in a direction nominated by the controlling player.
6	The model moves 2D6" in a random direction. Throw a Scatter dice to determine directions.

Beastlash	Range:	Strength:	Price:	Availability:
	Close Combat	As user -1	10 + D6 gc	Rare 8 / Dark Elves Only

Beastbane: Any animal charged or wishing to charge the wielder of this weapon must first take a Fear test as mentioned in the psychology section of the Mordheim rules.

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

Boat Hook	Range:	Strength:	Price:	Availability:
	Close Combat	As user -1	8 gc	Common / Pirates Only

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

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

Boss Pole	Range:	Strength:	Price:	Availability:
	Close Combat	As user	20 gc	Common / Forest Goblins Only

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

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

Brazier Iron	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	35 gc	Rare 7 / Witch Hunters Only

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

Fire: Whenever you score a successful hit roll a D6. On a 5+ the victim is set on fire. If the warrior survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the flames out if they wish. They must move into base-to-base contact and score a 4+ in the Recovery phase.

Close Combat Weapons (C - D)

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

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

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

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

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

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

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

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

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

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

Double-handed Weapon	Range: Close Combat	Strength: As user +2	Price: 15 gc	Availability: Common
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Two-handed: A model using this weapon may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

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

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

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

Close Combat Weapons (F - M)

Fighting Claws	Range:	Strength:	Price:	Availability:
	Close Combat	As user	35 gc (per pair)	Rare 7 / Skaven Only

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

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

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

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

Fists	Range:	Strength:	Price:	Availability:
	Close Combat	As user -1	-	Common

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

Flail	Range:	Strength:	Price:	Availability:
	Close Combat	As user +2	15 gc	Common

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

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

Halberd	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	10 gc	Common

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

Hammer, Mace, Club or Staff	Range:	Strength:	Price:	Availability:
	Close Combat	As user	3 gc	Common

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

Horseman's Hammer	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	12 gc	Rare 10

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

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

Lance	Range:	Strength:	Price:	Availability:
	Close Combat	As user +2	40 gc	Rare 8

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

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

Main Gauche	Range:	Strength:	Price:	Availability:
	Close Combat	As user	7 gc	Rare 7 / Hochland Bandits Only

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

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

Morning Star	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	15 gc	Common

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

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

Close Combat Weapons (P - S)

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

Always Strike First: A warrior with a Pike strikes first in the first turn of hand-to-hand combat, even if charged with a spear. After the initial round of combat resolve strikes in Initiative order. The model can change to normal hand-to-hand weapons after the initial round. For that turn he gains +1 Initiative representing the pike's long shaft that allows him to attack even before the enemy reaches him.

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

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

Rapier	Range:	Strength:	Price:	Availability:
	Close Combat	As user	15 gc	Rare 5 / <i>Reiklanders, Marienburgers, Hochland Bandits Only</i>

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

Barrage: A warrior armed with a rapier rolls to hit and to wound as normal. However, if you manage to hit your opponent but fail to wound you may attack again just as if you had another attack but at -1 o hit (down to a maximum of needing a 6 to hit). You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.

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

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

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

Holy Weapon: Gain a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. **Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.**

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

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

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

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

Spiked Gauntlet	Range:	Strength:	Price:	Availability:
	Close Combat	As user	15 gc	Rare 7 / <i>Pit Fighter Only</i>

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

Squig Prodder	Range:	Strength:	Price:	Availability:
	Close Combat	As user	15 gc	Common / <i>Goblins Only</i>

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

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

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

Control Squigs: The wielder of this weapon can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule under the Cave Squig entry)

Close Combat Weapons (S - Z)

Steel Whip	Range: Close Combat	Strength:	Price:	Availability:
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Cannot be parried: A model attacked by this weapon cannot use the parry rule.

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

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

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

Trap Blade: Whenever you make a successful parry attempt roll a D6. If you score a 4+, you break the weapon your opponent was using. The weapon is now useless and they must use another one, or if they have no other weapon, resort to unarmed combat.

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

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

Weeping Blades	Range: Close Combat	Strength:	Price:	Availability:
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Pair: Weeping Blades are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.

Venomous: The venom of Weeping Blades will enter the blood of the victim and ravage his organs and muscles. These weapons count as being permanently coated in black lotus (see the Equipment section). No additional poison may be applied to Weeping Blades.

Parry: Weeping Blades are swords and can be used for parrying.

Close Combat Weapon Upgrades

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

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

Dark Elf Blade	Price:	Availability:
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Critical Damage: Add +1 to any roll on the critical hit chart

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

Missile Weapons (A - M)

Belaying Pins	Range:	Strength:	Price:	Availability:
	6"	As user -1	3 gc	Common / Pirates Only

Thrown weapon: Do not suffer any penalties for range.

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

Blowpipe	Range:	Strength:	Price:	Availability:
	8"	1	25 gc	Common / Forest Goblins only Rare 7 / Skaven only

Poison: Counts as covered in Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe cannot cause critical hits.

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

Stealthy: Can be fired while hidden without revealing the position to the enemy. The target model can take an Initiative test in order to try to spot the firing warrior. If the test is successful, the warrior no longer counts as hidden.

Bolas	Range:	Strength:	Price:	Availability:
	16"	-	5 gc	Common / Lizardmen Only

Dangerous: If the to hit roll is a natural 1, the wielder takes an automatic S3 hit.

Entangle: A model hit by this weapon isn't hurt, but is entangled and the model is unable to move and suffers a WS penalty of -2 in hand-to-hand combat. The model may still shoot and may try to free itself in the recovery phase. If he rolls 4+ on a D6 he is freed and may move and fight normally.

One use only: Once it has been used this weapon cannot be used again this battle. It is automatically recovered after each battle.

Bow	Range:	Strength:	Price:	Availability:
	24"	3	10 gc	Common

Crossbow	Range:	Strength:	Price:	Availability:
	30"	4	25 gc	Common

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

Crossbow pistol	Range:	Strength:	Price:	Availability:
	10"	4	35gc	Rare 9

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

Elf Bow	Range:	Strength:	Price:	Availability:
	36"	As user +1	35 + 3D6 gc	Rare 12

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

Javelins	Range:	Strength:	Price:	Availability:
	8"	As user	5 gc	Common / Amazons, Norse Only

Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.

Javelins	Range:	Strength:	Price:	Availability:
	10"	As user	10gc	Common / Pit Fighter Only

Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.

Longbow	Range:	Strength:	Price:	Availability:
	30"	3	15 gc	Common

Missile Weapons (N - Z)

Nehekharan Javelins	Range: 8"	Strength: As user	Price: 10gc	Availability: Common / Tomb Lords Only
Unerring: +1 to hit				
Repeater Crossbow	Range: 24"	Strength: 3	Price: 40 gc	Availability: Rare 8

Fire twice: May choose to fire twice per turn with an extra -1 to hit penalty on both shots.

Short Bow	Range: 16"	Strength: 3	Price: 5 gc	Availability: Common
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Sling	Range: 18"	Strength: 3	Price: 2 gc	Availability: Common
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Fire twice at half range: May choose to fire twice per turn with an extra -1 to hit penalty on both shots, but only when the warrior did not move and the target is within half range (9").

Sunstaff	Range: 24"	Strength: 4	Price: 50 gc	Availability: Rare 12 / Amazons only
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Accurate: The Sunstaff does not suffer the usual -1 modifier to hit for long range.

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

Sun Gauntlet	Range: 12"	Strength: 4	Price: 40 gc	Availability: Rare 12 / Amazons Only
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Accurate: The Sunstaff does not suffer the usual -1 modifier to hit for long range.

No save: The beam from a Sunstaff can literally cut through anything. A warrior wounded by a Sunstaff receives no armour save whatsoever.

Hand-to-hand: The Sun Gauntlet can be used with another close combat weapon in hand-to-hand combat with Strength 4 and no armour save. Because it does not require prepared shot, this bonus attack may be used in each turn of combat.

Throwing star / Knife	Range: 6"	Strength: As user	Price: 15 gc	Availability: Rare 5
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Thrown weapon: Do not suffer penalties for range or moving. Cannot be used in close combat.

Missile Weapon Upgrades

Composite / Compound	Price:	Availability:
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Increase the weapons range by 50% (i.e. +8" for Short bows, +12" for Bows and +15" for Longbows).

Strength as user instead of its normal Strength.

Fire Arrows	Price:	Availability:
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Fire: Whenever you score a successful hit roll a D6. On a 5+ the victim is set on fire. If the warrior survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the flames out if they wish. They must move into base-to-base contact and

Hunting Arrows	Price:	Availability:
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Add +1 to all Injury rolls.

Blackpowder Weapons (A - O)

Blunderbuss	Range:	Strength:	Price:	Availability:
	Special	3	30 gc	Rare 9

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

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

Duelling Pistol	Range:	Strength:	Price:	Availability:
	10"	4	30 gc	Rare 10

Accuracy: All shots and close combat attacks have a +1 bonus to hit.

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

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

Hand-to-Hand: A model armed with this and another close combat weapon gains +1 Attack. This bonus attack can be used only in the first round of combat. If you have a brace, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved like a shot (S4 with Cutting Edge).

Hand-held Mortar	Range:	Strength:	Price:	Availability:
	24"	4	80 + 2D6 gc	Rare 12 / Gunnery School Only

Experimental: Subject to the optional Blackpowder Weapons, even if they are not normally used in your campaign. On any result other than "BOOM!" the weapon has jammed or run out of loaded barrels and must be reloaded.

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

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

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

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

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

Handgun	Range:	Strength:	Price:	Availability:
	24"	4	35 gc	Rare 8

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

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

Hochland Long Hunting Rifle	Range:	Strength:	Price:	Availability:
	48"	4	200 gc	Rare 11

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

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

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

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

Blackpowder Weapons (P - R)

Pistol	Range:	Strength:	Price:	Availability:
	6"			

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

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

Hand-to-Hand: A model armed with this and another close combat weapon gains +1 Attack. This bonus attack can be used only in the first round of combat. If you have a brace, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved like a shot (S4 with Cutting Edge).

Repeater Handgun	Range:	Strength:	Price:	Availability:
	24"			

Experimental: Subject to the optional Blackpowder Weapons, even if they are not normally used in your campaign. On any result other than "BOOM!" the weapon has jammed or run out of loaded barrels and must be reloaded.

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

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

Fire Thrice: The weapon may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shoot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

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

Repeater Pistol	Range:	Strength:	Price:	Availability:
	6"			

Experimental: Subject to the optional Blackpowder Weapons, even if they are not normally used in your campaign. On any result other than "BOOM!" the weapon has jammed or run out of loaded barrels and must be reloaded.

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

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

Fire Thrice: The weapon may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shoot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Quick Reload: After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before firing multiple shots (see Fire Thrice, above) may be taken again.

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

Blackpowder Weapons (S - Z)

Shivel Gun	Range: depends on ammo	Strength:	Price:	Availability:
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Move or fire: You may not move and fire on the same turn, other than to pivot on the spot to face your target or to stand up.

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

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

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

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

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

Special Ammunition: Swivel Guns use nonstandard ammunition types, which must be bought for each game. Each type only lasts one game, so if it is used in a game it cannot be used again until another supply is bought. Before firing, the user must declare which type is being used, if he has more than one type available in the game.

Ball Shot

Range: 36" Strength: 5

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

Chain Shot

Range: 24" Strength: 4

All Wrapped Up!: Enemies hit by this ammunition which are not wounded are *knocked down* on a roll of 4+, even if they normally can never be *knocked down*.

Grape Shot

Range: 24" Strength: 3

It's Everywhere! If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically take a single hit. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in Hiding will also count towards being close to the target, and can be hit as well. Pirates are never hit by friendly Grape Shot.

Warplock Pistol	Range: 8"	Strength:	Price:	Availability:
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Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn. If he has a brace he may fire every turn or twice every other turn.

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

Blackpowder Weapon Upgrades

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

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

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

Reloading: After firing both barrels, place 2 tokens on the model. In your next shooting phase remove 1 token to represent one barrel having been reloaded. Token removal should be the last thing done in your shooting phase and you cannot shoot in the same phase as your reload.

Firing a Brace: If you fire both guns and barrels at the same time, place 4 tokens down, 2 each of different colours (one for each pistol in the brace). Remove one token of each colour every turn.

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

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

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

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

Buckler	Armour save bonus:	Price:	Availability:
	+ 1	5 gc	Common

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

Cathayan Silk Clothes	Armour save bonus:	Price:	Availability:
	-	50 + 2D6 gc	Rare 9

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

Chaos Armour	Armour save bonus:	Price:	Availability:
	+ 3	185 gc	Rare 13

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

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

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

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

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

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

Elven Cloak	Armour save bonus:	Price:	Availability:
	-	100 + D6 * 10 gc (75 + D6 * 10 gc for Shadow Warriors)	Rare 12

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

Forest Cloak	Armour save bonus:	Price:	Availability:
	+ 1	50 gc	Rare 10 / Outlaw Heroes Only

Camouflage: So long as the wearer is beside a tree, bush or hedge, any enemy using any kind of missile weapon at a warrior wearing a Forest Cloak is at an additional -1 BS to hit (in addition to all other modifiers). Similarly, if any spellcaster wishes to target a magical attack against the model, he can only do so by successfully rolling a 4+ on a D6. The only exception to this is if the shooting warrior or the spellcaster is already within their Initiative range in inches.

Gromril Armour	Armour save bonus:	Price:	Availability:
	+ 3	150 gc	Rare 11

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

Heavy Armour	Armour save bonus:	Price:	Availability:
	+ 2	50 gc	Common

Movement: When combined with a shield, the warrior suffers a -1 move penalty.

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

Avoid Stun: A model that is equipped with a helmet has a special 4+ save on a D6 against being stunned. If the save is made, treat the stunned result as knocked down instead.

Armour & Clothing (L - Z)

Ithilmar Armour	Armour save bonus: + 2	Price: 150 gc	Availability: Rare 11
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Movement: It does not impose the -1 move penalty when combined with a shield.

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

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

Movement: The bearer moves at half pace.

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

Shield	Armour save bonus: + 1	Price: 10 gc	Availability: Common
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Toughened Leather	Armour save bonus: + 1	Price: 5 gc	Availability: Common
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Stench: Cannot be sold.

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

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

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

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

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

Blessed Water	Price: 10 + 3D6 gc	Availability: Rare 6 / Common for <i>Warrior-Priests & Sisters of Sigmar</i> / Not available to Undead
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Blessed water is used like a throwing weapon with a range of twice the thrower's Strength in inches. No modifiers for range or moving apply. Blessed water causes 1 wound on Undead, Daemon or Possessed models automatically. There is no armour save. Undead or Possessed models may not use blessed water.

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

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

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

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

Armour saving throws are modified according to the increased Strength.

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

Garlic	Price: 1 gc	Availability: Common / Not available to Undead
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A Vampire must pass a Leadership test or it will be unable to charge a model carrying a clove of garlic. Garlic lasts for the duration of one battle only, whether it is used or not.

Healing Herbs	Price: 20 + 2D6 gc (35 gc Amazons)	Availability: Rare 8 Common for <i>Amazons</i>
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A Hero with healing herbs can use them at the beginning of any of his recovery phases as long as he is not engaged in hand-to-hand combat. This restores all wounds he has previously lost during the game.

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

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

Mad Cap Mushrooms	Price:	Availability:
	30 + 3D6 gc	Rare 9 / Common for Orcs & Goblins (25 gc)

Any warrior who takes Mad Cap Mushrooms before a battle will be subject to **Frenzy**. A Goblin may take his mushrooms at the start of any turn.

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

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

Mandrake Root	Price:	Availability:
	25 + D6 gc	Rare 8

A model eating Mandrake Roots increases his Toughness by +1 for the duration of the battle. He also treats all **stunned** results as **Knocked down** instead.

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

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

Tears of Shallaya	Price:	Availability:
	10 + 2D6 gc	Rare 7 / Not available to Undead

A model drinking the Tears of Shallaya will be completely immune to all poisons for the duration of the battle.

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

Vodka	Price:	Availability:
	35 + 2D6 gc	Rare 8 / <i>Kislevite Heroes Only</i>

In a Kislevite warband that drinks Vodka before a battle every warband member will gain +1 Leadership (up to a max of 10) for the whole battle. Additionally every warband member must take a Toughness test. Upon failure, his Initiative is reduced by 1 for the duration of the battle.

Miscellaneous Equipment (A - F)

Amulet of the Moon	Price: 50 gc	Availability: Rare 12 / <i>Amazons Only</i>
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Any missile fire directed at a model equipped with the amulet suffers a penalty of -1 to hit.

The amulet also confers a special save of 5+ against missile fire.

Banner	Price: 10 gc	Availability: Rare 5
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A banner requires one hand to use and can be carried by any Hero in the warband.

Friendly warriors within 12" of the banner bearer may re-roll any failed 'All-Alone' test.

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

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

Caltrops	Price: 15 + 2D6 gc	Availability: Rare 6
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There are enough caltrops to last for one use only. They may be used when an opponent decides to charge. The defender simply throws the caltrops into the path of his attacker and they reduce his charge range by D6 inches. If this means that the attacker cannot reach his target then it is a failed charge.

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

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

Elven Runestones	Price: 50 + 2D6 gc	Availability: Rare 11 / <i>Shadow Warriors Only</i>
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A mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll against the spell's Difficulty (Sorcery does not help here). If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

Fire Bomb	Price: 35 + 2D6 gc	Availability: Rare 9
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The fire bomb may be thrown in the Shooting phase in the same way as blessed water. If the bomb hits, the target takes D3 Strength 4 hits with no saves for armour and all warriors, friend or foe, within 1" of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been hit by his own fire bomb.

Flash Powder	Price: 25 + 2D6 gc	Availability: Rare 8
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Flash Powder can be thrown as an enemy charges the wielder (as an interrupt). The charger must take an immediate Initiative test in order to cover their eyes. If he fails, he is temporarily blinded and it counts as a failed charge. There is only enough flash powder for one use during the battle.

Miscellaneous Equipment (G - M)

Halfling Cookbook	Price:	Availability:
	30 + 3D6 gc	Rare 7

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

Hammer of Witches	Price:	Availability:
	100 gc	Rare 10 / <i>Witch Hunters Only</i>

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

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

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before. You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.

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

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

Lantern	Price:	Availability:
	10 gc	Common

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

Lock Picks	Price:	Availability:
	15 gc	Rare 8

A model equipped with a set of lock picks may make his test to open doors on his Initiative rather than his Strength characteristic if he wishes. This is done at the end of his Movement phase as if the model were ripping the door off its hinges, though he uses his Initiative rather than Strength, there is no -1 modifier, and there is no chance that the door is too damaged to be locked again later.

Lucky Charm	Price:	Availability:
	10 gc	Rare 6

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

Magic Gubbinz	Price:	Availability:
	50 gc	Rare 9 / <i>Forest Goblin Shamans Only</i>

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

Mordheim Map	Price:	Availability:
	20 + 4D6 gc	Rare 9

A map can help a warband find their way through the confusing maze of streets and into areas with rich buildings to loot. When you buy a map, roll a D6:

D6 Effect

- 1 **Fake:** The map is fake. Your opponent may automatically choose the next scenario to play.
- 2 - 3 **Vague:** You may re-roll any one dice during the next exploration phase if you wish.
- 4 **Catacomb:** You may automatically choose the scenario next time you fight a battle.
- 5 **Accurate:** You may re-roll up to three dice during the next exploration phase if you wish.
- 6 **Master Map:** From now on you may always re-roll one dice when rolling on the Exploration chart as long as the Hero who possesses this map was not taken out of action in the battle.

Miscellaneous Equipment (N - T)

Net	Price: 5 gc	Availability: Common
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Once per game, the net may be thrown in the shooting phase. Treat the net as a throwing weapon in all respects with a range of 8". There are no movement or range penalties. If it hits, the target must take a strength test. If failed, he may not move, shoot or cast spells in his next turn, although he is not otherwise affected. In either case the net is lost.

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

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

Rabbit's Foot	Price: 10 gc	Availability: Rare 5
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A rabbit's foot allows the warrior wearing it to re-roll one dice during the battle. If not used in the battle, it can be used to re-roll one dice during the Exploration phase, providing the hero is able to search through the ruins.

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

Standard of Nagarythe	Price: 75 + 2D6 gc	Availability: Rare 11 / <i>Shadow Warriors Only</i>
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May only be purchased when the warband is created.

The standard requires one hand to use and can be carried by any Hero in the warband.

Any members of the Shadow Warrior Warband within 6" of their standard take all Leadership tests against a Leadership value of 10. In addition, should the standard be captured by the enemy (the bearer of the standard is taken **out of action**), all members of the Warband will be subject to Frenzy for the remainder of the game, and may not voluntarily Rout. These effects (Leadership 10 and Frenzy) do not affect any Hired Swords.

Tarot Cards	Price: 50 gc	Availability: Rare 7 / Not available to Witch Hunters, or Sisters of Sigmar
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Make a Leadership test before each game.

If successful, you may modify the result of any one dice in the Exploration phase by -1/+1 (even if the Hero with the cards is taken Out Of Action).

If the Leadership test is failed by three or more (i.e., a Hero with Ld of 8 rolls 11 or 12) the Hero refuses to fight in the following battle and must miss the next game.

Telescope	Price: 75 + 3D6	Availability: Rare 10
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Any Hero using a telescope may increase the range of any missile weapon he is using by D6" each turn. Furthermore, he triples the distance at which he can spot hidden enemies.

Tome of Magic	Price: 200 + D6 * 25 gc	Availability: Rare 12 / Not available to Witch Hunters, or Sisters of Sigmar
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If a warband includes a wizard, he will gain an extra spell from the tome, permanently. He may randomly generate this new spell from his own list or the Lesser Magic list. See the Magic section for details. The benefits from each Tome of Magic apply to only one model.

Miscellaneous Equipment (T - Z)

Torch	Price:	Availability:
	2 gc	Common

Torches act exactly as lanterns, adding +4" to the range the model may spot hidden enemies, but has a few other special rules as well.

A torch will only last one game.

A model armed with a torch counts as causing fear in animals (Hunting Dogs, all riding steeds, Bears, Wolves, etc), and may use a torch as a makeshift club. When used in combat, a torch is treated as a normal club, though with a -1 to hit modifier. Any models that have a Regeneration special rule (like Trolls) will not be able to regenerate wounds caused by a torch during the battle. (Torches may also cause buildings to catch fire.)

War Horn	Price:	Availability:
	30 + 2D6 gc	Rare 8

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

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

Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around. The rules for the War Horn of Nagarythe are the same as for a normal War Horn.

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

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

Optional rules

This section includes a variety of rules that add an extra dimension to your battles in Mordheim. As they are additions to the basic rules they are not an essential part of the game, and you should agree with your opponent beforehand whether you are going to use any of them.

We recommend that new players ignore this section to begin with, at least until you are familiar with the way the game works. If you consider yourself to be an experienced gamer then you'll have no problem incorporating these elements. Some of these additional rules alter the game quite dramatically, and you are under no obligation to use any of them. They have simply been included for players who want to explore different aspects of the game.

New critical hit charts

Depending on what weapon your warrior is using, you may roll on one of the following Critical Hit charts. For example, if your warrior is using a sword, roll on the Bladed Weapons chart. All the rules governing critical hits given in the main rules also apply to these tables.

Critical Hit Chart—Missile Weapons

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

D6 Result

1-2 Hits a Weak Spot

Ignore all armour saves.

Ricochet

3-4 If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.

5-6 Master Shot

The target suffers 2 wounds instead of 1. There is no armour save.

Critical Hit Chart—Bladed Weapons

(Swords, Axes, etc.)

D6 Result

1-2 Flesh Wound

This attack hits an unprotected area. Ignore all armour saves.

3-4 Blade Storm

The attack causes 2 wounds instead of 1. Take armour saves separately for each wound.

5-6 Sliced!

The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

Critical Hit Chart—Bludgeoning Weapons

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

D6 Result

Hammered

1-2

Your opponent may not fight this turn if he hasn't already fought.

Clubbed

3-4

The hit ignores armour saves and saves from helmets.

Wild Sweep

5

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 nor-

Bludgeoned

6

The victim automatically goes out of action if he fails his armour save. Even if he has several wounds remaining, he will be taken out of action by this attack.

Critical Hit Chart—Unarmed combat

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

D6 Result

Body Blow

1-2

Immediately make an additional attack and roll to hit and to wound.

Crushing Blow

3-4

You gain +1 to the Injury roll if your opponent fails his armour save.

Mighty Blow

5-6

The attack ignores armour saves and you gain +2 to any Injury rolls.

Critical Hit Chart—Thrusting Weapons

(Spears, Halberds, ...)

D6 Result

Stab

1-2

You gain +1 to any Injury rolls

Thrust

3-4

The target is **knocked down**. Take armour saves as normal and see whether the model suffers a wound.

Kebab

The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards

5-6

D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

Escaping from combat

Warriors that are engaged in hand-to-hand combat at the start of their own turn may try to escape from combat during their movement phase. Such fighters are assumed to have realised that the odds are against them and decided that it is just too dangerous for them to continue.

Declare which of your warriors will try to escape from combat at the start of your movement phase, at the same time as you declare charges. Turn the models around to show this.

Take a Leadership test for each warrior trying to escape from combat. This represents his efforts to find the right time to escape. If he passes, the warrior can move up to double his normal Movement rate away from combat and the enemy he was fighting, in any direction.

If he fails, his opponent is allowed to make 1 automatic hit against the warrior who is trying to escape, and the fleeing warrior (provided he survives) will run 2D6" directly away from combat. He will have to take a Leadership test at the beginning of his next turn.

If successful he will stop, but may not do anything else during that turn. If the test is failed, he will continue to run 2D6" towards the closest table edge and must test again the following turn if he is still on the table. If a warrior is charged whilst he is fleeing, the charger is moved into base contact with him as normal, but the fleeing warrior will then immediately run a further 2D6" towards the table edge, before any blows can be struck.

Blackpowder weapons

During the period in which Mordheim is set, the technology needed to make blackpowder weapons was still rare, and pistols, handguns, blunderbusses, etc were prone to malfunctions, jams and misfires.

The following rules were not included in the Shooting section, as they would have slowed down the game, but if you want to create more realistic games, feel free to use the Misfire rules below.

If you do use these rules, you might want to reduce the cost of the weapons (we suggest by 20%) to keep the balance of the game fair.

Blackpowder misfire chart

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

D6 Result

1 BOOM!

The shooter suffers an S4 hit (this does not cause critical hits) and the weapon is destroyed.

2 Jammed

The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.

3 Phut

The shooter must wait one extra turn before he can fire this weapon again

4 - 5 Click

The weapon fails to fire, but there is no additional effect.

6 KA-BOOM!

The shot hits the intended target and counts as having +1 Strength.

Fighting individual battles

One thing we discovered during playtesting Mordheim was that after a while very experienced warbands became virtually unbeatable when fighting against novice warbands. Whilst this might be amusing for the player with the experienced warband, it will result in a very one-sided battle, where the inexperienced warband is swiftly crushed, without even a chance to put up a decent fight. Although the underdogs system balances this out somewhat, it is often much more fun to play with roughly equal forces, especially when introducing new players to the game.

The following rules allow both players to pick warbands up to an agreed equal value, say 1,000 gold crowns. This will make the game much more even, as the two forces will be roughly similar in strength.

Use the Warband lists to recruit and equip your warband. The lists tell you which Heroes, Henchmen and equipment your warband is allowed to use. The limitations of the list ensure that the warbands are reasonably balanced.

You must recruit at least three warriors, including a leader, and you may either follow the limitations for the maximum size of a warband given in the list or agree a maximum size with your opponent.

Weapons & armour

Each Hero you recruit may be armed with one or more weapons and any armour chosen from the appropriate list. Different types of Hero are restricted to different types of weapon. The Equipment lists for the individual warbands tell you exactly what equipment is available. You may buy rare weapons and armour. Pay the appropriate prices for these as given in the Trading charts.

Every model in each Henchman group must take exactly the same weapons and armour. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

The weapons you choose for your warriors must be represented on the models. This way your opponent will know what he is facing (and he will not be shocked to discover in the middle of the game that the warrior who looks like a Halfling with a bow is in fact an Ogre with a club!). The exceptions to this rule are knives and daggers, which you may assume are tucked in boots or concealed in their clothes, if not actually represented on the model.

Upgrading heroes

In a campaign game, you must earn statistic increases, but in one-off games they can be bought beforehand. You may increase the starting characteristics of your Heroes by paying the cost in gold crowns given below.

Note that all races have maximum statistics values. These can be found in the *Experience section*.

Movement, Weapon Skill,	+15 gc per point.
Initiative	+10 gc per point.
Strength, Attacks	+25 gc for the first increase / +35 gc for each additional increase.
Toughness	+30 gc for the first increase / +45 gc for each additional increase.
Wounds	+20 gc for the first increase / +30 gc for each additional increase.
Skills:	+40 gc for each skill. You may choose one skill at this price for each characteristic increase you take. Choose from the skills normally available to your warrior.

Mounted warriors

Horses are rare and expensive in Mordheim, but they do allow warriors to move quickly, so as long as the steed stays on the streets and does not venture into the ruined buildings, where it could easily stumble and fall. By using the following rules, you can include mounted Heroes in your games.



Mounted models in mordheim

A warrior and his horse are treated in all respects as a single model. Should the rider be taken *out of action*, then the entire model is removed from the battle.

Mounted warriors use the rider's Leadership value for all Leadership-based tests. When the warrior is attacked, use the rider's Toughness and Wounds.

Mounted warriors automatically have an armour save of 6+, even if the rider is wearing no armour. This represents the extra protection afforded by the horse. If the rider is wearing armour his armour save will be +1 better than it would be if he were on foot. In close combat, a warhorse can make 1 attack, but a normal horse has no Attacks characteristic and therefore does not attack in close combat.

Armour, called barding, may be purchased for a warhorse, (refer to the Trading chart). It adds a further +1 bonus to the model's armour save, but subtracts one from its Movement. A normal horse may not wear barding. A barded warhorse is only killed on a serious injury roll of '1' if the model goes *out of action*.

A horse increases a warband's rating by +3 points, and a warhorse by +5 points.

Mounted models and movement

Mounted models may not move into buildings. This limits their movement to relatively flat surfaces such as streets. A horse or warhorse may jump over an obstacle up to 2" in height with no movement penalty.

Shooting at mounted warriors

Because of the size of a mounted warrior, any shooter may always pick one as a target, even if there are enemies closer.

Mounting/Dismounting

A mounted warrior may dismount during his movement phase. He loses half his movement and may not charge or run during that turn.

A cavalryman who has dismounted is considered to be followed by his steed wherever he goes and may mount it again whenever he wishes, provided he is not inside a building or in any other place where the mount could not be used (such as on a roof). The warrior loses half his movement when remounting and may not charge or run during that turn. Replace a mounted warrior with a model that is on foot if dismounting, and vice versa.

Mounts and campaigns

If a mounted warrior is taken *out of action*, roll a D6 after the battle. On a 1-2, the mount is killed and removed from the warband roster.

As well as being populated by the various humanoid races, the Old World also contains many species of animals – some of which have been tamed and trained to perform a useful function. These can be divided broadly into two groups –animals that can be ridden (e.g. horses, giant wolves, Cold Ones, etc.) and those that can't (e.g. warhounds, giant rats, etc.).

Model representation

If you wish to include riding beasts or tamed animals, you will need to have models to represent them.

For mounted warriors you will need both a mounted miniature and a model on foot. It is advised not to glue the rider on but to use Blue-tack or something similar so that he may be removed when on foot and his mount is unridden.

Animal Handling Skills

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

Beast Handler

(e.g. Dog Handler) This skill is highly beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of the general care and wellbeing of the animal as well as training techniques. A warrior with this skill has a beneficial effect on the animals under his care.

If a warrior has the Animal Handling skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the warband's leader is also nearby, a player may choose which of the warriors' Leadership to use unless the animal is *stupid*, in which case only the Handler's Leadership may be used. In addition, *stubborn* animals with a Handler in base contact, ignore the effects of *stubbornness*. This counts as an **Academic skill**.

Riding Animals

Most warriors in Mordheim can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of lowly Henchmen. To those with the necessary wealth and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right.

Mounting Animals

It requires half a warrior's move to mount or dismount a riding creature. A mount or its rider may not run or charge in the same turn that the warrior mounts or dismounts unless the rider has a Special Riding skill that allows this.

Not Indoors

Mounts cannot normally be ridden indoors or underground, unless playing a specially devised scenario that allows this.

Dense Terrain

Riding mounts are rare both amongst the ruins of Mordheim and in the claustrophobic jungles of Lustria. The dense terrain makes riding difficult and large numbers of riders are highly ineffective. Thus in those settings, a warband may only have a maximum of two mounts (not including those belonging to Hired Swords). In more open settings, such as the open fields of the countryside around Mordheim or the deserts of Khemri, a warband may have as many mounts as they can afford.

Controlling a Mount

The Special Riding Skills may be used by warriors who have a riding animal, but only after the skill Ride has been gained; warriors which come provided with a riding animal are assumed to possess the Ride skill already. Warriors without this skill may still ride animals, but must test against their Leadership if hit by any missile, and at the beginning of any Combat phase when a standing enemy is in base contact. If the test is failed they lose control of their mount and must roll on the **Whoa, Boy!** table. Note that if an enemy is not standing, the mounted warrior is not considered to be in combat and thus does not need to test for loss of control.

Armour Bonus

All riding animals give their riders a +1 Armour save bonus.

Bolting Mounts

In certain circumstances, a mount may bolt. A bolting mount must make a Leadership test at the beginning of the owning player's turn; if successful, it stops running, otherwise it continues fleeing. The easiest way to determine the direction a mount bolts is to use an Artillery Scatter dice. If you do not have one, then roll 2D6 and use the clockface method. Taking the direction the horse is facing as 12 and directly behind as 6, the horse will bolt in the appropriate direction on the clock face.

Leading Animals

On occasion, a warrior may want to lead a riding animal rather than riding it. A warrior may only lead one riding animal unless he has the Animal Handling skill, for that particular animal, in which case he can lead as many as he wishes. Groups of led animals are tethered together and must maintain base contact with each other; at least one must be in base contact with the warrior leading them. Riding animals that are being led do not roll for loss of control. If required to make a Leadership test (eg. When charged by a *fear-causing* enemy) they use the Leadership of the warrior leading them. A warrior leading riding animals may move and fight as normal, but must maintain base contact at all times.

Un-led Animals

Riding animals which are not being either led or ridden will remain stationary but must make a Leadership test at the beginning of their turn. If this is failed, they will bolt, using the rules above.

Losing control

If a mounted warrior has lost his last wound, then the player must roll on the ***Whoa Boy! table***. This replaces the normal ***Injuries chart***. If critical hits are suffered, then roll as many times as is required, taking the most serious result.

Whoa Boy! Table

D6	Result
1 - 2	<p>Rear up</p> <p>The rider is temporarily disorientated and his mount rears up. The rider keeps his seat but must spend his next turn stationary regaining control, unable to move or shoot.</p> <p>If attacked, treat the rider as fallen down.</p>
3 - 4	<p>Fall off</p> <p>The rider falls off his mount and is stunned, taking an additional S2 hit in the process with no Armour save.</p> <p>In addition, roll a D6:</p> <p>on a roll of 1-3, the mount immediately bolts 3D6" in a random direction and continues until it has left the table – the mount may be recovered after the battle;</p> <p>on a roll of 4-6, the mount remains stationary and the warrior may remount once recovered.</p>
5 - 6	<p>Crash to the Ground</p> <p>The rider and his mount crash to the ground together. The rider and mount are automatically out of action.</p> <p>In addition, roll a D6: on a roll of 1-2 the mount lands on top of its rider, crushing him.</p> <p>If this happens, the warrior must roll twice on the Serious Injuries chart after the battle.</p> <p>In addition, after the battle roll a D6: on a roll of 1-2 the mount was crippled or killed by the fall and is removed from the warband roster.</p>

Ridden Animals Bestiary (A - M)

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

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

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

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

Fear: Cold Ones cause Fear.

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

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

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

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

Poisoned Attack: Attacks are considered as Strength 4, but this will not modify any Armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a Spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong—roll on the WhoaBoy! table. Note that even if the rider has the **Running Dismount** skill, the maximum diving charge is only 2".

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

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

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

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

Slow: Only bolts 2D6".

Stubborn: If a warrior is riding a Mule, or is in base contact with a Mule, he must make a Leadership test each round or the mule will refuse to move.

Ornery: With no leader or rider, a Mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.

Non-combatant: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden Mule, immediately roll on the WhoaBoy! table. If an unridden Mule is charged, it will bolt directly away from the charger.

Ridden Animals Bestiary (N - Z)

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

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

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: Nightmares are immune to psychology, never have to take Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the WhoaBoy! table as normal.

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

-

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

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

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

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

Ridden Animal Upgrades

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

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

Vehicles of the Empire

There are three principal modes of transport in the Empire: travel by boat, by riding animals, such as horses and mules, and travel by wagon or coach. Here we will cover the rules for travel via boat and wagon.

Wagons

This covers carts, stagecoaches and all two- and four-wheeled forms of transport commonly found in the Empire.

Movement

A wagon's movement is determined by how laden it is with passengers and cargo. Therefore throughout a game, a wagon's move may alter due to unloading or loading up of more passengers and cargo. Consult the table below to determine movement. Wagons cannot charge, climb, hide, run or flee.

Wagon Movement

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

Turns

Wagons, regardless of size, may make a single turn of up to 45 degrees at the end of its movement. It may then apply the lash if desired. Make turns by pivoting the vehicle from its mid-point.

Applying the Lash!

There are many reasons why a wagon driver would want to urge his beasts to go faster—if he is being pursued by bandits or mutants, for example! By applying the lash to his draft beasts, the driver of a wagon can attempt to gain some extra movement. After the wagon has moved normally, the player may roll a D6. On the score of 2+ this indicates how many extra inches the wagon may move ahead in a straight line. On the roll of a 1 something drastic has happened.

Roll on the table below:

Applying The Lash!

D6	Result
Steeds Tiring	
1 - 2	If the driver applies the lash next turn you must halve the score rounding fractions up.
3 - 4	Driver Shaken May not apply the lash next turn.
Out of control Make a roll on the <i>Out of Control table</i> .	

Terrain

Difficult Ground

If a wagon enters difficult ground roll a D6 .On a score of a 1 immediately make a roll on the *Out of Control table*, otherwise the wagon is fine.

Very Difficult Ground

If a wagon enters very difficult ground immediately make a roll on the *Out of Control table* with a modifier of +1.

Walls / Obstacles

If a wagon collides with a wall or other solid obstacle it comes to an immediate halt. The wagon suffers D3 hits at a Strength of 7 (see below).

Impassable Ground

If a wagon moves onto impassable ground it is immediately destroyed and each crew member/ draft animal must make an *Injury roll*. Remove the wagon and place any surviving crew within 3" of the crash site.

Collisions

If a wagon collides with another wagon both suffer D3 Strength 7 hits (roll location and damage as normal below).

In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal to their Initiative or suffer a S4 hit with all of the consequences.

Warriors that are *out of action* can not get out of the way of a wagon and are therefore automatically hit.

Whenever a wagon collides with anything roll a D6, on a score of a 1 make an *Out of Control test*.

Transport

For the sake of simplicity all wagons and coaches may transport up to six human-sized warriors or smaller (let's be having no Ogre wagoneers now!) or the equivalent in cargo (this will be covered in greater detail in the Scenarios section).

One crewman must be allocated as the driver and one may 'ride shotgun' with him. The driver may do nothing else but drive whilst the wagon is moving as he is too busy controlling the reins.

In the event that the driver is *knocked down, stunned* or taken *out of action* a crew member riding shotgun may take over the reins and become the new driver.

Mounting/ dismounting

A friendly warrior may board a stationary wagon by simply moving into contact with it (wagons are only considered stationary if they didn't move in their last turn).

Place the model either on the wagon or move it with the wagon in base contact to simulate it being transported. Similarly, a warrior may dismount from a stationary wagon by moving away from contact.

Warriors may attempt to mount or dismount from a moving wagon by passing an Initiative test.

If they fail, they take falling damage of D3 automatic hits at a Strength equal to half the vehicle's speed.

Warriors may attempt to board a moving wagon from either another moving wagon or from a moving mount with a modifier of -1 to their Initiative test – this counts as a charge.

Loosing control of the draft animal

Apart from if a wagon becomes a run away, control may also be lost by attackers attempting to wrestle away the control of the draft animals from the driver.

Apart from eliminating the driver and taking control of the reins, the easiest way to control the draft animals is for a warrior to leap onto the back of one and ride it. A warrior can successfully leap onto a draft animal by passing an Initiative test (the warrior may add +1 if they have the Ride skill).

If the test is failed then the warrior takes falling damage as usual.

The warrior must pass a Leadership test to control the beast and therefore control the direction and speed of the wagon. The driver can only wrestle back control of the wagon by eliminating the warrior (any injury will suffice).

If a warrior has successfully mounted a draft animal he may attempt to cut it free from the team on a 4+ although he will lose control of the wagon itself in doing so.

Out of Control Table

D6 Result

Swerve

The driver temporarily loses control and the wagon veers wildly off course. Roll a D6:

- | | |
|-------|---|
| 1 - 3 | 1 - 3 Swerves 45degrees to the left. |
| | 4 - 6 Swerves 45degrees to the right. |

The wagon then moves another 6" in the predetermined direction.

Runaway

The steeds bolt and the driver loses control of them. Each turn randomly determine the direction that the wagon goes in. Roll a D6:

- | | |
|-------|--|
| 4 - 5 | 1 - 2 Swerves 45 degrees to the left.
3 - 4 Swerves 45 degrees to the right.
5 - 6 Moves straight ahead. |
|-------|--|

The wagon will always move at full speed and roll for applying the lash discounting the effects of a 1 all the time it is a runaway. Each turn the driver may attempt to take control of the steeds.

The driver must pass a Leadership test to regain control of the beasts. The crew may not fire missile weapons all the time the wagon is a runaway.

Loss of Control

The wagon goes wildly out of control. Roll a D6:

- | | |
|---|---|
| 6 | 1 Swerves 45degrees to the right.
2 Swerves 45degrees to the left.
3 - 4 The wagon comes to an immediate halt.
5 The wagon's yoke pole snaps and the draft animals gallop off. The vehicle moves 6" straight ahead and then comes to a halt. The vehicle may no longer move.
The wagon either jack knifes or hits a rock or a depression in the road and goes into a roll!
6 The wagon moves D6" in a random direction determined by the Artillery Scatter dice.
Any warriors/ beasts it collides with take the usual collision damage. All the crew and draft animals take D3 Strength 4 hits. The wagon is now wrecked. |
|---|---|

Shooting

Shooting from a wagon

Crew may fire from aboard a wagon and have a 360 degree arc of fire. Shooters suffer a penalty of -1 to hit for firing from a moving surface.

Shooting at a wagon

Warriors may shoot at a vehicle and gain a +1 to hit because it is a large target. If a hit is scored against a wagon then a roll must be made on the *Location table* below to decide what part of the vehicle has been hit.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Horse	6	-	-	3	3	1	2	-	-

Loss of a draft creature

Any time a steed is hit, regardless of whether or not it is injured, make a roll on the *Out of Control table*.

If a steed is **stunned** or **knocked down** it will be dragged along by its associates until it recovers – next turn reduce speed by 1/2 (with a draft of two animals) or 1/4 (with a draft of four animals) and the driver may not apply the lash.

If the steed is taken **out of action** then permanently reduce the speed by the previous amount until the driver can cut the animal free on the roll of a 5+.

If the last steed is **stunned**, **knocked down** or taken **out of action** then the wagon comes to a halt and cannot move unless the steed recovers – make an *Out of Control* roll with +2 to the result.

Wagon location chart

D6	Result
1 - 2	Draft Creature Roll to wound and injure as normal – see <i>loss of a draft creature</i> above for effects
3	Crew Randomly select a crew member and roll to wound and injure as normal – see loss of driver above if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed
4 - 5	Chassis Roll to damage the wagon using the stat-line above.
6	Wheel Roll to damage the wheel using the stat-line above. If damaged roll again on the <i>Wheel damage chart</i> .

Wheel Damage

If a wheel is damaged this is potentially disastrous. Randomly determine which wheel has been damaged and roll on the table above adding +1 to the result if the wheel has been damaged before.

Wheel Damage chart

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

Chassis Damage

When the wagon loses its final point of damage/wound it is destroyed, comes to an immediate halt and each crew member/draft animal must make an *Injury roll*.

Combat

Warriors may strike a stationary wagon in close combat by charging and striking against the part they are in contact with (draft creatures/crew/wheel/chassis).

Chassis/wheels:

Attacks hit automatically –just resolve damage.

Crew

Crew on board a stationary wagon are counted as defending an obstacle and a 6 is required to hit them regardless of Weapon Skill. If a crew member is taken *out of action* an attacker may enter / board the wagon in his next turn.

Draft Animals

The draft animals may be attacked in the usual manner although an attacker may choose to cut the draft animals free instead which requires a 2+ on a D6 to be successful. Draft animals that are cut free count as un-led beasts.

Warriors may attempt to attack a moving wagon by charging it in the normal way.

Note: Charging a moving wagon does not bring it to a halt – the combat round is played out and then the wagon is free to move in its next Movement phase –if it is a runaway then it is compelled to move. Warriors are advised to attack to the side and rear because if they attack to the front they are liable to be run down in the wagon's next turn!

Because attacking a moving wagon is a hap hazard affair the attacker must determine the location struck first by rolling on the Location table above. Both the chassis and wheels are hit automatically just resolve damage.

The draft animals are attacked in the normal manner although an attacker may not attempt to cut the reins on moving draft animals. The crew are difficult to strike and therefore a 6 is required to hit them regardless of Weapon Skill.

If the attackers manage to successfully board the wagon either when it was stationary or by leaping aboard it as it was moving they may engage the crew in combat in the usual manner without any penalties or modifiers.

Note: Attackers or defenders that are injured fighting aboard a wagon must pass an Initiative test or fall off.

Boats

This covers small rowing boats through to large river barges. Note that these are very basic rules to cover small skirmishes on the rivers of the Empire, a more inclusive set of rules to cover ocean-going ships is currently in development.

Movement

Boats move 6" when moving with the current of a river (the direction of the river flow must be established before the start of the game).

Boats may move 4" when travelling against the current. Boats must move at least half of their movement allowance unless they have been anchored or tethered to the shore.

Turns

Boats, regardless of size, may make a single turn of up to 45 degrees at the end of their movement.

Terrain

A boat can encounter natural terrain such as rocks or man made obstacles such as logjams specifically placed to obstruct its movement. Both the aforementioned terrain types are impassable to boats and they will suffer D3 Strength 7 hits should they move into them and also come to an immediate halt.

Transport

All the above rules for wagons apply. In addition, because boats are considerably bigger than wagons, they can therefore transport a lot more.

A rowboat can transport up to six human-sized warriors or smaller, or the equivalent in cargo.

A river boat can transport up to eight human-sized warriors or smaller, or the equivalent in cargo.

A barge can transport up to twelve human-sized warriors or smaller, or the equivalent in cargo.

Collision

See collisions as for wagons.

Mounting/ Dismounting

See above for wagons, except warriors that fail an Initiative test for attempting to board a moving boat do not suffer damage but fall into the water – see the rules for swimming.

Combat

See as for wagons.

Note: Swimming warriors may not attack boats.

Shooting

See as for wagons.

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

Propulsion damage

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

Boat location

D6 Result

1 Propulsion

Roll to damage the boat using the stat-line above. If damaged roll again on the Propulsion table.

2 Rudder

Roll to damage the rudder using the stat-line above. If damaged the boat may only turn from now on after coming to a complete halt by using a combination of oars/boat-hooks.

3 - 4 Crew

Randomly select a crew member and roll to wound and injure as normal – see loss of driver above if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the boat.

5 - 6 Hull

Roll to damage the boat using the stat-line above.

Propulsion Damage

D6 Result

1 - 3 Sail damaged / oars splintered

The boat's speed is permanently reduced by -1".

4 - 5 Rigging damaged / oars splintered

The boat's speed is permanently reduced by -2".

6 Mast falls!

With the loss of the mast (or all of the oars in the case of an oared vessel) the boat may only drift 2" in the direction of the current.

All crew must immediately test on their Initiative to avoid the falling mast (this does not apply to oared vessels obviously). If a crewman fails this test he receives an immediate Strength 6 hit.

Hull damage

When the boat loses its final point of damage/ wound it is destroyed and sinks immediately. Each crew member falls into the water and must make the appropriate tests for swimming.

Terrain

The following tables are meant as guidelines for typical terrain found in a game set in the Empire in Flames setting. Obviously there are no jungles or deserts in the Empire—most of the countryside is either open plains or forests, low ground broken up by low hills, with more hills being present the closer you get to the mountain ranges.

Small farms break up the wild landscape, and these are surrounded by fields that are either clear or filled with crops, depending on the time of year.

Open Ground

(*Fallow Fields, fields which just haven't produced crops yet, low open hills, bridges, fords, steps, ladders*)

- No movement penalty

Difficult Ground

(*small streams [moving water, less than 4" wide], rocky ground, fields with crops, ruins. Marshy ground, woods*)

- Models move a 1/2 speed.

Very difficult Ground

(*rivers [moving water 4" or more wide], Swamp, deep marsh, Hedges, thickets*)

- Models move at 1/4 speed and may not charge.

Impassable Terrain

(*Tall rockoutcroppings, Deep rivers or lakes*)

Models may not move through this terrain. If forced into this terrain for whatever reason warriors are counted as *out of action*.

Woods (Difficult Ground)

The woods of the Empire are very dense and very dark, consisting of many huge ancient trees that block out the sun. In games in this setting, warbands rarely stray into the deepest, darkest woods soonly small copses and clumps of trees need be represented. The rules below reflect the effects of woods: A stand of woods blocks line of sight to the other side, no matter how wide the stand is.

This means that two models on either side of even a 1" wide section of woods cannot see each other if neither has actually entered it. A model within a stand of woods can see or be seen for 2". This means that there must be no more than 2" between a warrior in woods and an enemy model for the warrior to freely charge or shoot at the enemy, and the same goes for enemy models who wish to shoot at or charge a warrior in woods. Models with more than 2" of woods between them may still test to see if they can charge unseen enemy models as per the normal Mordheim rules, of course.

Woods are difficult ground, and reduce movement to half speed.

Swamp or deep marsh (very difficult ground)

There are many areas of the Empire where water from the various waterways has built up over time and formed treacherous swamps. Models entering these wild places are taking their lives into their own hands, as swamps are some of the more dangerous places in the wilderness.

Poisonous reptiles, bandit bands, crazed hermits, witches, and sucking bogs may all be found with in a swamp. Many areas within a swamp are actually clear, but the following rules cover movement over actual swamp terrain section (represented by a small pond).

Whenever a model moves through a swamp section, roll aD6. On a roll of a 1, the model has stumbled into a sucking bog! The model may not move until rescued, and, if not rescued within D3+1 game turns (at the end of the last turn), he is sucked under and lost (remove the poor soul from the warband's roster). We suggest placing a D6 by the model with the number of turns remaining showing face up. To rescue a trapped model before the time runs out, a friendly model must move to within 2" of the trapped model and pass a Strength test on a D6 in that player's next Close Combat phase.

If the Strength test is successful, the trapped model is dragged free (may move normally from that point on, and no longer has to worry about being sucked under). If the Strength test is unsuccessful, the model may still roll again in the next Close Combat phase. Additional models may help to pull the trapped model free, by either making additional Strength tests of their own, or adding +1 per helper model to the Strength of the original model making the test. Note that a roll of a 6 on a Strength test always fails. Note also that a model engaged in close combat may not attempt to pull a friendly model free, or help in such an attempt (the model is too busy trying to save himself to worry about his comrade!). Swamp sections are always very difficult ground.

Rivers

The Empire is dissected by many huge, fast-flowing rivers. These are the lifeblood to the Empire as they bring trade to the bustling cities and act as the major source of transport between them. To represent how models interact with water these basic rules apply: Players should establish which way the river is flowing at the start of the game. All rivers count as difficult (or worse) terrain for all models except those considered as aquatic.

See Terrain Types previously. Models swimming with the current will double their base move. Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river. Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river. Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped onto backs. If a model wearing armour finds itself in deep water – they are, literally! Each turn the model is in the water it must make a Strength test and, if unsuccessful, is taken **out of action**.

Aquatic models in water, either swamp, streams or rivers, can elect to be hidden at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.

Fighting in water

Most players will find it advantageous to fight around, or actually in, a waterway. We have included some simple rules to cover fighting in water. If a non-aquatic model is knocked down in a shallow river or stream they are swept down-river D6". Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.

If any model is stunned while in shallow water it must make an Initiative test. If it passes, it can be turned over in the following turn. If it fails, it is considered drowned and will be taken **out of action**. The player will need to roll for injuries at the end of the game. This doesn't mean that the model is gone for good but is just a bit waterlogged!

Any Undead model that is knocked down in shallow water will recover as normal according the standard Mordheim rules for Undead. Any model fighting in a shallow stream whilst wearing light armour will be considered **out of action** if stunned. No Initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour.

Buildings

The Empire can be a dangerous place, and no place more so than out in the wilderness. Buildings are treated a bit differently in games set in Empire in Flames.

These rules do not cover ruins, which are simply considered difficult ground in most cases.

Curses, Locked!

First of all, unless the building is an inn (inn doors are only locked at night), the doors will be locked or someone will simply be on the other side holding the door!). Secondly, buildings will have windows that are actually shuttered and/ or have actual frames and intact glass. To move through a locked door or shuttered window, the warrior has to first open it, which requires a bit of force.

The warrior can either attempt to rip the door open using his bare strength, chop the door down with his weapons, or rush the door. Ripping a door off its hinges with bare hands is done at the end of the warrior's Movement phase, and requires that the warrior pass a Strength check at -2 to his Strength. If the warrior fails he can try again next turn.

Only one warrior may attempt this at a time. Chopping a door down takes D3+1 complete game turns of doing nothing but attacking the door..

Up to two friendly warriors may help chop the door down– subtract -1 turn from the total (down to a minimum of one turn).

Rushing a door may be done at the end of any of the warrior's Movement phases, and requires a successful Strength test.

If passed, the warrior is inside the room on the other side of the door (his momentum carries him inside). A warrior entering a room this way is placed 1" straight ahead into the room, pushing aside enemy models to make room if necessary.

If he ends up in contact with enemy models after being placed, the warrior is considered to be engaged in close combat with them and he is considered to have charged.

If the Strength test is failed, the warrior takes an automatic hit at his own Strength and will have to try again next turn if he wants that door open. Doors that have been chopped down may never be locked again (see below). Doors that have been forced open may only be locked again on a roll of 4-6 (roll as soon as the door is forced open), otherwise they have been too badly damaged by the ill treatment to be locked until they are repaired (some time after the game!).

Unlike the doors to the outside, doors inside a building are considered to be unlocked. Opening or locking a door obviously requires that the model actually comes into contact with the door when he is trying to interact with it! Also, a model that has just forced a door open will prevent enemy models from locking it (he may shove his foot or a weapon in there).

Get Out Me 'Ouse!

A warrior stepping into a building during a game will likely find it occupied. A warrior moving into an intact building will suffer D3-1 automatic hits from those inside, at Strength 3, as the inhabitants show their displeasure at him bringing the battle to them.

If the player wishes, the warrior may spend a complete turn attempting to quell the inhabitants – roll a Leadership test for the warrior. If he is successful, he will suffer no more hits while in this building.

If he fails, he immediately suffers another D3 automatic Strength 3 hits this turn, as the inhabitants have found his argument for them not attacking him to be unconvincing.

If members of two enemy warbands are inside the same building, this rule is ignored, as the inhabitants realise that the battle has now reached their home and it's time to go and find a place to hide!

Clutter

While areas outside are often free of debris, inside a building is a whole different story. Tables, chairs, other furniture, dropped dishes, firewood, etc, all make for tricky footing in a fight.

For this reason, inside a building is considered to be difficult terrain.

Combat through doorways

If both sides are unwilling (or unable) to go past a doorway, they may fight through it. If this occurs, the number of models that may fight on each side is one more than the number of models that could walk abreast through the doorway. In most cases this will mean that two models from each side may take part in the combat, though some especially large doors (e.g. barn doors) may allow more models than this to get their licks in!

As soon as a door is opened, both sides may place up to this number of models in contact with the doorway. Any models that were within 1" of the door when it was opened may be moved this way, and each player gets to control which of his models gets moved into the combat. The side opening the door will count as charging in the first round of the combat.

Stairs and such

Buildings with multiple floors will have a way to get from one to the next. This is usually stairs, though it's possible that it may be ramps, ladders, ropes, etc. A warrior climbing a rope (or the wall!) must follow the rules for climbing, as outlined in the Mordheim rulebook.

Ladders and stairs are a bit easier, however. A warrior may move up a ladder or flight of stairs to the next level in a single Movement phase.

The model must start his move within 1" of the bottom of the ladder/ stair, and it takes all of his movement to get to the top. If there is an upright enemy model (or models) within 1" of the top of the stairs or ladder, the climber may charge it.

Random Happenings

Mordheim is a dark and sinister city – dangers lurk around every corner. Even the basic laws of nature cannot be relied upon. These rules represent the weird and wonderful things that can happen in Mordheim which are beyond the control of players. These rules are intended to be optional and should only be used if agreed on by all players taking part.

To determine if a random encounter occurs, roll a D6 at the start of each player's turn.

A result of 1 indicates a random encounter.

Roll a D66 on the **Random Happenings chart** to see what exactly is encountered and follow the directions.

The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act).

This player is known as the 'Encountering Player', even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns. Several of the entries below refer to game turns, this includes both players' turns.

Random Happening Chart

D66	Result
11	Ogre Mercenary
12	Swarm of Rats

Ogre Mercenary

An Ogre Mercenary (see the Ogre Bodyguard in the Hired Swords section for details on the Mercenary) appears further down the street. He decides to offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game, the Ogre demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he will choose a random warband member that was not taken *out of action* during the game. Immediately roll for injuries to this member. The Ogre then leaves.

Swarm of Rats

Use a template 80mm x 120mm to represent the rats. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal four-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will run right over him. Any model moved over by the rats will suffer D3 Strength 2 hits, normal armour saves apply.

Random Happening Chart

D66 Result

Earthquake

13 Roll a D3 to determine how many game turns the earthquake lasts. While the shaking persists, all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

High Winds

14 Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game.

Blood for the Blood God!

The Bloodletter has the following characteristics

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	6	0	4	3	1	6	2*	10

Weapons / Armour: Hellblade (causes critical hits on 4+ to wound), Hell-Forged Brass Armour (4+ AS)

Special Rules:

Immune to Psychology: The Daemon automatically passes any Leadership-based test he is required to take.

Fearsome: See the respective Strength skill.

15 **Daemonic Aura:** The Bloodletter has a special Armour save of 4+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Bloodletter attacks are considered as magical as well.

Temporal Visitation: The Bloodletter will stay for D6 turns after which it will disappear.

Attacks: The Bloodletter's number of attacks is equal to the number of opponents it fights (to a minimum of 2). It will split its attacks amongst the opponents.

Combat: The Bloodletter will seek out the nearest close combat and join in. If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, it will run towards the nearest warrior.

Lucky Find

16 One random model, on his feet and not in hand-to-hand combat or fleeing, gains a wyrdstone shard! Assuming he doesn't go **out of action**, this is added to any other shards the warband finds after the game. If he is taken **out of action** in close combat, the enemy model gains the shard!

Note that only non-animal models can find or steal a shard.

Restless Spirit

21 Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. The spirit moves 4" in a random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior-Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is immediately banished and the priest gains one Experience point.

Random Happening Chart

D66 Result

Burning Building

22 Suddenly, one of the buildings (chosen at random) bursts into flames. Any models inside take a S3 hit unless they move outside in that turn and any models within 2" of the walls take a S2. For the rest of the game, the building itself will cause **Fear** and anyone who wishes to enter it must first pass a **Fear test**.

Man Eater

Randomly determine which member of the Encountering Player's warband finds the tree. That model is attacked. Place a tree next to the victim. He is now considered to be in close combat with the tree, which has the following characteristics:

23

Profile	M	WS	BS	S	T	W	I	A	Ld
Man Eater	0	3	0	4	6	3	3	2	10

The tree automatically passes any Leadership tests it is required to make. It is not possible to take it **out of action**. But once the last wound is lost, it will stop attacking. Opponents are +1 to hit the tree, due to the fact that it is rooted to the spot!

Skeletons

2D6 Skeletons appear with the following profile:

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

24

Weapons / Armour: Bony Fists (counts as a Dagger)

Special Rules:

Immune to Psychology: The Skeleton automatically passes any Leadership-based test he is required to take.

Fearsome: See the respective Strength skill.

Temporal Resurrection: The skeletons will move towards and attack the closest models as quickly as possible. Roll a D3 when they appear. After that many turns they will crumble to dust (count the current turn as first one)

25

The Twisting of the Air

Roll a D6 at the start of each player's turn.

For the next D3 game turns, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6".

All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging.

Note that the actual models are not moved, but only the shooting/charging model's perception of the distance.

Random Happening Chart

D66 Result

Spawn

A Spawns appears with the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	4	2	3	2D6	10

26

Special Rules:

Immune to Psychology: The Spawn automatically passes any Leadership-based test he is required to take.

Fearsome: See the respective Strength skill.

Movement: The Spawn moves 2D6" towards the nearest model in each of its Movement phases. If it comes into contact with it, it counts as charging and engages that model in close combat.

Attacks: Roll at the beginning of each Close Combat phase to determine the number of attacks.

Collapsing Building

Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armour saves applying as normal, as the building collapses.

31

Remove the building from the table (replacing with ruins if possible), and place the models back on the table where it stood.

Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

Scrawling on a Wall

Randomly determine a warband member who is within 4" of a building (if there are no models this close to a building, ignore this encounter). Roll on the following table to find out what happens:

D6 Result

32

- 1 The warband receives a +1 on the roll to pick the scenario for the next game.
- 2 The model from now on has a -1 penalty to all dice rolls for the rest of the game.
- 3 The model gains D6 gold crowns if it enters the building.
- 4 The model can hide, even in the open, for rest of the game.
- 5 If the model enters the building, it may instantly move to any other building.
- 6 Nothing happens.

Thick Fog

33

Models can only see 2D6" (roll once for the distance **all** models can see).

Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn.

The fog lasts for the rest of the game.

Hands of Stone

34

The Encountering Player must pick a spot anywhere on the battlefield and anything within 3" of that spot is affected. The area is now very difficult ground as the hands grasp and attempt to hold anyone passing near them. This encounter lasts one game turn.

Random Happening Chart

D66 Result

Dog Pack

2D3 dogs appear with the following characteristics:

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

35

Special Rules:

Dog Food: If a dog takes a warband member *out of action* it will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is removed from the warband roster. If a dog pack fails a Rout test, any warband members taken *out of action* in the last turn follow the normal rules for models taken *out of action*.

Possessed

36

One randomly selected member of the Encountering Player's warband is suddenly possessed by a minor spirit. The model takes an automatic hit at his or her own Strength during each of his or her Close Combat phases until the possession is over and may do nothing else. The possession lasts D3 game turns. Note that Sigmarite Matriarchs and Warrior-Priests are immune to this possession, as are non-living warband members. If such a warband member is the object of the spirit's attention, randomly determine another warband member to suffer the effect instead.

Fountain of Blood

41

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*. If there were others involved in the combat they are not affected.

Random Happening Chart

D66

Result

Storm of Chaos

Roll a D6 to see what the storm manifestation will bring:

D6 Result

- 1 For the next D3 turns, the warrior with the best armour save takes a S5 hit, with no armour saves allowed. If multiple warrior have the highest save, randomise which is struck.
 - 2 All movement is halved for one turn.
 - 3 For the next D3 turns, each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover.
- Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells – randomise if models are tied). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If it touches the target model it stops moving and the model is frozen in time and cannot do anything for D3 turns. While frozen, the model cannot be attacked or harmed in any way.
- 4 D6 randomly selected models are **knocked down**. If any of these models are in close combat, all other members of that melee are **knocked down** as well.
 - 5 Randomly select one Hero from each warband. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains. If a warband does not have any Heroes left in play, a random Henchman will be chosen from that warband instead.

Pit Fighter

- 45 This encounter is identical to the Ogre Mercenary encounter before, except the Hired Sword encountered is a Pit Fighter, not an Ogre Bodyguard.

Plague of Flies

- 46 For the next D3 turns, all models have an extra -1 to hit penalty when shooting or fighting in close combat.

Sinkhole

- 51 Randomly determine a warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is taken **out of action**.

Treat any other failure as being **knocked down** for the rest of the game, though he may not move at all.

The Horror in the House

Randomly select one warrior inside a building (if there are no warband members inside a building, ignore this result and re-roll on the Random Encounters table).

- 52 If he passes a leadership test, he is forced D6" outside the building.

If the leadership test is not passed, the model will flee and gains a -1 penalty on his rally attempts.

For the rest of the game, the building itself will cause **Fear**, and anyone who wishes to enter it must first pass a **Fear test**.

Random Happening Chart

D66 Result

Plague Victims

You encounter a group of D6 citizens that have contracted Nurgle's Rot. They move at normal rate (4") towards the nearest warband members. If they come into contact with a warband member, the member acts as if he had just recovered from being *knocked down* (see the Mordheim rules for details). If one or more of the Plague Victims is charged, shot at, or otherwise attacked, it will rout immediately. At the end of the game, roll a dice for each warband member in play when the Plague Victims appeared. On a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

53

D6 Result

- If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring Robbed, Bitter Enmity, Captured and Sold to the Pits results) to determine the long term effects of the disease.
- 2 - 5** The warband member must miss the next game
- 6** Full Recovery. The victim suffers no ill effects.

Last One Standing

You encounter a mad Sigmarite Matriarch with the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Sigmarite Matriarch	4	4	4	3	3	1	4	1	8

Weapons / Armour: Sigmarite Warhammer, Steel Whip, Heavy Armour, Helmet, Blessed Water, Holy Relic

Special Rules:

Absolute Faith: May re-roll any *Fear* tests and does not have to take *all alone* tests

54

Jump Up: See the respective Speed Skill.

Step Aside: See the respective Combat Skill.

Pray User: Knows the prayers *Hammer of Sigmar* and *Armour of Righteousness* (see Prayers of Sigmar in the *Magic Section*). Roll randomly to determine which she casts on herself each turn.

The Matriarch will move as quickly as possible towards the nearest model and engage them in close combat if able. She will not rout and must be taken *out of action* to make her stop. If the Matriarch is taken *out of action*, leave her body where it fell, any non-animal warband member may loot her body by moving into contact with it during their Movement phase. If this warrior is later taken *out of action* as well, place a counter where the warrior fell to represent the Matriarch's equipment. This can then be picked up by a different model, as above.

55

Booby Traps

When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This warrior has to take an Initiative test. If the test is failed, the model takes a Strength 3 hit with normal armour saves.

From this point until the end of the game, each player will roll a D6 at the start of his or her Movement phase. On a roll of 1, immediately select a random member of the warband that has to take an Initiative Test. If the test is failed, the model takes a Strength 3 hit with normal armour saves.

Random Happening Chart

D66

Result

Plague Victims

One randomly selected member of the Encountering Player's warband has to take an Initiative test. If the test is failed, the model takes a Strength 3 hit with normal armour saves. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6 Result

56

- 1 A Helmet
- 2 2D6 gold crowns
- 3 A Lantern
- 4 A Net
- 5 A vial of Black Lotus
- 6 A Sword

Forbidden Fruit

Place a tree within 2" of a randomly selected member of the Encountering Player's warband. Any warband members within 8" of the tree must make a Leadership test at the start of each of their turns or move as quickly as possible towards the tree. If within 1" of the tree the model is automatically taken *out of action*.

61

A non-spellbound warband model may keep another model from moving toward the tree by moving into base to base contact with him or her and holding him back.

Neither model may do anything else while the spellbound model attempts to move to the tree and the restraining model attempts to prevent him from doing so. Both spellbound and restraining models can react normally if attacked in close combat and a restraining model can give up his attempts at any time.

This encounter lasts the remainder of the game.

The Lost

You encounter D3 Flagellants with the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	3	3	4	4	1	3	1	10

62

Weapons / Armour: Flail

Special Rules:

Immune to Psychology: Flagellants automatically pass any Leadership-based test they are required to take.

This group of D3 Flagellants will move as quickly as possible towards the nearest warband members and

Random Happening Chart

D66

Result

Reflecting Pool

One randomly selected member of the Encountering Player's warband **may** roll a D6 or ignore this encounter. It is your choice:

D6 Result

- | | |
|----|---|
| 63 | <ol style="list-style-type: none">1 For the rest of the game, no matter how far away he is from friendly models, he will always count as being all alone in close combat.2 For the rest of the current turn he may re-roll any shooting or close combat rolls to hit .3 The warrior may ignore all Leadership-based tests he is required to make for the rest of the game.4 All enemy models lose their hidden status.5 The warrior may ignore the next wounding hit he receives, even if it is a critical hit.6 For the rest of the game, all enemy models count as causing Fear to the warrior and he will refuse to enter any buildings or get within 2" of any walls or ruins. |
|----|---|

Note: Only warriors who can gain in experience can choose to look into the pool!

Screaming Walls

- | | |
|----|---|
| 64 | Determine on building at random. For the next D3 turns, any warband members within 8" of the building take a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting). Spellcasters may cast no spells from within this radius. |
|----|---|

Peddler

- | | |
|----|--|
| 65 | This encounter happens at the very end of the game. The winning warband may buy the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, duelling pistol, rope & hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern and Mordheim map. Roll a D3 for each item to find the quantity the peddler carries. |
|----|--|

Itsy-Bitsy Spider

You encounter a giant spider with the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	3	0	5	4	3	1	2	10

- | | |
|----|---|
| 66 | Fearsome: See the respective Strength skill. |
|----|---|

Chitinous Hide: It has an armour save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

The Gigantic Spider moves from the table edge it starts from to the opposite table edge, attacking any warband members that get in its path.

Warbands

Use the lists that follow to recruit an equip your warband. You have 500 gold crowns to spend. Each model and their equipment cost a set of money. As you make your choice, subtract the many you have spent from your total until you have bought all you can. Any unspent gold crowns are put into the warband's treasury and can be used later or hoarded to buy something more expensive.

To start with you must recruit at least three warriors including a leader. The weapons, armour and mutations you choose for your warriors must be represented on the models themselves. The exceptions are knives and daggers, which you may assume are tucked in boots or concealed in clothing if not represented on the model.

Heroes and henchmen

For game purposes the warriors in your warband are classified as Heroes and Henchmen.

Heroes

These are exceptional individuals who have the potential to become legends. Heroes can be armed and equipped individually and may carry any special equipment they might pick up during the campaign.

Leader: Every warband must have a leader. He represents you, the player. He makes the decisions and leads your warriors through the dark and lonely places of the empire.

Other heroes: Apart from its leader, your warband may include up to five other Heroes, who form the core of your warband. A warband may never include more Heroes of a specific type than the number given in the warband list.

Henchmen

Henchmen typically fall into two groups. There are Henchmen who gain experience and become better as time goes by. They are bought in groups of one to five models.

The other type of henchman are those too dimwitted or primitive to gain experience.

Henchmen may never use any special equipment acquire during their adventures, only Heroes may do so.

All Henchmen belong to a Henchmen group, which usually consists of between one and five individuals. Henchmen groups gain experience collectively and gain advances together.

Weapons and armour

Each warrior you recruit can be armed with up to two close combat weapons, up to two different missile weapons and any armour chosen from the appropriate list. Warriors may restricted in regard which types of weapons they can use. The warbands equipment lists tell you exactly what equipment is available. Note that you may buy rare weapons and armour when starting a warband, as indicated by the list in the warband's entry, but after playing the first game the only way to get further rare weapons and armour is to roll to see if you can locate them (see the Trading section).

You may buy additional equipment between battles, but your warriors can only use the weapons and armour listed in their warband entry. As they accumulate experience and gain skill, Heroes may learn to use weapons other than those initially available to them.

Every model in each Henchmen Group must be armed and armoured the same way.

Amazons

Maximum Warband Size: 15

Amazons Special Rules

Sacrifice	The Amazons are quick to sacrifice any captive to their gods. The Amazons follow the rules for Possessed in the Rulebook when it comes to captive.
Not one of us	Due to the Amazons' isolationism and suspicions about other races they never side with anyone else. For this reason, the Amazons may not have any Hired Swords or Dramatis Personae unless they are actually Amazons themselves.

Amazon Heroines Equipment List

Hand-to-hand Combat Weapons	Armour		
Dagger	1st free / 2 gc	Buckler	5 gc
Club	3 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		
Claws of the Old Ones	30 gc		

Missile Weapons	Miscellaneous Equipment		
Sunstaff	50 gc	Amulet of the Moon	50 gc
Sun Gauntlet	40 gc	Healing Herbs	35 gc



Amazon Henchwomen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Club	3 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		

Missile Weapons	
Sling	5 gc
Bow	10 gc

Amazon Scouts Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Club	3 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		

Missile Weapons	
Sling	5 gc
Bow	10 gc
Javelins	5 gc



Heroes

Amazon Priestess

Cost 70 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Amazon Priestess	4	4	4	3	3	1	4	1	8

Weapons/Armour May choose from the Amazon Heroines Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Speed

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Wizard: Starts with one ritual chosen at random from the *Amazon Rituals* list.

Champions

Cost 35 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Amazon Heroines Equipment list.

Skill Lists Combat, Shooting, Speed

Totem Warriors

Cost 30 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Amazon Heroines Equipment list.

Skill Lists Combat, Strength, Speed

Special Rules **Frenzy:** See the respective rule in the *Leadership & Psychology* section.

Henchmen (in groups of 1-5)

Amazon Warriors

Cost 25 Gold Crowns to hire

Quantity 1 - any number of models (Every warband needs at least one Amazon Warrior)

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

Amazon Warrior 4 3 3 3 3 1 3 1 1 7

Weapons/Armour May choose from the Amazon HENCHWOMEN Equipment list.

Scouts

Cost 30 Gold Crowns to hire

Quantity 0 - 3

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

Scout 4 3 3 3 3 1 3 1 1 7

Weapons/Armour May choose from the Amazon Scouts Equipment list.

Special Rules **Stealthy:** A Scout may deploy twice the distance onto the battlefield than other warriors and may start the battle *Hiding*.

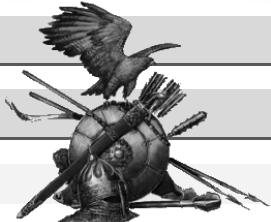


Arabian Tomb Raiders

Maximum Warband Size: 15

Arabian Special Rules

Hate Undead Arab Heroes are subject to *Hatred* of all Undead.



Arabian Special Skills

Sand Worm The model can hide in open ground. Cannot be used inside buildings.

Hit and Run The Warrior can run and shoot but suffer -2 to instead of the -1 to hit for moving.

Weather Tolerant Weather conditions such as heat and such no longer effect this model.

Arabian Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Jambiya (Dagger)	1st free / 2 gc	Light Armour	20 gc
Mace	3 gc	Shield	5 gc
Scimitar (Sword)	10 gc	Helmet	10 gc
Spear	10 gc	Buckler	5 gc
Double-handed weapon	15 gc		
Flail	15 gc		

Missile Weapons

Short Bow	5 gc
Bow	10 gc
Tufenk	15 gc
Hand Gun	35 gc



Arabian Slaves Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Club	3 gc		
Katar	5 gc		
Sword	10 gc		
Spear	10 gc		



Heroes

Sheikh

Cost	60 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Sheikh	4	4	4	3	3	1	4	1	8	
Weapons/Armour	May choose from the Arabian Warriors Equipment list									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section.									

Champions

Cost	40 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Champion	4	4	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Arabian Warriors Equipment list									
Skill Lists	Combat, Strength, Speed, Special									

Mystics

Cost	40 Gold Crowns to hire									
Quantity	0 - 1									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mystic	4	2	2	3	3	1	3	1	7	
Weapons/Armour	May choose from the Arabian Warriors Equipment list									
Skill Lists	Academic, Speed, Special									
Special Rules	Wizard: Starts with a single spell chosen at random from the <i>Elemental Magic</i> list.									

Henchmen (in groups of 1-5)

Bedouins

Cost 35 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

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

Weapons/Armour May choose from the Arabian Warriors Equipment list

Special Rules **Desert Trader:** Add +1 to your search for Equipment / Trading result. Note that you only get +1 even if you have two Bedouins.

Nomad Warriors

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Arabian Warriors Equipment list

Slaves

Cost 15 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

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

Weapons/Armour May choose from the Arabian Slaves Equipment list.

Special Rules **Life of Slavery:** A Slave may gain experience but if he rolls Lad's got Talent the leader executes the Slave and he is removed from the rooster. The rest of the group may then re-roll their advance.



Averlander Mercenaries

Maximum Warband Size: 15

Mountainguard Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Mace / Hammer	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Light armour	20 gc
Spear	10 gc	Heavy armour	50 gc
Halberd	10 gc		
Double-handed weapon	15 gc		
Morning star	15 gc		

Missile Weapons

Pistol	15 gc (30 for a brace)
Duelling pistol	25 gc (50 for a brace)
Crossbow	25 gc
Bow	10 gc

Scout Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Light armour	20 gc
Sword	10 gc		

Missile Weapons	Miscellaneous Equipment
Bow	Hunting arrows
Longbow	15 gc (Bergjaeger only)

Marksman Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Light armour	20 gc
Sword	10 gc		

Missile Weapons	
Crossbow	25gc
Pistol	15gc (30 for a brace)
Bow	10gc
Longbow	15gc
Handgun	35gc
Blunderpuss	30gc
Hunting Rifle	200gc



Heroes

Captain

Cost	60 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Captain	4	4	4	3	3	1	4	1	8	

Weapons/Armour May choose from the Mountainguard Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Speed

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Sergeant

Cost	35 Gold Crowns to hire									
Quantity	0 - 1									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Sergeant	4	4	3	3	3	1	3	1	7	

Weapons/Armour May choose from the Mountainguard Equipment list.

Skill Lists Combat, Strength, Speed

Bergjaeger

Cost	35 Gold Crowns to hire									
Quantity	0 - 2									
Experience	4 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Bergjaeger	4	2	4	3	3	1	3	1	7	

Weapons/Armour May choose from the Scout Equipment list.

Skill Lists Shooting, Speed

Special Rules **Set Traps:** A Bergjaeger may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being *knocked down*).
Place a marker in base contact with the Bergjaeger. When any model moves within 2" of the marker, roll a D6. On a score of 3+ the model suffers a S4 hit (the Bergjaeger won't trigger his own traps). If the target is *knocked down* or *stunned* it is placed within 2" of the marker.
Regardless whether the trap was triggered or not, the marker is removed.

Heroes

Youngblood

Cost	15 Gold Crowns to hire									
Quantity	0 - 1									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Youngblood	4	2	2	3	3	1	3	1	6	
Weapons/Armour	May choose from the Mountainguard Equipment list.									
Skill Lists	Combat, Shooting, Speed									

Henchmen (in groups of 1 - 5)

Mountainguards

Cost	30 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mountainguard	4	4	3	3	3	1	4	1	7	
Weapons/Armour	May choose from the Mountainguard Equipment list.									

Marksman

Cost	25 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Marksman	4	3	3	3	3	1	4	1	7	
Weapons/Armour	May choose from the Marksman Equipment list.									

Halfling Scouts

Cost	20 Gold Crowns to hire									
Quantity	0 - 3									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Halfling Scout	4	2	4	2	2	1	4	1	8	
Weapons/Armour	May choose from the Scout Equipment list.									
Special Rules	Promotion: When a Halfling is promoted to hero through the "The lad's got talent" advance he may not choose Strength skills as one of his two skill lists.									

Beastmen Raiders

Maximum Warband Size: 15



Beastmen Special Rules

Animals	A Beastmen warband may never hire any Hired Swords unless specifically stated with the Hired Sword.
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Beastmen Special Skills

Shaggy Hide	The bestial hero is titanic in size and may use a double-handed weapon in one hand.
Mutant	The Beastman may buy one mutation. See Mutants section on special rules.
Fearless	Immune to <i>fear</i> and <i>terror</i> and <i>All Alone</i> test.
Horned One	Can make an additional Attack with its basic Strength on a turn it charges.
Bellowing Roar	Only the Beastmen Chief may have this skill. He may re-roll any failed Rout tests.
Manhater	The Beastman is subject to <i>Hatred</i> when fighting any Human warbands.

Beastmen Equipment List

Hand-to-hand Combat Weapons	Armour
Dagger	1st free / 2 gc
Club / Mace	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc
Halberd	10 gc

Ungor Equipment List

Hand-to-hand Combat Weapons	Armour
Dagger	1st free / 2 gc
Club / Mace	3 gc
Axe	5 gc
Spear	10 gc



Heroes

Beastman Chief

Cost 65 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastman Chief	5	4	3	4	4	1	4	1	7
Weapons/Armour	May choose from the Beastman Equipment list.								
Skill Lists	Combat, Strength, Speed, Special								
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section.								

Beastman Bestigors

Cost 45 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastman Bestigor	5	4	3	4	4	1	3	1	7
Weapons/Armour	May choose from the Beastman Equipment list.								
Skill Lists	Combat, Strength, Special								

Beastman Shaman

Cost 45 Gold Crowns to hire

Quantity 0 - 1

Experience 11 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastman Shaman	5	4	3	3	4	1	3	1	6
Weapons/Armour	May choose from the Beastman Equipment list. They never wear armour.								
Skill Lists	Combat, Speed, Special								
Special Rules	Wizard: Starts with a single spell chosen at random from the <i>Chaos Rituals</i> list.								



Heroes

Centigor

Cost 80 Gold Crowns to hire

Quantity 0 - 1

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Centigor	8	4	3	4	4	1	2	1 (+1*)	7

Weapons/Armour May choose from the Beastman Equipment list.

Special Rules **Drunken:** Roll a D6 at the start of each turn and consult the chart below:

D6	Effect
1	The Centigor is subject to Stupidity for this turn.
2 - 5	Nothing happens.
6	The Centigor is subject to Frenzy for this turn.

Woodland Dwelling: The Centigor never suffers movement penalties for moving through wooded areas.

Trample*: The Centigor gains an additional attack, which does not benefit from weapon bonuses.

Henchmen (in groups of 1 - 5)

Warhounds of Chaos

Cost 15 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

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

Weapons/Armour -

Special Rules **Animals:** Chaos Warhounds never gain Experience.



Henchmen (in groups of 1-5)

Gor

Cost 35 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

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

Weapons/Armour May choose from the Beastman Equipment list.

Ungor

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Ungor	5	3	3	3	3	1	3	1	6

Weapons/Armour May choose from the Ungor Equipment list.

Special Rules **Lowest of the Low:** If an Ungor rolls 'That lad's got talent' it must be re-rolled.

Minotaur

Cost 200 Gold Crowns to hire

Quantity 0 - 1

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	4	3	8

Weapons/Armour May choose from the Beastman Equipment list.

Special Rules **Fearsome:** See the respective Strength skill.

Bloodgreed: If a Minotaur puts all of its enemies *out of action* in hand-to-hand combat, it becomes subject to **Frenzy** (see the respective rule in the **Leadership & Psychology** section) on a D6 roll of 4+.

Animal: If a Minotaur rolls 'That lad's got talent' it must be re-rolled.

Black Orcs

Maximum Warband Size: 12

Black Orc Special Rules

Da Boss is Dead!	If the Boss should be killed, a Black Orc will always assume leadership of the warband before any other type, irrespective of relative experience. The replacement will automatically acquire the "Oi Behave!" skill.
Let the goons do the work	Black Orcs do not ride mounts of any kind.
Distasteful Company	Black Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks. At the start of the Orc player's turn, roll a D6 for each Orc or Goblin Henchman .
Animosity	Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). On a roll of 1, roll another D6 and consult the following chart to see what happens:

D6	Effect	
1	Check the following conditions in the order below	Take the following action
	The closest friendly model is a Hero	The warrior behaves as if a 2-5 had been rolled.
	The closest friendly Henchman/ Hired Sword is in charge range	Immediately charge and fight a round of hand-to-hand combat against the target. At the end of this round of combat, the models will immediately move 1" apart and
	The warrior has a missile weapon and the closest friendly Henchman/ Hired Sword is in weapons range	Immediately takes a shot at the target. Afterwards the warrior behaves as if a 2-5 had been rolled.
	None of the above	The warrior behaves as if a 2-5 had been rolled.
2 - 5	The warrior may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.	
6	This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.	

Black Orc Special Skills

Proven Warrior	This skill may only be taken by a Young'un with at least 25 experience. Once he gains this skill, the model now follows all the rules for Black Orcs and uses their equipment list and has access to the same skill lists as a Black Orc.
'Ard Ead	The Orc gains a special 3+ save to avoid being stunned . If the save is made, treat a stunned result as knocked down instead. If the Orc also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
Waaagh!	The Orc may add +D3" to his charge range.
'Ere we go!	The model may ignore Fear and Terror tests when charging.
Da Cunnin' Plan	Only the Black Orc Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not out of action
'Eadbasher	Any knocked down results which the Orc causes in hand-to-hand combat as stunned results instead.

Black Orc Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Heavy Armour	50 gc
Axe	5 gc	Buckler	5 gc
Sword	10 gc	Shield	5 gc
Choppa (Morning Star)	10 gc	Helmet	10 gc
Spear	10 gc		
Double-handed weapon	15 gc		

Missile Weapons

Bow	10 gc
Crossbow	25 gc

Henchman Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Choppa (Morning Star)	10 gc	Missile Weapons	
Spear	10 gc	Bow	10 gc
Double-handed weapon	15 gc (Boyz and Nuttaz only)	Crossbow	25 gc (Shootaz only)

Heroes

Black Orc Boss

Cost	90 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Black Orc Boss	4	4	4	4	4	1	3	1	8	
Weapons/Armour	May choose from the Black Orc Equipment list.									
Skill Lists	Combat, Shooting, Strength, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Black Orc: Model starts with a natural +1 Armour Save.									
Oi Behave! : If any Henchman fails his Animosity test within 6" of the Boss, the player may opt to have the boss deal an automatic hit at the strength of the Orc player's choosing to the Henchman. If the Henchman is still on his feet after his slap, he may add a number equal to the strength of the slap to his subsequent roll to determine the effects of Animosity. E.g. The player decides that the Boss will hit a misbehaving Henchman with a S2 slap. If the slap fails to Knock Down, <i>stun</i> or <i>out of action</i> the Henchman, then he adds +2 to the Animosity Effect roll.										

Black Orcs

Cost	60 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Black Orc	4	4	3	4	4	1	3	1	7	
Weapons/Armour	May choose from the Black Orc Equipment list.									
Skill Lists	Combat, Shooting, Strength, Speed, Special									
Special Rules	Black Orc: Model starts with a natural +1 Armour Save.									
										

Young 'Uns

Cost	25 Gold Crowns to hire									
Quantity	0 - 2									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Young 'Un	4	2	2	3	4	1	2	1	6	
Weapons/Armour	May choose from the Henchman Equipment list.									
Skill Lists	Combat, Shooting, Special									
Special Rules	Black Orc Blood: One Young'un may be upgraded to Black Orc Blood a Black Orc Young'un for 10gc. This upgrade allows him to take the Proven Warrior skill upgrade, thus making him a fully-fledged Black Orc Warrior									

Henchmen (in groups of 1-5)

Orc Boyz

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc Boy	4	3	3	3	4	1	2	1	6

Weapons/Armour May choose from the Henchman Equipment list.

Special Rules **Animosity:** See the respective Black Orc Special Rule

Orc Shootaz

Cost 40 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc Shoota	4	3	3	3	4	1	2	1	6

Weapons/Armour May choose from the Henchman Equipment list.

Special Rules **Animosity:** See the respective Black Orc Special Rule

Uncommon: A warband may not hire more Shootaz than they have Boyz. If a boy dies and the Shootaz outnumber the Boyz, the next hire must be a boy so that the balance is restored.

Orc Nuttaz

Cost 25 Gold Crowns to hire

Quantity 0 - 4

Experience 0 xp

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

Weapons/Armour May choose from the Henchman Equipment list.

Special Rules **Crazy:** Nuttaz always pass any Leadership-based Tests they have to take. They may never learn Academic Skills.

Savage: Nuttaz must always run or charge their maximum distance towards the nearest opponent they can see. Friendly models do not block line of sight. Additionally they fight with an extra attack whilst in combat. This does not appear on their profile nor does it count towards the racial maximum. If no enemy is visible they are moved under the player's control. They can never use any form of armour or ranged weapons. Nuttaz can never have the Leader ability or use their Leadership stat for rout tests, excepting them as being the only models left on the board.



Henchmen (in groups of 1-5)

Troll

Cost 200 Gold Crowns to hire + 20 gc (5 gc) Upkeep after each battle

Quantity 0 - 1

Experience 0 xp

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

Weapons/Armour Trolls can never be given weapons or armour.

Special Rules **Fearsome:** See the respective Strength skill.

Stupidity: See the respective rule in the *Leadership & Psychology* section.

Large Target: Any model may shoot at a Troll, even if it is not the closest target.

Regeneration: Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4+ the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken *out of action* by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

Dumb Monster: Trolls do not gain experience.

Always Hungry: Trolls requires an upkeep cost. The warband must pay 20 gold crowns after every game in order to keep the Troll. If a warband lacks the gold to pay the upkeep, the Boss has the option to let him count as 2 members, letting the Troll cost only 5 crowns. However this does effectively drop your maximum warband size down to 11 models.

Vomit Attack: Instead of his normal attacks, the Troll can choose to do a single attack with Strength 5 that automatically hits and ignores armour saves.





Bretonnian Knights

Maximum Warband Size: 12

Bretonnian Special Rules

The Ladies Blessing

Before a game, the leader of a Bretonnian Warband may take a Leadership test. If the test is success any model in the opposing warbands who wishes to fire a black powder weapon must roll a D6 and score 4+ or otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon.

Additionally, if any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only), then they also must first roll a 4+ on a D6 or they may not shoot at them.

Bretonnian Special Skills

Virtue of Purity

Any spell cast against the knight will be dispelled on the D6 roll of a 4+.

Virtue of Valour

If fighting a model with a higher Strength characteristic than himself, the Knight may reroll any failed to hit rolls in hand-to-hand combat.

Virtue of Discipline

Once per game, if the knight is not *out of action*, stunned or knocked down, you may re-roll a failed rout test.

Virtue of Disdain

The Knight is subject to *Hatred* of all enemies armed with shooting weapons.

Virtue of Impetuous

The Knight may add +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model.

Knights Equipment List

Hand-to-hand Combat Weapons	Armour
Dagger	1st free / 2 gc
Mace	3 gc
Sword	5 gc
Morning Star	15 gc
Double-handed weapon	15 gc
Lance	20 gc
	Light Armour
	Heavy Armour
	Shield
	Helmet
	Warhorse
	Barding
	20 gc
	50 gc
	5 gc
	10 gc
	80 gc
	30 gc

Men-at-Arms Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Hammer	3 gc	Shield	5 gc
Sword	5 gc	Helmet	10 gc
Axe	5 gc		
Spear	10 gc		
Double-handed weapon	15 gc		
Halberd	10 gc		

Squire Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Hammer	3 gc	Buckler	5 gc
Sword	5 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Spear	10 gc	Horse	40 gc

Missile Weapons

Bow	10 gc
Longbow	15 gc

Bowmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Sword	5 gc	Helmet	10 gc
Axe	5 gc		

Missile Weapons

Bow	10 gc
Longbow	15 gc



Heroes



Questing Knight

Cost 80 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Questing Knight 4 4 3 4 3 1 4 1 8

Weapons/Armour May choose from the Knights Equipment list

Skill Lists Combat, Strength, Speed, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Knights Virtue: A Knight will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

Knights Errants

Cost 50 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Knights Equipment list

Skill Lists Combat, Speed, Special

Knights Virtue: A Knight will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

Squires

Cost 15 Gold Crowns to hire

Quantity 0 - 3 (but never more Squires than Knights)

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Squire 4 2 2 3 3 1 3 1 6

Weapons/Armour May choose from the Squire Equipment list. A Squire may not ride a horse unless a Questing Knight and any Knight Errant in the warband are riding warhorses.

Skill Lists Combat, Strength, Special



Henchmen (in groups of 1-5)

Bowmen

Cost 20 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Bowman	4	3	3	3	3	1	3	1	6

Weapons/Armour May choose from the Bowmen Equipment list.

Men-at-Arms

Cost 25 Gold Crowns to hire

Quantity 0 - 8

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Man-at-Arms	4	3	3	3	3	1	3	1	7

Weapons/Armour May choose from the Men-at-Arms Equipment list.



Carnival of Chaos

Maximum Warband Size: 15

Carnival Special Rules

Dangerous to Know A Carnival of Chaos may never hire any type of Hired Sword.

Chaos Humans All members of the Carnival of Chaos that accrue experience use the maximum characteristics for Humans.

Tainted The Carnival of Chaos is treated equally to the Possessed for purposes of Exploration and Serious Injuries.

Carnival Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc		
Double-handed weapon	15 gc		
Halberd	10 gc		
Morning Star	15 gc		

Missile Weapons

Bow	15 gc
Short Bow	10 gc
Pistol	15 gc (30 for a brace)



Brutes Equipment List

Hand-to-hand Combat Weapons	
Double-handed weapon	15 gc
Flail	10 gc

Blessings of Nurgle

Blessings of Nurgle may be bought for Tainted Ones only when they are recruited. You may not buy new Blessings for a model after recruitment.

Any Tainted One may have one or more Blessings. The first Blessing is bought at the price indicated, but second and subsequent Blessings bought for the same model cost double.

Blessing	Cost	Effect
Stream of Corruption	25 gc	The Tainted One gains a shooting attack with a range of 6" that is resolved at Strength 3 with no saves for armour. The Tainted One gains <i>Immune to Poison</i> . If the Tainted One makes a successful to hit roll of 6 in close combat, the target model contracts Nurgle's Rot (note: Nurgle's Rot only affects the living, so Undead, Daemons and the Possessed are unaffected).
Nurgle's Rot	50 gc	Once a warrior has contracted the Nurgle's Rot , mark this on the warband roster. From now on, before the start of each battle, the warrior must pass a Toughness test. If the test is failed, the warrior loses one point of Toughness permanently (if he reaches zero, remove him from the roster). In addition, if a 6 is rolled for the Toughness test randomly select another warband member who has now also contracted the Nurgle's Rot . Mark this also on the warband roster.
Cloud of Flies	25 gc	The Tainted One's close combat opponents suffer -1 to hit on all attacks.
Bloated Foulness	40 gc	The Tainted One gains +1 Wound, +1 Toughness and -1 Movement
Mark of Nurgle	35 gc	The Tainted One gains +1 Wound and <i>Immune to Poison</i> .
Hideous	40 gc	The Tainted One causes <i>Fear</i> .

Rewards of the Shadowlord (Optional Rule)

When the Carnival Master may pick a skill, instead he may roll on the Rewards table below.

2D6	Effect
2	Remove the Carnival Master from the Roster.
3 - 6	Nothing happens.
7 - 8	Roll a D6. On a roll of 1 you lose a single point from one of your magister's characteristics (chosen by you). On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.
9 - 10	The Carnival Master gains a Chaos Armour (which cannot be transferred anywhere else)
11	The Carnival Master receives a Daemon Weapon (get +1 Strength in close combat and +1 to hit rolls using it).
12	The Carnival Master gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon Weapons.

Heroes

Carnival Master

Cost	70 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Carnival Master	4	4	4	3	3	1	3	1	8	
Weapons/Armour	May choose from the Carnival Equipment list.									
Skill Lists	Combat, Shooting, Academic, Strength, Speed									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Wizard: Starts with a single spell chosen at random from the <i>Nurgl Rituale</i> list.									

Brutes

Cost	60 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Brute	4	4	0	4	4	1	2	2	7	
Weapons/Armour	May choose from the Brutes Equipment list.									
Skill Lists	Combat, Strength, Speed									
Special Rules	Strongman: See the respective Strength skill.									

Tainted Ones

Cost	25 Gold Crowns to hire + Cost of Blessings of Nurgle									
Quantity	0 - 2									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Tainted One	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Carnival Equipment list.									
Skill Lists	Combat, Speed									
Special Rules	Nurgles Blessing: Tainted Ones must start the game with one or more <i>Blessings of Nurgle</i> (see the list on the previous page)									



Henchmen (in groups of 1-5)

Plague Bearers

Cost	50 Gold Crowns to hire								
Quantity	0 - 2								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Plague Bearer	4	4	3	4	4	1	4	2	10
Weapons/Armour	-								
Special Rules	Cloud of Flies: The Plague Bearer's close combat opponents suffer -1 to hit on all attacks. Stream of Corruption: The Plague Bearer has a shooting attack with a range of 6" that is resolved at Strength 3 with no saves for armour. Demonic: The Plague Bearer never gains Experience. Immune to Poison: The Plague Bearer is immune to any kind of poison. Immune to Psychology: The Plague Bearer automatically passes any Leadership-based test he is required to take. Fearsome: See the respective Strength skill. Daemonic Aura: The Plague Bearer has a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Plague Bearers' attacks are considered as magical as well. Daemonic Instability: If the Plague Bearer is taken <i>out of action</i> , roll for injuries as normal, except a roll of 1-3 is considered destroyed (instead of 1 and 2 for normal henchmen) In addition, if the warband routs, every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer is removed from the warband roster.								

Brethren

Cost	25 Gold Crowns to hire								
Quantity	Any number of models								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Brethren	4	3	3	3	3	1	3	1	7
Weapons/Armour	May choose from the Carnival Equipment list.								



Henchmen (in groups of 1-5)

Nurglings

Cost	15 Gold Crowns to hire								
Quantity	Any number of models								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Nurgling	4	3	0	3	2	1	3	1	10
Weapons/Armour	-								
Special Rules	<p>Cloud of Flies: The Plague Bearer's close combat opponents suffer -1 to hit on all attacks.</p> <p>Swarm: You may have as many Nurglings as you wish in a Henchmen group (not limited to 5)</p> <p>Demonic: The Plague Bearer never gains Experience.</p> <p>Immune to Poison: The Plague Bearer is immune to any kind of poison.</p> <p>Immune to Psychology: The Plague Bearer automatically passes any Leadership-based test he is required to take.</p> <p>Daemonic Aura: The Plague Bearer has a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Plague Bearers' attacks are considered as magical as well.</p> <p>Daemonic Instability: If the Plague Bearer is taken <i>out of action</i>, roll for injuries as normal, except a roll of 1 - 3 is considered destroyed (instead of 1 and 2 for normal henchmen) In addition, if the warband routs, every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer is removed from the warband roster.</p>								

Plague Cart

Cost	120 Gold Crowns to hire								
Quantity	0 - 1								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Guardian	-	3	-	3	3	-	3	1	-
Weapons/Armour	-								
Special Rules	<p>Plague Cart: The maximum number of warriors allowed in the warband is increased by +2.</p> <p>Plague Bearers and Nurglings may re-roll Leadership tests for Daemonic Instability and may add +1 to their Injury tests if taken <i>out of action</i>.</p> <p>Guardian: The Guardian may never dismount from the cart or leave under any circumstances. He cannot be injured unless the Cart is destroyed in which case so is he. The Guardian never gains any Experience. Attacks from the Guardian cause Nurgule's Rot (see Blessings of Nurgle).</p> <p>Immune to Psychology: The Plague Cart automatically passes any Leadership-based test it is required to take.</p>								



Cult of the Possessed



Maximum Warband Size: 15

Possessed Equipment List

Hand-to-hand Combat Weapons	Armour
Dagger	1st free / 2 gc
Mace / Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Bow	15 gc
Short Bow	10 gc

DarkSouls Equipment List

Hand-to-hand Combat Weapons	Armour
Dagger	1st free / 2 gc
Mace / Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Flail	15 gc



Mutations

Mutations may be bought for a Mutant or a Possessed warrior only when they are recruited.

Any Mutant or Possessed may have one or more mutations. The first mutation is bought at the price indicated, but second and subsequent mutations bought for the same model cost double.

Mutation	Cost	Effect
Daemon Soul	20 gc	The mutant gains a 4+ save against the effect of spells or prayers.
Great Claw	50 gc	The mutant may not carry weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.
Cloven Hoofs	40 gc	The mutant gains a +1 Movement.
Tentacle	35 gc	The mutant may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.
Blackblood	30 gc	If the mutant loses a wound in close combat, anyone in base contact with him suffers a Strength 3 hit (no critical hits).
Spines	35 gc	Any model in base contact with the mutant suffers an automatic Strength 1 hit (not critical hits) at the beginning of each close combat phase.
Scorpion Tail	40 gc	The mutant gains an extra attack in each hand-to-hand combat phase. The attack is resolved with Strength 5 (Strength 2 if the target is <i>Immune to Poison</i>).
		The mutant gains +1 Attack when fighting in hand-to-hand combat.
Extra Arm	40 gc	The mutant may carry a weapon, buckler or shield in that hand. (Note that the attack will benefit from the weapon properties if a weapon is used.)
Hideous	40 gc	The mutant causes <i>Fear</i> .

Rewards of the Shadowlord (Optional Rule)

When the Magister or a Mutant may pick a skill, instead he may roll on the Rewards table below.

2D6	Effect
2	Remove the warrior from the Roster.
3 - 6	Nothing happens.
7 - 8	Roll a D6. On a roll of 1 you lose a single point from one of your magister's characteristics (chosen by you). On a roll of 2 or more you may choose which one of the mutations (listed above) your warrior has been rewarded with.
9 - 10	The warrior gains a Chaos Armour (which cannot be transferred anywhere else)
11	The warrior receives a Daemon Weapon (get +1 Strength in close combat and +1 to hit rolls using it).
12	The warrior gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon Weapons.

Heroes

Magister

Cost	70 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Magister	4	4	4	3	3	1	3	1	8	
Weapons/Armour	May choose from the Possessed Equipment list.									
Skill Lists	Combat, Academic, Speed									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Wizard: Starts with a single spell chosen at random from the <i>Chaos Rituals</i> list.									

The Possessed

Cost	90 Gold Crowns to hire + Cost of Mutations									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Possessed	5	4	0	4	4	2	4	2	7	
Weapons/Armour	-									
Skill Lists	Combat, Strength, Speed									
Special Rules	Fearsome: See the respective Strength skill. Mutations: The Possessed <i>may</i> start the game with one or more mutations each. (see the list on the previous page)									

Mutants

Cost	25 Gold Crowns to hire + Cost of Mutations									
Quantity	0 - 2									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mutant	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Possessed Equipment list.									
Skill Lists	Combat, Speed									
Special Rules	Mutations: Mutants <i>must</i> start the game with one or more mutations each. (see the list on the previous page)									

Henchmen (in groups of 1-5)

Darksouls

Cost 35 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Darksoul	4	2	2	4	3	1	3	1	6

Weapons/Armour May choose from the Darksouls Equipment list.

Special Rules **Immune to Psychology:** The Darksoul automatically passes any Leadership-based test he is required to take.

Brethren

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Possessed Equipment list.

Beastmen

Cost 45 Gold Crowns to hire

Quantity 0 - 3

Experience 0 xp

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

Weapons/Armour May choose from the Possessed Equipment list.



Dark Elves

Maximum Warband Size: 12

Dark Elves Special Rules

Kindred Hatred	Dark Elves are subject to Hatred of all High Elves (including Hired Swords).
Excellent Sight	All elves can spot Hidden enemies from twice as far away (i.e. twice their Initiative value).
Black Powder Weapons	Dark Elves may never use black powder weapons.

Dark Elves Special Skills

Fury of Khaine	A Dark Elf with this skill may make a 4" follow up move if he takes all of his opponents out of action . If he comes into contact with another enemy, this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn.
Powerful build	A Dark Elf with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time.
Fey Quickness	A Dark Elf with Fey Quickness can avoid melee or missile attacks on a roll of 6. If the Elf also has Step Aside or Dodge this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.
Infiltration	A Dark Elf with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate roll a D6 for each and the lowest roll sets up first.
Master of Poison	If the Hero doesn't search for rare items, he may make D3 - 1 doses of Dark Venom instead. The poison must be used in the next battle and cannot be sold or traded to other warbands.

Shades Equipment List

Hand-to-hand Combat Weapons	Armour
Dagger	1st free / 2 gc
Axe	5 gc
Sword	10 gc

Missile Weapons

Repeater Crossbow	35 gc
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Dark Elves Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Double-handed weapon	15 gc	Buckler	5 gc
Spear	10 gc		
Halberd	10 gc		
Beastlash (Beastmaster only)	10 gc		

Missile Weapons		Miscellaneous Equipment	
Repeater Crossbow	35 gc	Dark Venom (Heroes only)	15 gc
Crossbow Pistol	35 gc	Sea Dragon Cloak (Heroes and Corsairs only)	50 gc



Heroes

Dark Elf High Born

Cost	70 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
High Born	5	5	4	3	3	1	6	1	9	
Weapons/Armour	May choose from the Dark Elves Equipment list.									
Skill Lists	Combat, Shooting, Academic, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Hatred (High Elves): See the respective rule in the <i>Leadership & Psychology</i> section.									

Fellblades

Cost	40 Gold Crowns to hire									
Quantity	0 - 2									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Fellblade	5	5	4	3	3	1	6	1	8	
Weapons/Armour	May choose from the Dark Elves Equipment list.									
Skill Lists	Combat, Shooting, Academic, Speed, Special									
Special Rules	Melee Specialists: Fellblades may not use missile weapons of any sort. Hatred (High Elves): See the respective rule in the <i>Leadership & Psychology</i> section.									

Dark Elf Sorceress

Cost	55 Gold Crowns to hire									
Quantity	0 - 1									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Sorceress	5	4	4	3	3	1	6	1	8	
Weapons/Armour	May choose from the Dark Elves Equipment list. May not cast spells if wearing armour.									
Skill Lists	Academic, Speed, Special									
Special Rules	Wizard: Starts with a single spell chosen at random from the <i>Dark Magic</i> list. Hatred (High Elves): See the respective rule in the <i>Leadership & Psychology</i> section.									



Heroes

Beastmaster

Cost	45 Gold Crowns to hire									
Quantity	0 - 1									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Beastmaster	5	4	4	3	3	1	6	1	8	
Weapons/Armour	May choose from the Dark Elves Equipment list.									
Skill Lists	Combat, Speed, Special									
Special Rules	Cold One Beasthound: The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules listed for them. Hatred (High Elves): See the respective rule in the <i>Leadership & Psychology</i> section.									

Henchmen (in groups of 1 - 5)

Corsairs

Cost	35 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Corsair	5	4	4	3	3	1	6	1	8	
Weapons/Armour	May choose from the Dark Elves Equipment list.									
Special Rules	Hatred (High Elves): See the respective rule in the <i>Leadership & Psychology</i> section.									

Shades

Cost	30 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Shade	5	3	3	3	3	1	6	1	8	
Weapons/Armour	May choose from the Shades Equipment list.									
Special Rules	Hatred (High Elves): See the respective rule in the <i>Leadership & Psychology</i> section. Natural Stealth: If a Dark Elf is Hiding, enemy models suffer -1 to their Initiative value for determining if they can detect him.									



Henchmen (in groups of 1-5)

Cold-One Beasthounds

Cost 30 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

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

Weapons/Armour -

Special Rules **Fearsome:** See the respective Strength skill.

Animals: Cold-One Beasthounds never gain Experience.

Stupidity: See the respective rule in the *Leadership & Psychology* section.

Scaly Skin: Cold-One Beasthounds have a 6+ armour save that cannot be modified by Strength. However any result of 'no save' on the injury chart will negate this save.

Beastmaster: If the Beastmaster dies the beasts will immediately escape from the warband and they are removed from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.





Dwarf Rangers



Maximum Warband Size: 12

Dwarf Rangers Special Rules

Don't Trust 'Em	Members of a Dwarf Rangers warband are never considered ' <i>friendly models</i> ' to other dwarfs and vice versa. This means that members of one warband WILL stop members of the other from Marching, they won't keep each other from taking All Alone tests, etc. They don't count as enemy models and may split any treasure found at the end of the game as normal.
Hard to Kill	When rolling on the injury chart for a Dwarf, treat a roll of 1-2 as <i>Knocked Down</i> , 3-5 as <i>Stunned</i> , and 6 as <i>Out of Action</i> .
Hard Head	Dwarves ignore the special rule Concussion (from Maces, Clubs etc.)
Used to Armour	Dwarves never suffer movement penalties for wearing armour.
Hate Orcs and Goblins	Dwarves are subject to <i>Hatred</i> of all <i>Orcs & Goblins</i> (including Hired Swords).
Grudgebearers	A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.
Incomparable Miners	When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.
Distrust Magic	Dwarves may never take the Arcane Lore skill.

Dwarf Rangers Special Skills

True Grit	When rolling on the Injury Table for this Dwarf, a roll of 1-3 is treated as <i>Knocked Down</i> , 4- 5 as <i>Stunned</i> and 6 as <i>Out of Action</i> .
Master of Blades	When using a weapon that has a Parry special rule, this Dwarf parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one.
Thick Skull	The Dwarf gains a special 3+ save to avoid being <i>Stunned</i> . If the save is made, treat a <i>Stunned</i> result as <i>knocked down</i> instead. If the Dwarf also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
Extra Tough	The Dwarf may re-roll on the Heroes Serious Injury chart after being taken <i>out of action</i> .
Ressource Hunter	When rolling on the exploration chart at the end of a game, the Dwarf may modify one die roll by +/-1.

Dwarven Runes

Before each game, the Runesmith may attempt to inscribe the rune on an item one of the warriors in his warband is carrying. To do so, roll 2D6. If the roll is equal to or greater than the Difficulty Level of the rune, the item gains the appropriate bonus until the end of the battle. If he rolls a '2' on the 2D6, the item is destroyed and must be removed from the warrior's list of items, though it may be replaced before the game (if the warband can afford it).

The **Jealousy of Runes**: Bonuses from Runes are not cumulative with magical bonuses from other items (i.e. you can't have two items with the same rune for the same warrior and you can't combine inscribed items with other magical items that grant the same bonus)

D6	Rune	Effect	Difficulty
1	Rune of Stone	+1 to Armour Save.	Difficulty 8
2	Rune of Sharpness	-1 Armour Save modifier to weapon	Difficulty 6
3	Rune of Speed	Initiative doubled on weapon.	Difficulty 7
4	Rune of Warding	Special 4+ save Vs. Spells affecting target (placed on belt, armband, etc. Cost to replace: 1 GC)	Difficulty 8
5	Rune of Accuracy	+1 to hit on weapon	Difficulty 9
6	Rune of Striding	+1 Movement (placed on boots, belt, etc. Cost to replace: 1 GC)	Difficulty 8

Dwarf Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Gromril Armour	75 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Light Armour	20 gc
Sword	10 gc	Shield	5 gc
Spear	10 gc	Helmet	10 gc
Double-handed weapon	15 gc		
Halberd	10 gc		
Dwarf Axe	15 gc		

Missile Weapons

Pistol	15 gc (30 for a brace)
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Dwarf Crossbowmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Heavy Armour	50 gc
Mace / Hammer	3 gc	Light Armour	20 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc

Missile Weapons	
Crossbow	35 gc

Heroes



Runesmith

Cost 85 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Runesmith	3	5	4	3	4	1	2	1	10

Weapons/Armour May choose from the Dwarf Warriors Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Inscribe Runes: Starts with a single rune chosen at random from the **Dwarven Runes** list. When a Runesmith advances and rolls a skill on the Hero Advance table, he may choose to learn a new rune instead of learning a skill.

Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour



Apprentice Runesmith

Cost 40 Gold Crowns to hire



Quantity 0 - 1

Experience 0 xp

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

Weapons/Armour May choose from the Dwarf Warriors Equipment list.

Skill Lists Combat, Academic, Strength, Special

Special Rules **Extra Set of Hands:** An Apprentice Runesmith in the warband allows a Master Runesmith to inscribe on two items before each game, instead of only one.

Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour



Troll Slayers

Cost 50 Gold Crowns to hire



Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Dwarf Warriors Equipment list. Slayers may never carry or use Missile Weapons or any form of armour.

Skill Lists Combat, Strength, Special

Special Rules **Immune to Psychology:** Troll Slayers automatically pass any Leadership-based test they are required to take.

Hard Head, Hard to Kill, Hatred (Orcs & Goblins)

Henchmen (in groups of 1-5)

Beardlings

Cost	25 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Beardling	3	3	2	3	4	1	2	1	8	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour									

Dwarf Clansmen

Cost	40 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Clansman	3	4	3	3	4	1	2	1	9	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour									

Dwarf Longbeards

Cost	50 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Longbeard	3	5	3	3	4	1	3	1	9	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	Stubborn: A Dwarf Longbeard may reroll any failed Leadership test he is required to take.									

Dwarf Crossbowmen

Cost	40 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Crossbowman	3	4	3	3	4	1	2	1	9	
Weapons/Armour	May choose from the Dwarf Crossbowmen Equipment list.									
Special Rules	Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour									



Dwarf Treasure Hunters

Maximum Warband Size: 12

Dwarf Treasure Hunters Special Rules

Hard to Kill	When rolling on the injury chart for a Dwarf, treat a roll of 1-2 as <i>Knocked Down</i> , 3-5 as <i>Stunned</i> , and 6 as <i>Out of Action</i> .
Hard Head	Dwarves ignore the special rule Concussion (from Maces, Clubs etc.)
Used to Armour	Dwarves never suffer movement penalties for wearing armour.
Hate Orcs and Goblins	Dwarves are subject to <i>Hatred</i> of all <i>Orcs & Goblins</i> (including Hired Swords).
Grudgebearers	A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.
Incomparable Miners	When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.

Dwarf Treasure Hunters Special Skills

True Grit	When rolling on the Injury Table for this Dwarf, a roll of 1-3 is treated as <i>Knocked Down</i> , 4-5 as <i>Stunned</i> and 6 as <i>Out of Action</i> .
Master of Blades	When using a weapon that has a Parry special rule, this Dwarf parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one.
Thick Skull	The Dwarf gains a special 3+ save to avoid being <i>stunned</i> . If the save is made, treat a <i>stunned</i> result as <i>knocked down</i> instead. If the Dwarf also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
Extra Tough	The Dwarf may re-roll on the Heroes Serious Injury chart after being taken <i>out of action</i> .
Ressource Hunter	When rolling on the exploration chart at the end of a game, the Dwarf may modify one die roll by +/-1.

Troll Slayer Special Skills

Ferocious Charge	The Slayer doubles his attacks on the turn he charges and does not suffer a -1 'to hit' penalty on that turn.
Monster Slayer	The Slayer always wounds any opponent on a roll of 4+ or better, regardless of Toughness.
Berserker	The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges.

Dwarf Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Gromril Armour	75 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Light Armour	20 gc
Sword	10 gc	Shield	5 gc
Spear	10 gc	Helmet	10 gc
Double-handed weapon	15 gc		
Halberd	10 gc		
Dwarf Axe	15 gc		

Missile Weapons

Pistol	15 gc (30 for a brace)
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Dwarf Crossbowmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Heavy Armour	50 gc
Mace / Hammer	3 gc	Light Armour	20 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc

Missile Weapons

Crossbow	25 gc
Handgun	35 gc
Pistol	15 gc (30 for a brace)



Heroes

Dwarf Noble



Cost 85 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf Noble	3	5	4	3	4	1	2	1	9

Weapons/Armour May choose from the Dwarf Warriors Equipment list.

Skill Lists Combat, Shooting, Strength, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.
Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour

Dwarf Engineer



Cost 50 Gold Crowns to hire

Quantity 0 - 1

Experience 10 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf Engineer	3	4	3	3	4	1	2	1	9

Weapons/Armour May choose from the Dwarf Warriors Equipment list.

Skill Lists Combat, Shooting, Special

Special Rules **Expert Weaponsmith:** All Dwarf missile weapons in the warband have their range increased by 3" for Pistols and 6" for Crossbows and Handguns. Any range increases are only maintained as long as the Dwarf Engineer remains with the warband.
Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour

Troll Slayers



Cost 50 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Dwarf Warriors Equipment list. Slayers may never carry or use Missile Weapons or any form of armour.

Skill Lists Combat, Strength, Special

Special Rules **Immune to Psychology:** Troll Slayers automatically pass any Leadership-based test they are required to take.

Slayer Skills: Troll Slayers may choose from the Troll Slayer Special Skills table when they gain a new skill.

Hard Head, Hard to Kill, Hatred (Orcs & Goblins)

Henchmen (in groups of 1-5)

Beardlings

Cost	25 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Beardling	3	3	2	3	4	1	2	1	8	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour									

Dwarf Clansmen

Cost	40 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Clansman	3	4	3	3	4	1	2	1	9	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour									

Dwarf Thunderers

Cost	40 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Thunderer	3	4	3	3	4	1	2	1	9	
Weapons/Armour	May choose from the Dwarf Thunderer Equipment list.									
Special Rules	Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour									



Forest Goblins

Maximum Warband Size: 20

Forest Goblins Special Rules

Natives	Forest Goblins suffer no movement penalties from moving through any wooded terrain.	
	At the start of the Goblin player's turn, roll a D6 for each Goblin Henchman.	
Animosity	Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!).	
	On a roll of 1, roll another D6 and consult the following chart to see what happens:	
D6	Effect	
1	Check the following conditions in the order below	Take the following action
	The closest friendly model is a Hero	The warrior behaves as if a 2-5 had been rolled.
	The closest friendly Henchman/Hired Sword is in charge range	Immediately charge and fight a round of hand-to-hand combat against the target. At the end of this round of combat, the models will immediately move 1" apart and
	The warrior has a missile weapon and the closest friendly Henchman/Hired Sword is in weapons range	Immediately takes a shot at the target. Afterwards the warrior behaves as if a 2-5 had been rolled.
	None of the above	The warrior behaves as if a 2-5 had been rolled.
2 - 5	The warrior may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.	
6	This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish.	



Forest Goblin Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc		
Double-handed Weapon	15 gc		
Spear	5 gc		
Halberd	10 gc		
Boss Pole	20 gc		

Missile Weapons

Blow Pipe	25 gc
Short Bow	5 gc

Forest Goblin Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Sword	10 gc		
Spear	5 gc		

Missile Weapons

Blowpipe	25 gc
Throwing Weapons	15 gc
Bow	10 gc



Heroes

Goblin Chieftain

Cost	50 Gold Crowns to hire									
Quantity	1									
Experience	17 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Goblin Chieftain	4	3	4	3	3	1	4	1	1	7
Weapons/Armour	May choose from the Forest Goblin Heroes Equipment list.									
Skill Lists	Combat, Shooting, Academic, Speed									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Ride Spiders: The Chieftain can ride Giant Spiders and the Gigantic Spider.									

Braves

Cost	20 Gold Crowns to hire									
Quantity	0 - 4									
Experience	6 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Brave	4	2	3	3	3	1	3	1	6	
Weapons/Armour	May choose from the Forest Goblin Heroes Equipment list.									
Skill Lists	Combat, Shooting, Speed									
Special Rules	Special: A Forest Goblin Brave may choose to remove his Animosity instead of choosing a skill, should they earn one. Animosity: See the respective Forest Goblin Special Rule.									

Goblin Shaman

Cost	20 Gold Crowns to hire									
Quantity	0 - 1									
Experience	6 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Goblin Shaman	4	2	3	3	3	1	4	1	6	
Weapons/Armour	May choose from the Forest Goblin Heroes Equipment list. May not cast spells if wearing armour.									
Skill Lists	Academic, Speed									
Special Rules	Wizard: Starts with a single spell chosen at random from the <i>Forest Goblin Magic</i> list.									

Henchmen (in groups of 1-5)

Forest Goblins

Cost	15 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Forest Goblin	4	2	3	3	3	1	3	1	6	
Weapons/Armour	May choose from the Forest Goblin Henchmen Equipment list.									
Special Rules	Animosity: See the respective Forest Goblin Special Rule.									

Ref Toof Goblins

Cost	25 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Red Toof Goblin	4	2	3	3	3	1	3	1	6	
Weapons/Armour	May choose from the Forest Goblin Henchmen Equipment list.									
Special Rules	Animosity: See the respective Forest Goblin Special Rule. Berserkers: Red Toof Boyz are subject to <i>Frenzy</i> (see the respective rule in the <i>Leadership & Psychology</i> section). In addition, if they begin their turn within charge range of an enemy, they are immune to animosity for that turn.									

Sluggas

Cost	20 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Slugga	4	2	3	3	3	1	3	1	6	
Weapons/Armour	-									
Special Rules	Animosity: See the respective Forest Goblin Special Rule. Sluggas: In the shooting phase, the Sluggas may throw thrown weapons up to three times. This may not be combined with Quick Shot if they should be promoted to hero status.									

Henchmen (in groups of 1-5)

Gigantic Spider

Cost 200 Gold Crowns to hire

Quantity 0 - 1

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Gigantic Spider	6	3	0	5	5	3	4	2	4

Weapons/Armour -

Special Rules **Fearsome:** See the respective Strength Skill.

Stupidity: See the respective rule in the *Leadership & Psychology* section.

Large Target: Any model may shoot at the Gigantic Spider, even if it is not the closest target.

Animals: Gigantic Spiders never gain Experience. Note however that they may climb as normal.

Poisonous: When it wounds an enemy, adjust the injury table as follows:

1: **Knocked Down**, 2-4: **Stunned**, and 5-6: **Out of Action**.

Native: Forest Goblins suffer no movement penalties from moving through any wooded terrain.

May Ride: The Forest Goblin Chieftain, may ride the Gigantic Spider. He gains +1 armour save, and shall move at the Gigantic Spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the Gigantic Spider on a 3-6. In close combat, the opponent may choose which to hit. The Gigantic Spider no longer has to check for stupidity if it is being ridden, as the Chieftain is directing its actions.





Gunnery School of Nuln

Maximum Warband Size: 15

Gunnery School of Nuln Special Rules

Impeccable Care

The Gunnery Warband can ALWAYS use the reduced cost for black powder weapons listed in their starting Equipment List, and they gain an additional +2 on rare rolls to find any blackpowder weapons.

Properly Used

When using the optional Misfire rules, if a one is rolled, roll a second dice. On a 3+ the misfire is ignored (the shot still misses, but the weapon does NOT explode).

Proud To A Fault!

The members of this warband NEVER use any non-black powder ranged weapons.



Gunnery Equipment List

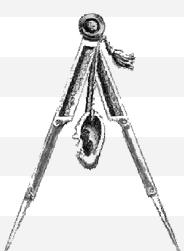
Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Buckler	5 gc
Double-handed Weapon	15 gc	Helmet	10 gc
Spear	10 gc		
Halberd	10 gc		
Morningstar	15 gc		

Missile Weapons		Miscellaneous Equipment	
Pistol	10 gc (20 for a brace)	Superior Black Powder	25 gc
Double-Barreled Pistol	20 gc (35 for a brace)		
Dueling Pistol	20 gc (35 for a brace)		
Double-Barreled Dueling Pistol	35 gc (65 for a brace)		
Handgun	25 gc		
Double Barreled Handgun	45 gc		

Marksmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		

Missile Weapons		Miscellaneous Equipment	
Pistol	10 gc (20 for a brace)	Superior Black Powder	25 gc
Double Barreled Pistol	20 gc (35 for a brace)		
Repeater Pistol	25 gc		
Blunderpuss	20 gc		
Handgun	25 gc		
Double Barreled Handgun	45 gc		
Hochland Long Rifle	100 gc		
Repeater Handgun	50 gc		
Hand-Held Mortar	70 gc		
Pigeon Bombs	25 gc		



Heroes

Senior Gunnery Officer

Cost 60 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Senior Officer	4	4	4	3	3	1	4	1	8
Weapons/Armour	May choose from the Gunnery Equipment list.								
Skill Lists	Combat, Shooting, Academic, Strength, Speed								
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Hunter: See the respective Shooting skill.								

Instructor

Cost 45 Gold Crowns to hire

Quantity 0 - 1

Experience 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Instructor	4	3	4	3	3	1	4	1	7
Weapons/Armour	May choose from the Gunnery Equipment as well as the Marksmen Equipment list.								
Skill Lists	Shooting, Academic, Speed								
Special Rules	Expert Weaponsmith: While there is an Instructor in the warband all Pistol weapons receive a +3" range bonus and all other black powder weapons receive a +6" range bonus.								

Senior Student

Cost 45 Gold Crowns to hire

Quantity 0 - 1

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Senior Student	4	4	3	3	3	1	3	1	7
Weapons/Armour	May choose from the Gunnery Equipment list.								
Skill Lists	Combat, Shooting, Strength, Speed								

Heroes

Underclassmen

Cost 20 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Underclassman	4	3	2	3	3	1	3	1	6

Weapons/Armour May choose from the Gunnery Equipment list.

Skill Lists Combat, Shooting, Speed

Henchmen (in groups of 1 - 5)

Sons of the Guns

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Son of the Gun	4	3	3	3	3	1	3	1	7

Weapons/Armour May choose from the Gunnery Equipment list.

Marksment

Cost 30 Gold Crowns to hire

Quantity 0 - 7

Experience 0 xp

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

Weapons/Armour May choose from the Marksment Equipment list.

Special Rules Hunter: See the respective Shooting skill.

Pistoliers

Cost 35 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

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

Weapons/Armour May choose from the Gunnery Equipment list.

Special Rules Crack Shot: When using pistols in close combat, the Pistolier may re-roll any missed to-hit rolls with the pistol in the first round of combat.

Hochland Bandits

Maximum Warband Size: 12

Hochland Bandits Special Rules

Hired Swords	Bandits may hire any Hired Swords allowed to a Human Mercenary warband.
Powder's Expensive!	The higher costs for black powder weapons in the equipment chart, and the fact that henchmen can't purchase them at all, reflect the extreme rarity of these types of weapons for Bandit warbands.
Foragers	When determining Income for a Bandit warband, always use the next lower warband size category. For example, a warband with 15 members finds 4 Treasures in the Exploration Phase. When they sell these Treasures, they use the 10-12 members column instead of the 13-15 members column.
Know Who to Sell to	When a Bandit warband sells equipment, they get half of any random element of the equipment cost, in addition to the normal half of the item's basic cost.

Hochland Bandits Special Skills

Banditry	Instead of searching for Rare equipment, the hero may engage in banditry - roll a D6, on a result of 2-6, the banditry is successful and the hero adds D6+1 gold to the warband's stash. However, on a result of 1, the attempted robbery has somehow gone wrong - roll on the Serious Injury table for the bandit, as if he had been taken out of action in the last game. This skill may not be combined with the Huckster's Slick Operator special ability.
Hide in Shadows	An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative (round up) before measuring the distance.
Jump Back	If the warrior is in close combat with an enemy warrior (and not knocked down or stunned) at the start of his Movement Phase, he may attempt to jump out of combat. To attempt to do so, the warrior must make an Initiative test. If he fails the test, the warrior will automatically strike last in that round of combat. However, if he passes, immediately move him 1" away from the enemy warrior (this does not count against his movement for that Movement Phase); he may then move and otherwise act normally for the rest of that turn (even charging back into combat if he chooses!).
Sniper	When Hiding, the warrior may cast spells or shoot and still remain Hidden. Note that the bandit may not use this skill if he is shooting a Blackpowder weapon!
Throw Voice	If an Enemy warrior is attempting to detect the bandit While he is Hidden, roll a D6 - on a result of 4 or better, the bandit is undetected and remains Hidden.

Bandits Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Double-handed Weapon	15 gc	Helmet	10 gc
Axe	5 gc		
Sword	10 gc		
Spear	10 gc		

Missile Weapons

Throwing Axe	15 gc
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Duelists Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Rapier	15 gc	Buckler	5 gc
Main Gauche	7 gc		
Sword	10 gc		
Spear	10 gc		

Missile Weapons

Pistol	20 gc (40 for a brace)
Duelling pistol	30 gc (60 for a brace)

Cowards Equipment List

Hand-to-hand Combat Weapons		Missile Weapons	
Dagger	1st free / 2 gc	Sling	2 gc
Spear	10 gc		

Poachers Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Helmet	10 gc
Spear	10 gc		

Missile Weapons	
Short Bow	5 gc
Bow	10 gc
Longbow	15 gc
Crossbow	25 gc

Heroes

Bandit Prince

Cost 60 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Bandit Prince	4	4	3	3	3	1	4	1	8

Weapons/Armour May choose from the Bandits Equipment list.

Skill Lists Combat, Shooting, Strength, Speed, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Footpad

Cost 45 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Bandits Equipment list.

Skill Lists Combat, Shooting, Speed, Special

Special Rules **Concealment:** If an enemy warrior wishes to charge a Footpad that he cannot see (but was not declared as *Hidden*), he must subtract 1 from his Initiative before making his Initiative test. Note that a roll of '6' always fails when rolling to charge a Footpad that the warrior cannot see. Also, models halve their Initiative when checking the range to see if they can detect a Footpad who has

Duelist

Cost 45 Gold Crowns to hire

Quantity 0 - 1

Experience 12 xp

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

Weapons/Armour May choose from the Duelists Equipment list.

Skill Lists Combat, Shooting, Speed, Special

Special Rules **Swordmaster:** In The Duelist successfully parries an enemy blow on a roll equal to or over the roll to hit. Obviously a Duelist must first be armed with a weapon or armour that allows him to Parry in order to use this rule.

Weapon Knowledge: A Duelist may use any close combat or missile weapon that the warband members can get hold of.

Heroes

Huckster

Cost 40 Gold Crowns to hire

Quantity 0 - 1

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Huckster	4	2	3	2	3	1	3	1	6

Weapons/Armour May choose from the Cowards Equipment list.

Skill Lists Academic, Special

Special Rules **Convincing Manner:** When an enemy warrior attempts to charge a member of the huckster's warband within 12" of the huckster, the enemy must first pass a successful Leadership test. If the warrior fails the test he may not charge and remains stationary for the turn (treat as a failed charge), exactly as if he had failed a test to charge a Fear-causing enemy. Note that individuals subject to **Stupidity** and animals are immune to this effect.

Slick Operator: In between games the player may choose to roll a D6: On a result of 2-6, the con is successful and the warband gains 2D6 gold. However, on a result of 1 he misses the next game and no gold is received by the warband.

Henchmen (in groups of 1 - 5)

Thugs

Cost 30 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Bandits Equipment list.

Gutterscum

Cost 10 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Gutterscum	4	2	2	3	3	1	3	1	6

Weapons/Armour May choose from the Cowards Equipment list.

Special Rules **Utterly Inept:** Gutterscum do not gain experience.

Henchmen (in groups of 1-5)

Looters

Cost 30 Gold Crowns to hire

Quantity 0 - 4

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Looter	4	2	4	3	3	1	3	1	6

Weapons/Armour May choose from the Cowards Equipment list.

Special Rules **Looting the Dead:** When rolling for warriors (from any warband!) who were taken *out of action* at the end of a battle, the Bandit player may roll a D6 for any warriors who are to be removed from their warband's roster. On a roll of 4+ the looter has taken all of the warrior's equipment—it is the Bandit player's to keep.

Obviously any warrior can only be looted once, but multiple Looters allow the Bandit player multiple chances that his warband members got the equipment off of each downed warrior.

Blackhearts

Cost 25 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

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

Weapons/Armour May choose from the Bandits Equipment list.

Special Rules **Hardened:** Blackhearts are immune to Fear, and never have to take All-Alone tests.

Poachers

Cost 35 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

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

Weapons/Armour May choose from the Poachers Equipment list.

Special Rules **Trailblazers:** The warband may reroll one D6 for each Poacher in the Exploration phase.



Horned Hunters



Maximum Warband Size: 12

Horned Hunters Special Rules

Woodcraft

Horned Hunter warbands move through any difficult terrain they encounter without suffering any movement penalties.

Horned Hunters Special Skills

Master Trapper

Trip wire range has been extended by this warrior to reach 4" and traps set by a master trapper are triggered by a score of 2+.

Foul Odour

All living enemies (not Undead or Possessed) attacking this warrior are at -1 to hit in hand-to-hand combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength.

Animal Friendship

Animals will never attack him and up to two War dogs that the warrior owns do not count against the maximum number of models in the Warband.

The Hero gains the **Beast Handler** (War Dogs) skill.

Pathfinder

Roll one additional D6 during the exploration phase. A warband may only contain one pathfinder.

Hide in Shadows

Enemy models must halve their Initiative when attempting to find this warrior when he is *Hidden*.

Horned Hunter Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Toughened Leather	5 gc
Double-handed Weapon	15 gc	Shield	5 gc
Axe	5 gc		
Sword	10 gc		
Spear	5 gc		

Missile Weapons

Miscellaneous Equipment

Shor bow	5 gc	Hunting Arrows	20 gc
Bow	10 gc	Blessed Stag Hide	40 gc
Longbow	15 gc	Trip Wire	15 gc

Horned Hunter Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Toughened Leathers	5 gc
Mace/Hammer	3 gc	Shield	5 gc
Sword	10 gc		
Spear	5 gc		

Missile Weapons

Bow	10 gc
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Heroes

Horned Hunter

Cost	60 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Horned Hunter	4	4	4	3	3	1	4	1	8	
Weapons/Armour	May choose from the Horned Hunter Heroes Equipment list.									
Skill Lists	Combat, Shooting, Strength, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Hatred (All Outlaws & Bandits): See the respective rule in the <i>Leadership & Psychology</i> section.									

Priest of Taal

Cost	45 Gold Crowns to hire									
Quantity	0 - 1									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Priest of Taal	4	2	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Horned Hunter Heroes Equipment list.									
Skill Lists	Combat, Academic, Strength, Speed, Special									
Special Rules	Pray User: Starts with a single prayer chosen at random from the <i>Prayers of Taal</i> list. Strictures: Priests of Taal may never wear heavy armour.									

Initiates

Cost	40 Gold Crowns to hire									
Quantity	0 - 3									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Initiate	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Horned Hunter Heroes Equipment list.									
Skill Lists	Combat, Shooting, Strength, Speed, Special									
Special Rules	Hatred (All Outlaws & Bandits): See the respective rule in the <i>Leadership & Psychology</i> section. Strictures: Initiates may never wear heavy armour. Infiltrator: A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.									

Henchmen (in groups of 1-5)

Zealots

Cost 20 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Horned Hunter Henchmen Equipment list.

Special Rules **Strictures:** Initiates may never wear armour.

Drunken Gang

Cost 30 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

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

Weapons/Armour May choose from the Horned Hunter Henchmen Equipment list.

Special Rules **Drunk:** The Drunken automatically pass all Leadership-based tests they are required to take.

Warhounds

Cost 15 Gold Crowns to hire

Quantity 0 - 5

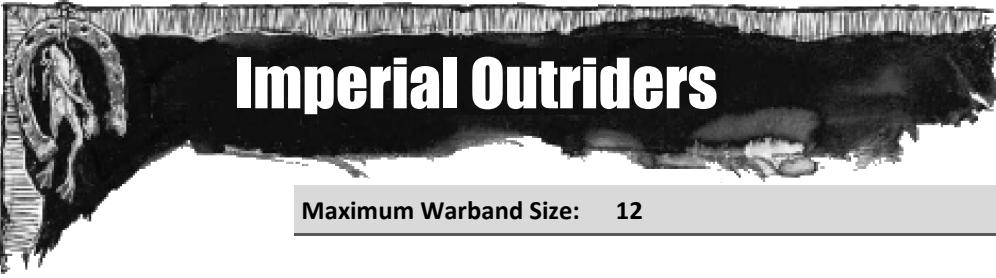
Experience 0 xp

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

Weapons/Armour -

Special Rules **Animals:** Warhounds never gain Experience.





Imperial Outriders

Maximum Warband Size: 12

Imperial Outriders Special Rules

Hired Swords	The Imperial Outriders may only hire the Freelance Knight and the Roadwarden.
Two Weapon Fighting	Mounted warriors may not fight with two weapons, although a shield or buckler may be used as normal. Two-handed weapons are not permitted. The use of a pistol in the first round of hand-to-hand combat replaces the model's usual weapon.
Targeting Mounted Warriors	Enemies may not target a ridden horse, whether by missiles or in hand-to-hand combat. The rider will always be seen as the greater threat. Due to their prominence, any mounted warrior may always be chosen as a target by a shooter even if there are enemies closer. However the shooters do not gain +1 to hit - the rider is still the same size as before.
Injuries	To determine the effects of wounds on mounted models, use the Whoa Boy! table from the Blazing Saddles article.
Stunned Riders	Stunned riders will fall from their mounts as indicated on the Whoa Boy! table. Mounts which subsequently bolt may be remounted should the warrior make base contact with the horse before it leaves the table. Note that whether the mount leaves the table or not, it will be recovered unscathed after the battle.
Out of Action Models	It is possible for a rider to be killed while his mount survives. In this case the mount may be ridden by the dead model's replacement, reducing his cost by 40gc.
Dead Horses	Dead horses must be replaced before any other income is spent. All Treasures must be sold to fund this. Any model without a mount may not take part in the battle.
Dense Terrain	Imperial Outriders may ignore the normal warband limitation of two mounts in areas of dense terrain.
Scenarios	Several scenarios involve the moving of models across the board to achieve the objective, either chasing treasure or exiting the board. In these scenarios the players should place sizeable areas of dense terrain such that it is impossible to traverse the board without entering them. This will force the Outriders to dismount and so improve the game.

Imperial Outriders and Scouts Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Morning Star	15 gc	Helmet	10 gc
Axe	5 gc	Heavy Armour	50 gc
Sword	10 gc	Gromril Armour	150 gc
Spear	10 gc	Ithilmar Armour	90 gc
Lance	40 gc	Buckler	5 gc
		Barding	80 gc

Missile Weapons (Outriders)		Missile Weapons (Scouts)	
Pistol	15 gc (30 for a brace)	Throwing Knives	15 gc
Handgun	35 gc		
Blunderbuss	30 gc		
Hochland Long Rifle	200 gc		



Heroes

Knight

Cost 85 Gold Crowns to hire

Quantity 1

Experience 20 xp

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

Weapons/Armour May choose from the Imperial Outriders Equipment list.

The Knight comes with a *Riding Horse*.

This may be upgraded to a *Warhorse* for an additional +40 gc.

Skill Lists Combat, Shooting, Academic, Strength, Speed, Cavalry

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Ride: The Knight has the *Ride* skill (see optional rules).

Outriders

Cost 65 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Imperial Outriders Equipment list.

The Outrider comes with a *Riding Horse*.

This may be upgraded to a *Warhorse* for an additional +40 gc.

Skill Lists Combat, Shooting, Strength, Speed, Cavalry

Special Rules **Ride:** The Outrider has the *Ride* skill (see optional rules).

Scouts

Cost 45 Gold Crowns to hire

Quantity 0 - 2

Experience 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Scout	4	2	2	3	3	1	3	1	6

Weapons/Armour May choose from the Scouts Equipment list.

The Scout comes with a *Riding Horse*.

Skill Lists Combat, Shooting, Speed, Cavalry

Special Rules **Ride:** The Scout has the *Ride* skill (see optional rules).

Henchmen (in groups of 1-5)

Chasseurs

Cost	55 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Looter	4	3	4	3	3	1	3	1	7	
Weapons/Armour	May choose from the Imperial Outriders Equipment list. The Outrider comes with a <i>Riding Horse</i> .									
Special Rules	Ride: The Chasseur has the <i>Ride</i> skill (see optional rules).									

Hussars

Cost	60 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Blackheart	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Imperial Outriders Equipment list. The Outrider comes with a <i>Riding Horse</i> . This may be upgraded to a <i>Warhorse</i> for an additional +40 gc.									
Special Rules	Ride: The Hussar has the <i>Ride</i> skill (see optional rules). Combat Riding: The Hussar has the <i>Combat Riding</i> skill (see optional rules).									

Grooms

Cost	50 Gold Crowns to hire									
Quantity	0 - 2									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Groom	4	3	2	3	3	1	3	1	6	
Weapons/Armour	May choose from the Scouts Equipment list. The Outrider comes with a <i>Riding Horse</i> .									
Special Rules	Ride: The Groom has the <i>Ride</i> skill (see optional rules). Horse Handling: The Groom has the <i>Animal Handling</i> skill (see optional rules).									

Kislevites

Maximum Warband Size: 15

Kislevites Special Rules

Ancient Enemies Kislevite warbands may never ally with any type of Chaos warband. This restriction pertains to the following warbands: Possessed, Beastman, Skaven, Dark Elf, Chaos Dwarf, and any other warbands the players judge to be sufficiently 'Chaotic'.

Kislev Warriors Equipment List

Hand-to-hand Combat Weapons		Missile Weapons	
Dagger	1st free / 2 gc	Throwing Knives	15 gc
Mace/Hammer	3 gc	Short bow	5 gc
Axe	5 gc	Bow	10 gc
Sword	10 gc	Crossbow	25 gc
Morning Star	15 gc	Pistol	15 gc (30 for a brace)
Double-handed Weapon	15 gc	Duelling Pistol	25 gc (50 for a brace)
Halberd	10 gc		
Spear	10 gc		

Armour

Light Armour	20 gc
Heavy Armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc



Strelitsi Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace/Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Morning Star	15 gc		
Double-handed Weapon	15 gc		
Halberd	10 gc		
Spear	10 gc		
Missile Weapons			
Bow	10 gc		
Crossbow	25 gc		
Pistol	15 gc (30 for a brace)		
Duelling Pistol	25 gc (50 for a brace)		
Handgun	35 gc		



Heroes

Druzhina Captain

Cost 60 Gold Crowns to hire

Quantity 1

Experience 20 xp



Profile	M	WS	BS	S	T	W	I	A	Ld
Druzhina Captain	4	4	4	3	3	1	4	1	8

Weapons/Armour May choose from the Kislev Warriors Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Speed

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Inheritance: When the Kislevite warband is first created, the Druzhina Captain is allowed to purchase one item from the Kislevite Warrior equipment list at half the normal cost.

If the item is ever lost (e.g., from a Robbed result on the Serious Injury chart), the Captain MUST replace it with a finely-made substitute as quickly as possible. To replace an ancestral item, the Captain must purchase the same item of equipment at 150% of its normal price. Until the item is replaced, the Captain suffers a -1 penalty to all tests and rolls to hit.

Bear Tamer

Cost 35 Gold Crowns to hire

Quantity 0 - 1

Experience 8 xp

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

Weapons/Armour May choose from the Kislev Warriors Equipment list.

Skill Lists Combat, Shooting, Speed

Bear Handler: A Kislevite warband that includes a Bear Tamer is allowed to purchase a Bear as a henchman. This Bear has been trained to follow the Tamer's commands, and so will automatically pass its Stupidity tests when within 6" of the Bear Tamer (even if the Tamer has been **knocked down** or **Stunned**).

Esaul

Cost 35 Gold Crowns to hire

Quantity 0 - 1

Experience 8 xp

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

Weapons/Armour May choose from the Kislev Warriors Equipment list.

Skill Lists Combat, Strength, Speed

Heroes

Youths

Cost 15 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Youth	4	2	2	3	3	1	3	1	6

Weapons/Armour May choose from the Kislev Warriors Equipment list.

Skill Lists Combat, Strength, Speed

Henchmen (in groups of 1 - 5)

Warriors

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Kislev Warriors Equipment list.

Cossacks

Cost 30 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Kislev Warriors Equipment list.

Special Rules Hatred (Forces of Chaos): See the respective rule in the *Leadership & Psychology* section.



Henchmen (in groups of 1-5)

Streltsi

Cost	25 Gold Crowns to hire								
Quantity	0 - 3								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Streltsi	4	3	3	3	3	1	3	1	7

Weapons/Armour May choose from the Streltsi Warriors Equipment list.

Special Rules **Gun-Rest:** If armed with both halberd and handgun, the Streltsi receives a +1 on his 'to hit' roll with the handgun, as long as he did not move that turn (this applies even if the warrior has a skill that allows him to move & shoot with his handgun - he must not move if he is to rest the gun).

Trained Bear

Cost	125 Gold Crowns to hire								
Quantity	0 - 1								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Trained Bear	6	3	0	5	5	2	2	2	6

Weapons/Armour -

Special Rules **Fearsome:** See the respective Strength Skill.

Animal: The Bear never gains Experience.

Trained: Trained Bears are subject to the rules for **Stupidity**. The bear is not required to take these stupidity tests if the warband's Bear Tamer is within 6". A Trained Bear will never use the warband leader's Leadership for any tests it is required to take. It may use the Bear Tamers Leadership if within 6" of him however. The Trained Bear will not take part in any game where the warband does not include a Bear Tamer.

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Fiercely Loyal: As long as his bear is not taken out of action during a game, a Bear Tamer ignores the following results on the Serious Injury table: '**Sold to the Pits**', '**Robbed**', and '**Captured**' and treats them as '**Full Recovery instead**'.



Lizardmen

Maximum Warband Size: 20

Lizardmen Special Rules

Scally skin	Saurus have a 5+ natural armour save and Skinks have a 6+ natural armour save. This save cannot be modified beyond 6 due to Strength modifiers (but can be negated by critical hits of course). Can be combined with other armour as usual.
Armour	The cost of light armour is always 50 gc, even if you are buying it from Equipment chart.
Cold Blooded	All Lizardmen may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of Saurus or Kroxigor when taking a rout test.
Aquatic	Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.
Jungle born	All Skinks can move through jungle terrain without penalty.
Saurus Rarity	A Lizardman warband may never include more Saurus braves than Skink braves.
Saurus Traditions	Saurus cannot receive the Academic skill and can never use missile weapons. Skink Heroes may buy Dark Venom at a cost of 20 pts and Black Lotus at a cost of 10 pts, both of these items are treated as a common item. However the poison may only be used on missile weapons.
Poisoned Weapons	Saurus warriors may buy Dark Venom or Black Lotus and use it on their close combat weapons, and they have to buy it as normal from the Trading chart. Skink henchmen may buy Venom for their missile weapons at a cost of 5 pts per weapon as a common item. This adds +1 to the Strength of the weapon but does not grant the -1 save modifier. The poison only lasts for one battle only and remember that all the henchmen in a group must be armed in the same manner.

Lizardmen Special Skills

Infiltration	The Hero may set up anywhere on the table but no closer than 12" to an enemy and he must start the game in hiding. (<i>Skink Heroes Only</i>)
Great Hunter	The Skink imposes an additional -1 to hit the Skink if he is in cover, i.e. a -2 to hit penalty. (<i>Skink Heroes Only</i>)
Bellowing Battle Roar	Enemy models in base contact suffer -1 to hit in the first round of combat. (<i>Saurus Heroes Only</i>)
Toughened Hide	The Saurus will only be taken <i>out of action</i> on a 6+. (<i>Saurus Heroes Only</i>)

Lizardmen Sacred Markings

Any Hero may only have a single Sacred Marking and these may only be bought when you recruit the Hero, not in the middle of a campaign.

Oversized Jaws	40 gc	The Hero may make his bite attack with +1 Strength. (Saurus Only)
Poison Glands	40 gc	The Hero may choose to make any number of attacks with his teeth instead of his weapons; these attacks are treated just like a Saurus bite attack. These attacks have a +1 save modifier, regardless of the Strength of the Skinks. In addition add +1 to the roll on the Injury table as well. (Skinks only)
Mark of the Old Ones	50 gc	The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

Saurus Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	50 gc
Stone axe (Club)	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc		
Double-handed Weapon	15 gc		
Halberd	10 gc		
Spear	10 gc		

Skink Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Stone axe (Club)	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword (Heroes only)	10 gc		
Spear	10 gc		

Missile Weapons

Short bow	5 gc
Bolas	10 gc
Javelins	10 gc
Throwing knives	15 gc
Blowpipe	25 gc



Heroes

Skink Priest

Cost 60 Gold Crowns to hire



Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink Priest	6	3	4	3	3	1	5	1	7

Weapons/Armour May choose from the Skink Warriors Equipment list.

Skill Lists Academic, Speed, Special

Special Rules Leader: See the respective rule in the *Leadership & Psychology* section.

Wizard: Starts with one ritual chosen at random from the *Lizardmen Magic* list.

Scaly Skin: +1 natural armour save

Aquatic, Jungle Born

Totem Warriors

Cost 60 Gold Crowns to hire



Quantity 0 - 1

Experience 11 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Totem Warrior	4	4	0	4	4	1	2	1 (+1*)	8

Weapons/Armour May choose from the Saurus Warriors Equipment list.

Skill Lists Combat, Strength, Special

Special Rules Bite Attack*: Saurus have an additional special attack, that uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

Scaly Skin: +2 natural armour save

Skink Great Crests

Cost 30 Gold Crowns to hire



Quantity 0 - 2

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink Great Crest	6	3	3	3	2	1	4	1	7

Weapons/Armour May choose from the Skink Warriors Equipment list.

Skill Lists Shooting, Speed, Special

Special Rules Aquatic, Jungle Born, Scaly Skin: +1 natural armour save

Henchmen (in groups of 1-5)

Saurus Braves

Cost	40 Gold Crowns to hire									
Quantity	0 - 4									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Saurus Brave	4	3	0	4	4	1	1	1 (+1*)	7	
Weapons/Armour	May choose from the Saurus Warriors Equipment list.									
Special Rules	Bite Attack *: Saurus have an additional special attack, that uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons. Scaly Skin : +2 natural armour save									

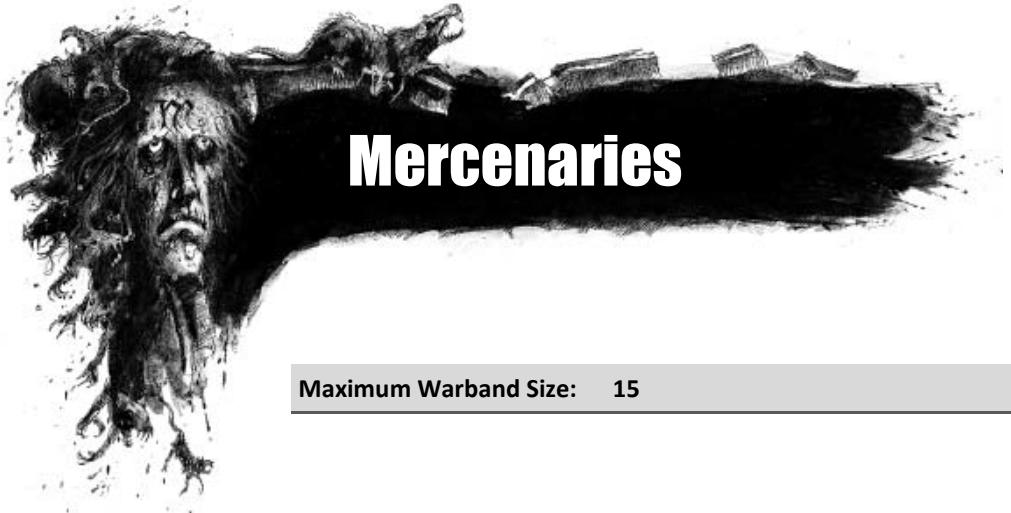
Skink Braves

Cost	20 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Skink Brave	6	2	3	3	2	1	4	1	6	
Weapons/Armour	May choose from the Skink Warriors Equipment list.									
Special Rules	Aquatic, Jungle Born, Scaly Skin : +1 natural armour save									

Kroxigor

Cost	200 Gold Crowns to hire									
Quantity	0 - 1									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Kroxigor	6	3	0	5	4	3	1	3	8	
Weapons/Armour	The Kroxigor is equipped with a Halberd.									
Special Rules	Fearsome : See the respective Strength Skill. Large Target : Any model may shoot at a Kroxigor, even if it is not the closest target. Scaly Skin : +3 natural armour save Animals : Kroxigors never gain Experience. Aquatic									





Mercenaries

Maximum Warband Size: 15

Mercenaries Special Rules

Choose **one** of the factions below for your Mercenary Warband:

Reikland	The leadership bubble of the Reiklander Captain is increased to 12" instead of the usual 6". All Marksmen add +1 to their Ballistic Skill
Middenheim	The Middenheim Captains and Champions start with Strength 4 instead of 3.
Marienburg	All Marienburg Heroes gain +1 when attempting to find rare items. The warband starts with an extra 100 gc when its created (or +20% for one-off games).

Mercenary Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc	Buckler	5 gc
Double-handed weapon	15 gc		
Halberd	10 gc		
Morning Star	15 gc		

Missile Weapons

Bow	10 gc
Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Duelling Pistol	25 gc (50 for a brace)

Marksmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Missile Weapons			
Bow	10 gc		
Longbow	15 gc		
Crossbow	25 gc		
Pistol	15 gc (30 for a brace)		
Duelling Pistol	25 gc (50 for a brace)		
Blunderbuss	30 gc		
Handgun	35 gc		
Hunting Rifle	200 gc		



Heroes

Mercenary Captain

Cost 60 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Mercenary Captain	4	4	4	3	3	1	4	1	8
Middenheim Captain	4	4	4	4	3	1	4	1	8

Weapons/Armour May choose from the Mercenary Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Speed

Special Rules **Leader:** Any warband member within 6" (12" for *Reikland*) of the Mercenary Captain may use her Leadership characteristic when taking any Leadership tests.

Champions

Cost 35 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Mercenary Equipment list.

Skill Lists Combat, Shooting, Strength, Speed

Middenheim: Combat, Strength, Speed

Youngbloods

Cost 15 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Youngblood	4	2	2	3	3	1	3	1	6

Weapons/Armour May choose from the Mercenary Equipment list.

Skill Lists Combat, Shooting

Middenheim: Combat, Strength, Speed

Henchmen (in groups of 1-5)

Warriors

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Mercenary Equipment list.

Marksman

Cost 25 Gold Crowns to hire

Quantity 0 - 7

Experience 0 xp

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

Weapons/Armour May choose from the Marksman Equipment list.

Swordsmen

Cost 35 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

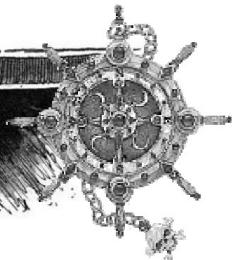
Profile	M	WS	BS	S	T	W	I	A	Ld
Swordsman	4	4	3	3	3	1	3	1	7

Weapons/Armour May choose from the Mercenary Equipment list.

Special Rules Expert Swordsmen: See the respective Combat skill.



Norse Explorers



Maximum Warband Size: 15

Norse Explorers Special Rules

Seafaring

All Norse warriors get +2 to Strength, when they row a boat.

Norse Explorers Special Skills

Barbarian Courage

This hero never needs to take all alone tests and may re-roll failed fear tests.

Berserk Charge

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

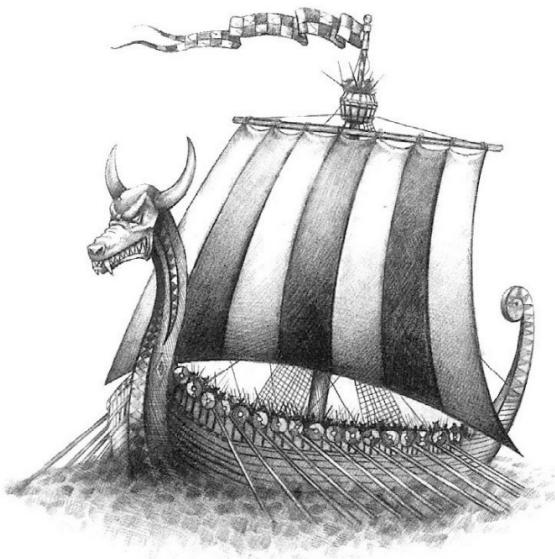
Only a hero with the leader skill may gain this skill. It allows models within 12" of him to use his leadership, rather than the normal 6".

Shield Master

When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

Crushing Blow

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.



Norse Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club, Mace, Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Flail	15 gc		
Double-handed Weapon	15 gc		

Missile Weapons

Throwing Axes	15 gc
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Norse Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club, Mace, Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		
Double-handed Weapon	15 gc		

Missile Weapons

Throwing Axes	15 gc
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Norse Hunters Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Club, Mace, Hammer	3 gc	Helmet	10 gc
Axe	5 gc		
Sword	10 gc		
Spear	10 gc		
Double-handed Weapon	15 gc		

Missile Weapons

Javelins	5 gc
Bow	10 gc



Heroes

Jarl

Cost 70 Gold Crowns to hire

Quantity 1

Experience 20 xp

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

Weapons/Armour May choose from the Norse Heroes Equipment list.

Skill Lists Combat, Speed, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Berserkers

Cost 50 Gold Crowns to hire

Quantity 0 - 2

Experience 11 xp

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

Weapons/Armour May choose from the Norse Heroes Equipment list.

Skill Lists Combat, Strength, Special

Special Rules **Frenzy:** See the respective rule in the *Leadership & Psychology* section.

Wulfen

Cost 90 Gold Crowns to hire

Quantity 0 - 1

Experience 11 xp



Profile	M	WS	BS	S	T	W	I	A	Ld
Wulfen	6	4	0	4	4	1	4	2	7

Weapons/Armour -

Skill Lists Combat, Speed, Special

Special Rules **Fearsome:** See the respective Strength skill.

Immune to Psychology: Wulfen automatically pass any Leadership-based test they are required to take.

Bestial: Wulfen may never become the leader of the warband.

Heroes

Bondsmen

Cost 15 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Bondsman 4 3 2 3 3 1 2 1 6

Weapons/Armour May choose from the Norse Heroes Equipment list.

Skill Lists Combat, Speed, Special

Henchmen (in groups of 1 - 5)

Marauders

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Norse Henchmen Equipment list.

Hunters

Cost 25 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

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

Weapons/Armour May choose from the Norse Hunters Equipment list.

Wolves

Cost 15 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Wolf 9 3 0 3 3 1 3 1 5

Weapons/Armour -

Special Rules *Animals:* Wolves never gain Experience.

Pack Leader: In the event that no Wulfen is included in the warband due to a death or an injury, the wolves cannot be used until the creature is replaced.



Orc Mob

Maximum Warband Size: 20

Black Orc Special Rules

Distasteful Company Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks.

At the start of the Orc player's turn, roll a D6 for each Orc or Goblin Henchman.

Animosity Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!).

On a roll of 1, roll another D6 and consult the following chart to see what happens:

D6	Effect
1	Check the following conditions in the order below
	The closest friendly model is a Hero The warrior behaves as if a 2-5 had been rolled.
	The closest friendly Henchman/ Hired Sword is in charge range Immediately charge and fight a round of hand-to-hand combat against the target. At the end of this round of combat, the models will immediately move 1" apart and
	The warrior has a missile weapon and the closest friendly Henchman/ Hired Sword is in weapons range Immediately takes a shot at the target. Afterwards the warrior behaves as if a 2-5 had been rolled.
	None of the above The warrior behaves as if a 2-5 had been rolled.
2 - 5	The warrior may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.
6	This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.



Orc Special Skills

Well 'ard	The Orc gains +1 to his armour save.
'Ard Ead	The Orc gains a special 3+ save to avoid being stunned . If the save is made, treat a stunned result as knocked down instead. If the Orc also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
Waaagh!	The Orc may add +D3" to his charge range.
'Ere we go!	The model may ignore Fear and Terror tests when charging.
Da Cunnin' Plan	Only the Orc Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not out of action
'Eadbasher	Any knocked down results which the Orc causes in hand-to-hand count as stunned results instead.

Orc Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Choppa (Morning Star)	10 gc		
Spear	10 gc		
Double-handed weapon	15 gc		
Halberd	10 gc		



Missile Weapons

Bow	10 gc
Crossbow	25 gc

Goblin Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Club	3 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		

Missile Weapons

Miscellaneous Equipment			
Short Bow	5 gc	Squig Prodder	15 gc
		Ball & Chain	15 gc
		Mad Cap Mushrooms	25 gc

Heroes

Orc Boss

Cost	80 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Black Orc Boss	4	4	4	4	4	1	3	1	8	

Weapons/Armour May choose from the Orc Equipment list.

Skill Lists Combat, Shooting, Strength, Speed, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Big 'Uns

Cost	40 Gold Crowns to hire									
Quantity	0 - 2									
Experience	15 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Big 'Un	4	4	3	3	4	1	3	1	7	

Weapons/Armour May choose from the Orc Equipment list.

Skill Lists Combat, Shooting, Strength, Special

Orc Shaman

Cost	40 Gold Crowns to hire									
Quantity	0 - 1									
Experience	10 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Orc Shaman	4	3	3	3	4	1	3	1	7	

Weapons/Armour May choose from the Orc Equipment list. They never wear armour.

Skill Lists Strength, Special

Special Rules **Wizard:** Starts with a single spell chosen at random from the *Waaagh! Magic* list.



Henchmen (in groups of 1-5)

Orc Boyz

Cost	25 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Orc Boy	4	3	3	3	4	1	2	1	1	7

Weapons/Armour May choose from the Orc Equipment list.

Special Rules **Animosity:** See the respective Orc Special Rule

Goblin Warriors

Cost	15 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Goblin Warrior	4	2	3	3	3	1	3	1	5	

Weapons/Armour May choose from the Goblin Equipment list.

Special Rules **Animosity:** See the respective Orc Special Rule

Not Orcs: When testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior or Cave Squig taken out of action only counts as half a model. Therefore, a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

Runts: Goblins may gain experience but if they happen to roll 'That Lad's got talent' they are immediately removed from the roster.

Cave Squigs

Cost	15 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Cave Squig	2D6	4	0	4	3	1	4	1	5	

Weapons/Armour -

Special Rules **Movement:** When moving Squigs, roll 2D6 for the distance they move. If they come in contact with enemy models when moving, they count as charging for the following round of close combat.

Minderz: If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, is out of the Orc & Goblin player's control until the end of the game. From that point on, randomize the Squigs movement direction. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal.

Not Orcs: See Goblin Warriors entry for rules.

Animals: Cave Squigs never gain Experience.

Henchmen (in groups of 1-5)

Troll

Cost 200 Gold Crowns to hire + 15 gc (or 2 Goblins/Squigs) Upkeep after each battle

Quantity 0 - 1

Experience 0 xp

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

Weapons/Armour Trolls can never be given weapons or armour.

Special Rules **Fearsome:** See the respective Strength Skill.

Stupidity: See the respective rule in the *Leadership & Psychology* section.

Large Target: Any model may shoot at a Troll, even if it is not the closest target.

Regeneration: Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4+ the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken out of action by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

Dumb Monster: Trolls do not gain experience.

Always Hungry: Trolls requires an upkeep cost. The warband must pay 15 gold crowns after every game in order to keep the Troll. If a warband lacks the gold to pay the upkeep, the Boss has the option to sacrifice 2 Goblins or Cave Squigs instead.

Vomit Attack: Instead of his normal attacks, the Troll can choose to do a single attack with Strength 5 that automatically hits and ignores armour saves.



Ostlander Mercenaries

Maximum Warband Size: 15

Ostlanders Special Rules

Self-Sufficient Ostlander Warbands can never hire any Mercenaries except for Ogres.

Ostlanders Special Skills

Bull Rush When the warrior charges, he may replace his normal attacks for a special attack with a +1 to hit modifier. For this attack, no 'to wound' roll is necessary. Instead, the target is automatically **knocked down** if the attack hits.

Foul Odour All living enemies (not Undead or Possessed) attacking this warrior are at -1 to hit in hand-to-hand combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength.

Taunt During the shooting phase the warrior may choose to taunt one enemy instead of shooting with a missile weapon or casting a spell. The warrior must be able to see the enemy and taunting follows all the LOS rules for shooting (you must taunt the nearest opponent, etc.). The enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the warrior who taunted him.

Animal Friendship Animals will never attack him and up to two War dogs that the warrior owns do not count against the maximum number of models in the Warband.

The Hero gains the **Beast Handler** (War Dogs) skill.

Blood Oath Only a Warband's leader may have this skill, which allows him to re-roll a single Rout test once per game.



Ostlander Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Double-handed Weapon	15 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc		
Spear	10 gc		

Missile Weapons

Pistol	15 gc (30 for a brace)
Bow	10 gc

Ruffians Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light armour	20 gc
Club, Mace, Hammer	3 gc		
Double-handed Weapon	15 gc		
Axe	5 gc		
Sword	10 gc		

Ogre Equipment List

Hand-to-hand Combat Weapons		Armour	
Club, Mace, Hammer	3 gc	Light armour	20 gc
Double-handed Weapon	15 gc		
Axe	5 gc		
Sword	10 gc		

Jaeger Equipment List

Hand-to-hand Combat Weapons		Missile Weapons	
Dagger	1st free / 2 gc	Pistol	15 gc (30 for a Brace)
Axe	5 gc	Double-Barrelled Pistol	30 gc (60 for a Brace)
Sword	10 gc	Bow	10 gc
Spear	10 gc	Handgun	35 gc
Armour		Blunderbuss	30 gc
Light Armour	20 gc	Hunting Rifle	200 gc
Helmet	10 gc	Double-Barrelled Hunting Rifle	300 gc
Shield	5 gc		

Heroes

Elder

Cost 60 Gold Crowns to hire

Quantity 1

Experience 20 xp

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

Weapons/Armour May choose from the Ostlanders Equipment list.

Skill Lists Combat, Shooting, Strength, Speed, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Blood Brother

Cost 35 Gold Crowns to hire

Quantity 0 - 2

Experience 12 xp

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

Weapons/Armour May choose from the Ostlanders Equipment list.

Skill Lists Combat, Strength, Special

Priest of Taal

Cost 45 Gold Crowns to hire

Quantity 0 - 1

Experience 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest of Taal	4	2	3	3	3	1	3	1	7

Weapons/Armour May choose from the Ostlanders Equipment list.

Skill Lists Combat, Academic, Strength, Speed, Special

Special Rules **Pray User:** Starts with a single prayer chosen at random from the *Prayers of Taal* list.

Strictures: Priests of Taal may never wear armour.

Henchmen (in groups of 1-5)

Kin

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Ostlanders Equipment list.

Jaeger

Cost 25 Gold Crowns to hire

Quantity 0 - 7

Experience 0 xp

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

Weapons/Armour May choose from the Jaeger Equipment list.

Ruffians

Cost 25 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Ruffian	4	2	2	3	3	1	2	1	10

Weapons/Armour May choose from the Mercenary Equipment list.

Special Rules **Immune to Psychology:** Ruffians automatically pass any Leadership-based test they are required to take.

No Respect: Ruffians may never become a Warband leader.

Ogre

Cost 160 Gold Crowns to hire

Quantity 0 - 1

Experience 0 xp

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

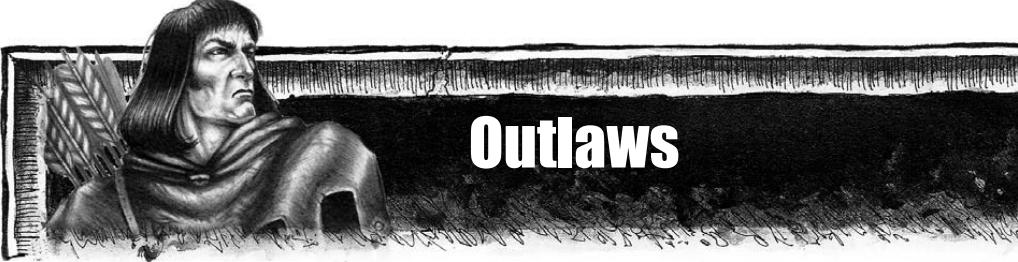
Weapons/Armour May choose from the Ogre Equipment list.

Special Rules **Fearsome:** See the respective Strength Skill.

Skills: When becoming a Hero, the Ogre may only choose the Combat and Strength skill lists.

Large Target: Any model may shoot at an Ogre, even if it is not the closest target.

Slow Witted: Ogres only gain advances at half the rate of everyone else (i.e. they must accrue twice as much experience as normal to get an advance).



Outlaws

Maximum Warband Size: 15

Outlaws Special Rules

Natural Hunters	All warriors must carry a type of bow (not crossbows) as part of their equipment. This means that they may not use other ballistic weaponry.
	The only exception from this rule is the Cleric. Hey may carry a bow but does not have to.
Hired Swords	Outlaws cannot hire Bounty Hunters, Wolf-Priests of Ulric, Norse Shamans or Dark Elf Assassins

Outlaws Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour (Heroes and Marksmen only)	20 gc
Club / Staff / Mace	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc		
Spear	10 gc		
Double-handed Weapon	30 gc		

Missile Weapons		Miscellaneous Equipment	
Short bow	5 gc	Hunting Arrows (Heroes and Marksmen only)	30 gc
Bow	10 gc	Forest Cloak (Heroes and Marksmen only)	50 gc
Longbow (Heroes and Marksmen only)	15 gc		

Heroes

Bandit Leader

Cost 60 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Bandit Leader	4	4	4	3	3	1	4	1	8

Weapons/Armour May choose from the Outlaws Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Speed

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Champions

Cost 35 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Outlaws Equipment list.

Skill Lists Combat, Shooting, Strength

Cleric

Cost 35 Gold Crowns to hire

Quantity 0 - 1

Experience 8 xp

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

Weapons/Armour May choose from the Outlaws Equipment list.

Skill Lists Academic

Special Rules **Prayers:** Starts with a single prayer chosen at random from the *Prayers of Sigmar* list.

Six Heroes only: Can only be taken instead of either a Champion or a Petty Thief.

Petty Thieves

Cost 20 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Petty Thief	4	2	3	3	3	1	3	1	6

Weapons/Armour May choose from the Outlaws Equipment list.

Skill Lists Combat, Shooting, Speed

Henchmen (in groups of 1-5)

Marksman

Cost 25 Gold Crowns to hire

Quantity 0 - 7

Experience 0 xp

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

Weapons/Armour May choose from the Outlaws Equipment list.

Outlaws

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Outlaws Equipment list.





Pirates

Maximum Warband Size: 15

Pirates Special Skills

Sea Shanty Singer

At the start of his Close Combat phase the Pirate can target one opponent in base contact of his choosing. That enemy must pass a Leadership test, or loose 1 Attack that turn. This does not effect Undead or other non-living creatures, such as Possessed.

Sea Legs

If he Falls during a battle, he may ignore the effects of the D3 hits on a roll of 4+ (make a single roll to see if the any of the hits take effect or not). In addition, if he is knocked down or stunned within 1" of a precipice he may re-roll his Initiative test to see if he falls down or not.

Cutlass Master

If the pirate is equipped with a Sword, this skill will give him the additional benefit of also being able to parry successfully if the player rolls equal to number rolled to hit, not just higher as normal. This extra ability only apply if the Pirate is not in the open; i.e., only when in cover or in a building, within 2" of a terrain feature like a wall or tree, etc.

Booming Voice

Once per turn, the Pirate Captain may target any one pirate within 8" who just failed his test to see if he runs away from combat, or to stop running away if he was already fleeing. That pirate may then re-roll the test. This can only be done if the Captain is on his feet, but not if the Captain is in close combat himself.

Hardy Constitution

During the battle, the pirate may ignore any Critical Hits on a roll of 5+ (the wound is treated as normal if the roll is successful). If the roll is failed, the Critical Hit is worked out as normal.

Swashbuckler

The pirate may make a Leadership Test at the end of any Hand-to-Hand phase (pirate's or enemy's turn) if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (he may not run or charge), without the enemy striking any blows on him. If he fails the test he remains in combat and must fight as normal in the following turn.



Pirates Special Rules

Succession	If the Captain is killed, one of the Mates will take over in the same manner as a Champion taking over for a Mercenary warband.
Pirate warbands can 'recruit' new members to join the warband. Only humans can be recruited in this manner! The following special rules apply to certain situations in Mordheim game play	
Kidnapped!	Enemy human Heroes who after the game rolled up the Captured result (D66 rolls of 61 or 62) can be 'offered' one opportunity to join the pirate crew. As an alternative to exchanging/ransoming the captured Hero back to their original Warband (or selling him to slavers), the Pirate Captain can instead add the captured enemy to the ship's crew as follows. Both players roll 2D6, with the Pirate player adding the Captain's Leadership and the enemy player adding the Leadership of the captured Hero. If either side won that game, it may add +1 to its score.
If the Pirate player's result is higher, the Hero joins the Crew, either starting a new Crew group or joining an existing one if it has four models or less. There is no extra cost to add him to a group which has accumulated experience points, and any equipment or weapons he had are immediately sold off to buy him the proper weapons and armour to match his new unit in an even swap. His skills and characteristics are changed to those of a starting Crewman, or to match those of his new crewmates if joining an existing group.	
Otherwise, the Hero has resisted and is forced to become a Swabbie (see Swabbies below). He is stripped of his equipment and weapons; these are handed out as the player desires. He does retain any skills and keeps his original characteristics, but can only be re-armed with the weapons listed in the Swabbie equipment list.	
Swabbies	Enemy human Henchmen taken out of action during the game and then lost from their original Warband for good (a 1-2 was rolled for them post-game) also have a chance of joining up too! Roll another D6 for each: on a roll of 4+, the Pirates manage to drag them away and patch them up on the ship. The Pirate player can then test to see if they will join exactly as above, by both players rolling 2D6 and adding it to the Captain's and the Henchman's Leadership. This test can only be done if the Pirates win the game, so the Pirate player will always get a +1 to his roll.
Hired Swords and Special Characters are too skilled to be taken off in this manner, and can never be recruited.	
If the Pirates encounter Stragglers (result 44) or Prisoners (result 333) when Searching, there is a chance they may sign up to sail under the Jolly Roger. Either of these options may be used instead of the regular options listed for these situations:	
If a Straggler is found, the Captain can try to convince him to join the crew by making a successful Leadership test. If passed, the Straggler joins as a Swabbie.	
If Prisoners are found, roll a D3 to determine how many are rescued. If the Captain passes a Leadership test (he must make a separate test for each one), the Prisoner eagerly joins his rescuers as a member of the Crew, either starting a new Crew group or joining an existing one if it has four models or less. If he is starting a new Crew group, he will start at the normal characteristics levels for a normal Crew member and at Zero Experience. There is no extra cost to add him to an existing group which has accumulated experience points, and his skills and characteristics match those of his new crewmates. The player must pay though to equip and arm the new Crewman as per his new unit. If the player cannot pay, the prisoner must join as a Swabbie. If the test is failed, the Prisoner is added as a Swabbie.	
In one-off games, a Pirate Warband starts with two Swabbies for free.	
Swords for Hire	Unless noted otherwise, Pirate Warbands have the same access to Hired Swords & any other items as for a regular human Mercenary Warband, and follow all the normal rules for them as well. They must however pay an additional +20 gc in upkeep if they have both Dwarfs and Elves together in the same warband (the ship is only so big, and the confines make them more irritable than usual!).

Pirates Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Toughened Leathers	7 gc
Club, Mace, Hammer	3 gc	Buckler	5 gc
Axe	5 gc	Helmet	10 gc
Cutlass (Sword)	10 gc	Light Armour	20 gc
Boat Hook	8 gc		
Cat O'Nine Tails (Hero Only)	8 gc		
Double-handed Weapon	15 gc		



Missile Weapons

Belaying Pin	3 gc
Pistol	15 gc (Brace 60 gc)
Crossbow	25 gc
Dueling Pistol	30 gc (Brace 60 gc)

Swabbies Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Toughened Leathers	7 gc
Club, Mace, Hammer	3 gc	Buckler	5 gc
Axe	5 gc		
Cutlass (Sword)	10 gc	Missile Weapons	
Boat Hook	8 gc	Belaying Pin	
Double-handed Weapon	15 gc	Bow	

Gunners Equipment List

Hand-to-hand Combat Weapons		Missile Weapons	
Dagger	1st free / 2 gc	Pistol	15 gc (Brace 60 gc)
Club, Mace, Hammer	3 gc	Dueling Pistol	30 gc (Brace 60 gc)
Axe	5 gc	Blunderbuss	30 gc
Cutlass (Sword)	10 gc	Handgun	35 gc
		Swivel Gun (one per Warband)	65 gc
Armour		- Ball Shot	5 gc
Toughened Leathers	7 gc	- Chain Shot	2 gc
Helmet	10 gc	- Grape Shot	2 gc
Light Armour	20 gc		

Heroes

Pirate Captain

Cost	70 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pirate Captain	4	4	3	3	3	1	4	2	8	
Weapons/Armour	May choose from the Pirates Equipment list.									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section.									

Mates

Cost	35 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mate	4	4	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Pirates Equipment list.									
Skill Lists	Combat, Shooting, Strength, Special									

Cabin Boys

Cost	15 Gold Crowns to hire									
Quantity	0 - 2									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Cabin Boy	4	2	2	3	3	1	3	1	6	
Weapons/Armour	May choose from the Pirates Equipment list.									
Skill Lists	Combat, Shooting, Speed, Special									



Henchmen (in groups of 1-5)

Crew

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Pirates Equipment list.

Gunners

Cost 25 Gold Crowns to hire

Quantity 0 - 7

Experience 0 xp

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

Weapons/Armour May choose from the Gunners Equipment list.

Special Rules **Swivel Guns is Dangerous, Matey!** If a Pirate Warband includes a Swivel Gun, the Gunner wielding it will always be considered an individual and can never have anyone else with him. Since a Pirate Warband may only have one Swivel Gun, if a Gunner is equipped with one then he must either be a new Gunner, or split from an existing unit. If the latter, he retains all Experience and Skills he had previously.

Boatswain

Cost 32 Gold Crowns to hire

Quantity 0 - 5

Experience 0 xp

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

Weapons/Armour Boatswains start with a Rope & Hook and may otherwise choose from the Pirates Equipment list.

Note: They can never sell off or give away their Rope & Hook.

Special Rules **Expert Riggers:** Boatswains are highly trained in using their ropes, as they are the ones who maintain the complex network of rigging throughout the ship. They may re-roll failed Initiative tests Leaping over Gaps, Jumping Down, and performing a Diving Charge, as well as the normal test for Climbing Up or Down that a Rope allows.

Henchmen (in groups of 1-5)

Swabbies

Cost Special Recruitment Rules (see above)

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Swabby	4	2	2	3	3	1	3	1	6

Weapons/Armour May choose from the Pirates Equipment list.

Special Rules **Not Hired:** Swabbies are not hired, they follow the special ‘recruitment’ rules above.

Never Gain Experience: Swabbies never gain experience in games.

Rabble: Swabbies do not need to be armed all the same. Each may be given different equipment, but only items listed in the Swabbie equipment list. Swabbies can never use magic, or cast spells of any sort, no matter their original background or abilities.

‘Blimey, they got away!>: If the Pirate Warband itself Routs, any Swabbies who have already left the table in previous turns are remove them from your warband roster as if they had been killed.

‘Don’t mind them mates, they ain’t true pirates!>: Any Swabbies who are running away or have been taken out of action do not count towards the limit for a rout test.



Pit Fighters

Maximum Warband Size: 15

Pit Fighter Special Rules

Hired Swords

Pit Fighters may hire all Hired Swords available except for the Elf Ranger.

Free the Slaves!

Pit Fighters will never sell their captured opponents to the slavers.

Pit Fighters who capture an opponent may decide to let him fight in the pits. The Pit Fighter warband may decide to send in one of their own fighters to fight the captive.

If the Pit Fighter wins he gains +2 Experience, the warband gets all the captive's armour and weapons +50 gc.

If the Pit Fighter loses then roll to see whether he is dead or injured as normal (ignore all following results: Robbed, Captured, Hardened, Sold to the Pits and Survives against the Odds), he will not lose his armour or weapons, the captive will get the 50gc and the +2 Experience when he wins.

If the captive wins, the audience decides whether he gains his freedom. Roll a D6 on a 4+ the audience raise their thumbs and he is free. A 1-3 means he remains the Pit Fighters captive and may be fielded in the pits after future games.

Unlike other warbands that May choose which weapons and armour to equip their warriors with, Pit Fighters have to chose a specific fighting style which dictates their weapons and armour configuration.

This is with the exception of Trollslayers and Ogres that May choose from a limited selection of equipment.

The fighting style does not restrict Heroes from using items not on their list if they learn the appropriate skills.

Pit Fighters May choose to change their fighting style at any stage by either swapping with another warrior in the warband or by simply buying a new style (or the separate components). Pit Fighter warbands also differ from other warbands in that a Henchman group may contain a mix of several different fighting styles and does not have to equip all of its warriors in the same manner.

Fighting Styles

Pit Fighter Equipment List

Fighting Styles

Dagger, Axe, Shield, Helmet	20 gc	Dagger, Double-handed Weapon, Light Armour, Helmet	45 gc
Dagger, Spiked Gauntlet, Sword, Helmet	35 gc	Dagger, Flail, Shield, Light Armour, Helmet	50 gc

Pursuer Equipment List

Fighting Styles

Dagger, Trident or Javelins, Net or Buckler, Helmet	25 gc	Dagger, 2 Swords or Spear & Net, Helmet	30 gc
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Ogre & Troll Slayer Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Helmet (Ogre Only)	10 gc
Mace / Hammer	3 gc	Light Armour (Ogre Only)	20 gc
Axe	5 gc		
Sword	10 gc		
Flail	15 gc		
Spiked Gauntlet	15 gc		
Dwarf Axe (Troll Slayer Only)	15 gc		
Gromril Weapon (Troll Slayer Only)	3x the cost		

Pit Fighter Special Skills

Bulging Biceps	The Pit Fighter may ignore the <i>Heavy</i> rule for all weapons.
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Force of Will	When the Pit Fighter loses his last wound and is taken Out-of-Action, he must make a Toughness test, each following round he has to roll again on his toughness but then with a -1 modifier for each subsequent round. If he succeeds he gets up and may continue to fight, when he gets taken Out-of-Action a second time he'll be removed as normal.
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Arms Master	The Pit Fighter may ignore the Difficult to use rule for all weapons.
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Body Slam	Instead of making a normal charge, the Pit Fighter may make a single attack resolved as following: +1Str, +1 to Hit, no weapon bonuses or abilities. Critical hit on a 5+.
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Grizzled Veteran	The Pit Fighter is Immune to Psychology from now on.
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Troll Slayer Special Skills

Ferocious Charge	The Slayer doubles his attacks on the turn he charges and does not suffer a -1 'to hit' penalty on that turn.
Monster Slayer	The Slayer always wounds any opponent on a roll of 4+ or better, regardless of Toughness.
Berserker	The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges.
True Grit	When rolling on the Injury Table for this Dwarf, a roll of 1-3 is treated as <i>Knocked Down</i> , 4- 5 as <i>Stunned</i> and 6 as <i>Out of Action</i> .
Master of Blades	When using a weapon that has a Parry special rule, this Dwarf parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one.
Thick Skull	The Dwarf gains a special 3+ save to avoid being <i>Stunned</i> . If the save is made, treat a <i>Stunned</i> result as <i>Knocked down</i> instead. If the Dwarf also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
Extra Tough	The Dwarf may re-roll on the Heroes Serious Injury chart after being taken <i>out of action</i> .
Ressource Hunter	When rolling on the exploration chart at the end of a game, the Dwarf may modify one die roll by +/-1.



Heroes

Pit King

Cost 80 Gold Crowns to hire

Quantity 1

Experience 20 xp

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

Weapons/Armour May choose from the Pit Fighter Equipment list.

Skill Lists Combat, Strength, Speed, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Pit Fighter: See the respective Strength skill.

Dwarf Troll Slayer

Cost 50 Gold Crowns to hire

Quantity 0 - 1

Experience 8 xp

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

Weapons/Armour May choose from the Troll Slayer Equipment list.

Skill Lists Combat, Strength, Special

Pit Fighter: See the respective Strength skill.

Immune to Psychology: Troll Slayers automatically pass any Leadership-based test they are required to take.

Grudgebearers: If the Pit Fighters ever hire any kind of Elven Hired Sword, he will leave the Warband immediately!

Slayer Skills: Troll Slayers may choose from the Troll Slayer Special Skills table.

Hard Head: Dwarves ignore the special rule Concussion (from Maces, Clubs etc.)

Hard to Kill: When rolling on the injury chart for a Dwarf, treat a roll of 1-2 as *Knocked Down*, 3-5 as *Stunned*, and 6 as *Out of Action*.

Pit Veterans

Cost 35 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

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

Weapons/Armour May choose from the Pit Fighter Equipment list.

Skill Lists Combat, Strength, Speed, Special

Pit Fighter: See the respective Strength skill.

Henchmen (in groups of 1-5)

Pit Fighters

Cost	35 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pit Fighter	4	4	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Pit Fighter Equipment list.									
Special Rules	Pit Fighter: See the respective Strength skill.									

Pursuers

Cost	25 Gold Crowns to hire									
Quantity	0 - 7									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pursuer	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Pursuers Equipment list.									
Special Rules	Pit Fighter: See the respective Strength skill. Evade: When an enemy charges a Pursuer he may choose to try and evade. On a successful Initiative test it is considered a failed charge and the normal rules apply.									

Ogre Pit Fighter

Cost	165 Gold Crowns to hire									
Quantity	0 - 1									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Ogre	6	3	2	4	4	3	3	2	7	
Weapons/Armour	May choose from the Ogre Equipment list.									
Special Rules	Pit Fighter: See the respective Strength skill. Fearsome: See the respective Strength Skill. Skills: When becoming a Hero, the Ogre may only choose the Combat and Strength skill lists. Large Target: Any model may shoot at an Ogre, even if it is not the closest target. Slow Witted: Ogres only gain advances at half the rate of everyone else (i.e. they must accrue twice as much experience as normal to get an advance).									



Shadow Warriors

Maximum Warband Size: 12

Shadow Warriors Special Rules

Kindred Hatred	Shadow Warriors are subject to Hatred of all Dark Elves (including Hired Swords).
Excellent Sight	All elves can spot Hidden enemies from twice as far away (i.e. twice their Initiative value).
Distaste for Poison	Warriors in a Shadow Warrior Warband may not use poisons of any type.
Unforgiving	In multiplayer games, a Shadow Warrior warband may never forge an alliance with any Warband of a Chaotic nature (Possessed, Skaven, Beastmen, Dark Elves, etc.).
Tolerant	A Shadow Warrior Warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc.). They also shun the company of anyone specializing in the use of poison (so no Assassins).

Shadow Warriors Special Skills

Master of Runes	When using Elven Runestones, the mage is +1 to his Dispel roll. In addition, the Mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the warband may re-roll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by Shadow Weavers .
Powerful build	An Elf with this skill may choose skills from the Strength table. The Shadow Weavers may never take this skill and no more than two warriors in the warband may take this skill at any one time.
See in Shadows	As long as he has movement to reach them, the Elf may always roll to charge opponents he cannot see (instead of the normal 4").
Infiltration	An Elf with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate roll a D6 for each and the lowest roll sets up first.
Sniper	If Hidden, an Elf with this skill may shoot or cast spells and still remain Hidden. If the target is not immediately taken out of action by the Sniper, they get to test against their Initiative in an attempt to spot him. A successful test means that the Sniper has been spotted and is no longer hidden.

Shadow Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Sword	10 gc	Shield	5 gc
Double-handed weapon	15 gc	Helmet	10 gc
Spear	10 gc	Ithilmar Armour (Shadow Warrior Heroes only)	60 gc
Ithilmar Weapons	2x weapons price		
Missile Weapons		Miscellaneous Equipment	
Bow	10 gc	Standard of Nagarythe (Shadow Warrior Heroes only)	75 gc
Longbow	15 gc	War Horn of Nagarythe (Shadow Warrior Heroes only)	25 gc
Elf Bow	35 gc	Elven Cloak	75 gc
		Elven Wine (Shadow Warrior Heroes only)	30 gc
		Elven Runestones (Shadow Warrior Heroes only)	50 gc



Heroes

Shadow Master

Cost 70 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Shadow Master	5	5	5	3	3	1	6	1	9
Weapons/Armour	May choose from the Shadow Warrior Equipment list.								
Skill Lists	Combat, Shooting, Academic, Speed, Special								
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Hatred (Dark Elves): See the respective rule in the <i>Leadership & Psychology</i> section.								

Shadow Walkers

Cost 45 Gold Crowns to hire

Quantity 0 - 3

Experience 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Shadow Walker	5	5	4	3	3	1	6	1	8
Weapons/Armour	May choose from the Shadow Warrior Equipment list.								
Skill Lists	Combat, Shooting, Speed, Special								
Special Rules	Hatred (Dark Elves): See the respective rule in the <i>Leadership & Psychology</i> section.								

Shadow Weavers

Cost 55 Gold Crowns to hire

Quantity 0 - 1

Experience 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Shadow Weaver	5	4	4	3	3	1	6	1	8
Weapons/Armour	May choose from the Shadow Warrior Equipment list. May not cast spells if wearing armour.								
Skill Lists	Combat, Academic, Speed, Special								
Special Rules	Wizard: Starts with a single spell chosen at random from the <i>Shadow Magic</i> list. Hatred (Dark Elves): See the respective rule in the <i>Leadership & Psychology</i> section.								

Henchmen (in groups of 1-5)

Shadow Warriors

Cost 35 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Shadow Warriors Equipment list.

Shadow Warrior Novices

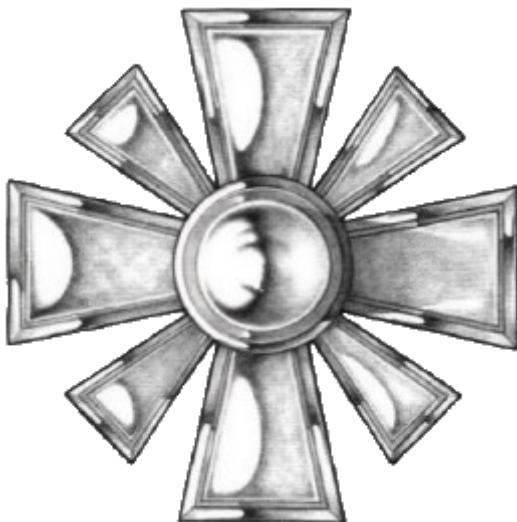
Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Novice	5	3	3	3	3	1	5	1	7

Weapons/Armour May choose from the Shadow Warriors Equipment list.





The Sisters of Sigmar

Maximum Warband Size: 15

Sisters of Sigmar Special Skills

Sign of Sigmar	Possessed or Undead opponents lose their first attack against the Priestess in the first round of hand-to-hand combat (down to a minimum of 1).
Righteous Fury	The model is subject to Hatred against all Skaven, Undead or Possessed warbands and all models in them.
Protection of Sigmar	Any spell which would affect her is nullified on a D6 roll of 4+. Note that if the spell is nullified it will not affect any other models either.
Absolute Faith	The Sister may re-roll any Fear tests and does not have to test if she is fighting alone against several opponents.
Utter Determination	Only the Matriarch may have this skill, which allows her to re-roll any failed Rout tests.

Sisters of Sigmar Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace	3 gc	Heavy Armour	50 gc
Hammer	3 gc	Shield	5 gc
Sigmarite Warhammer	15 gc	Buckler	5 gc
Flail	15 gc	Helmet	10 gc
Steel Whip	10 gc		
Double-handed Weapon	15 gc		

Missile Weapons		Miscellaneous Equipment (Heroines only)	
Sling	2 gc	Holy Tome	120 gc
		Blessed water	10 gc
		Holy relic	15 gc

Heroes

Sigmarite Matriarch

Cost 70 Gold Crowns (dowry to the temple)

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Sigmarite Matriarch	4	4	4	3	3	1	4	1	8

Weapons/Armour May choose from the Sisters of Sigmar Equipment list.

Skill Lists Combat, Academic, Strength, Speed, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Pray User: Starts with a single prayer chosen at random from the *Prayers of Sigmar* list.

Sister superior

Cost 35 Gold Crowns (dowry to the temple)

Quantity 0 - 3

Experience 8 xp

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

Weapons/Armour May choose from the Sisters of Sigmar Equipment list.

Skill Lists Combat, Academic, Strength, Speed, Special



Augur

Cost 25 Gold Crowns (dowry to the temple)

Quantity 0 - 1

Experience 0 xp

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

Weapons/Armour May choose from the Sisters of Sigmar Equipment list. They never wear armour.

Skill Lists Academic, Speed, Special

Special Rules **Blessed Sight:** An Augur can re-roll any failed characteristic tests (climbing, resisting spells or any other reason), and any rolls to hit in close combat or shooting. You must accept the second result. In addition, an Augur can use her Blessed Sight to help the Sisterhood when they are searching the city for wyrdstone. If the Augur is not put out of action in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

Henchmen (in groups of 1-5)

Sigmarite Sisters

Cost 25 Gold Crowns (dowry to the temple)

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Sisters of Sigmar Equipment list.

Novices

Cost 15 Gold Crowns (dowry to the temple)

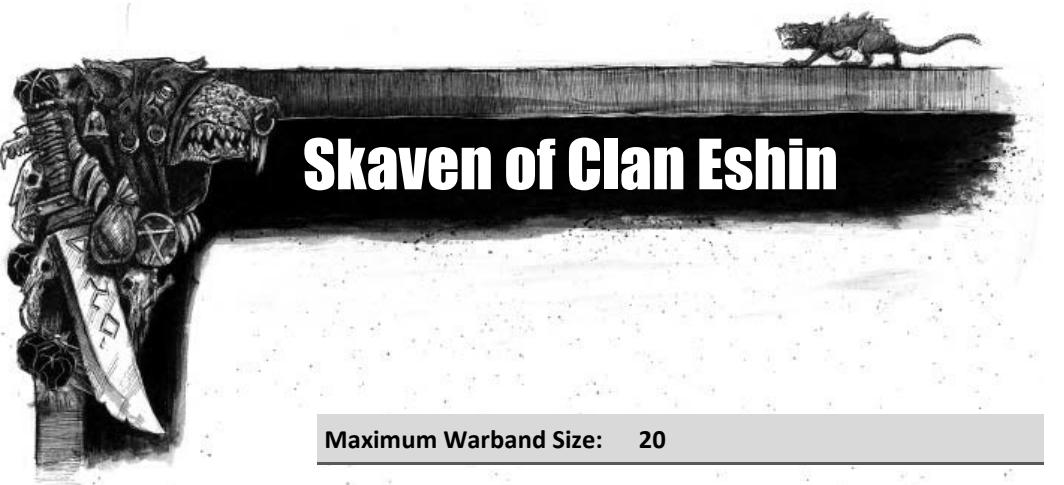
Quantity 0 - 10

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Novice	4	2	2	3	3	1	3	1	6

Weapons/Armour May choose from the Sisters of Sigmar Equipment list.





Skaven of Clan Eshin

Maximum Warband Size: 20

Skaven Special Skills

Black Hunger

The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

Art of Silent Death

In hand-to-hand combat the Skaven can fight with his bare paws without any penalties and counts as having two weapons (i.e. +1 attack).

Infiltration

A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate roll a D6 for each and the lowest roll sets up first.

Tail Fighting

The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

Wall Runner

The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces.



Skaven Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20gc
Sword	10 gc	Buckler	5gc
Flail	15 gc	Helmet	10gc
Spear	10 gc		
Halberd	10 gc		
Weeping Blades	50 gc		
Fighting Claws	35 gc		

Missile Weapons

Sling	2 gc
Throwing Stars	15 gc
Blowpipe	25 gc
Warlock Pistol	35gc (70 for a brace)

Skaven Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc		

Missile Weapons

Sling	2 gc
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Heroes

Assassin Adept

Cost	60 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Assassin Adept	6	4	4	4	3	1	5	1	7	
Weapons/Armour	May choose from the Skaven Heroes Equipment list.									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Perfect Killer: An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).									

Eshin Sorcerer

Cost	35 Gold Crowns to hire									
Quantity	0 - 1									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Eshin Sorcerer	5	3	3	3	3	1	4	1	6	
Weapons/Armour	May choose from the Skaven Heroes Equipment list. May not cast spells if wearing armour.									
Skill Lists	Academic, Speed, Special									
Special Rules	Wizard: Starts with a single spell chosen at random from the <i>Magic of the Horned Rat</i> list.									

Black Skavens

Cost	40 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Black Skaven	6	4	3	4	3	1	5	1	6	
Weapons/Armour	May choose from the Skaven Heroes Equipment list.									
Skill Lists	Combat, Shooting, Strength, Speed, Special									



Heroes

Night Runners



Cost 20 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Night Runner 6 2 3 3 3 1 4 1 1

Weapons/Armour May choose from the Skaven Henchmen Equipment list.

Skill Lists Combat, Shooting, Special

Henchmen (in groups of 1 - 5)

Verminkins

Cost 20 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Skaven Henchmen Equipment list.

Giant Rats

Cost 15 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Giant Rat 6 2 0 3 3 1 4 1 1

Weapons/Armour -

Special Rules Animals: Giant Rats never gain Experience.

Rat Ogre

Cost 210 Gold Crowns to hire

Quantity 0 - 1

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Rat Ogre 6 3 3 5 5 3 4 3 4

Weapons/Armour -

Special Rules Fearsome: See the respective Strength skill.

Animal: Rat Ogres never gain Experience.

Stupidity: Rat Ogres are subject to **Stupidity** unless a Skaven Hero is within 6" of it.

Large Target: Any model may shoot at a Rat Ogre, even if it is not the closest target.



Skaven of Clan Pestilens

Maximum Warband Size: 15

Clan Pestilens Special Skills

Black Hunger	The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.
Censer Bearer	Only a Clan Pestilens member with the Black Hunger special skill may choose the Censer Bearer special skill. A Clan Pestilens member with this skill is called Censer Bearer. He gains the special rule Frenzy and the only weapon he may use in close combat is a censer.
Rotten Body	A Clan Pestilens member with this skill is Immune to Poison and, if taken out of combat because of a failed test for wielding a censer, he will not have to roll for injuries at the end of the battle, recovering automatically.
Contagious	Only a Clan Pestilens member with the Rotten Body special skill may choose the Contagious special skill. A model who inflicts an injury in close combat that send the contagious member of the Clan Pestilens out of combat must take a Toughness test. Roll a D6. If the result test is failed, he will suffer an automatic wound. A result of 6 always inflicts a wound. Models of undead and possessed never take this test.
Ignore Pain	Only a Clan Pestilens member with the Resilient strength skill may choose the Ignore Pain special skill. A Clan Pestilens member with this skill treats " stunned " injuries as " knocked down ".



Clan Pestilens Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Flail	15 gc		
Spear	10 gc		
Halberd	10 gc		
Disease Dagger	15 gc		
Censer	40 gc		
Missile Weapons			
Sling	2 gc		

Clan Pestilens Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc		
Missile Weapons			
Sling	2 gc		



Heroes

Plague Priest

Cost 85 Gold Crowns to hire

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin Adept	5	4	4	4	4	1	5	1	7

Weapons/Armour May choose from the Clan Pestilens Heroes Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Speed, Special

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Pestilens Sorcerer

Cost 45 Gold Crowns to hire

Quantity 0 - 1

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Pestilens Sorcerer	5	3	3	3	3	1	4	1	6

Weapons/Armour May choose from the Heroes Equipment list. May not cast spells if wearing armour.

Skill Lists Academic, Speed, Special

Special Rules **Wizard:** Starts with a single spell chosen at random from the *Magic of the Horned Rat* list.

Plague Monks

Cost 45 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Plague Monk	5	4	3	3	4	1	5	1	6

Weapons/Armour May choose from the Clan Pestilens Heroes Equipment list.

Skill Lists Combat, Shooting, Strength, Speed, Special

Monk Initiates

Cost 20 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

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

Weapons/Armour May choose from the Clan Pestilens Heroes Equipment list.

Skill Lists Combat, Shooting, Speed, Special

Henchmen (in groups of 1-5)

Plague Novices

Cost 20 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Clan Pestilens Henchmen Equipment list.

Giant Rats

Cost 15 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	2	0	3	3	1	4	1	4

Weapons/Armour -

Special Rules Animals: Giant Rats never gain Experience.

Rat Ogre

Cost 210 Gold Crowns to hire

Quantity 0 - 1

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Rat Ogre	6	3	3	5	5	3	4	3	4

Weapons/Armour -

Special Rules Fearsome: See the respective Strength skill.

Animal: Rat Ogres never gain Experience.

Stupidity: Rat Ogres are subject to **Stupidity** unless a Skaven Hero is within 6" of it.

Large Target: Any model may shoot at a Rat Ogre, even if it is not the closest target.





Tilean Mercenaries

Maximum Warband Size: 15



Tilean Mercenaries Special Rules

Choose one of the factions below for your Tilean Mercenary Warband:

Miragleans	Miraglean Heroes gain +1 to hit when using a Crossbow. All Marksmen add +1 to their Ballistic Skill. All warband members are subject to <i>Hatred against Skaven</i> .
Remasens	The Remasens Captains, Champions and Youngbloods start with +1 Leadership. The warband may re-roll any failed rout test when fighting against <i>Dark Elves</i> .
Trantios	The warband starts with an extra 100 gc when its created (or +20% for one-off games).

Tilean Equipment List

Hand-to-hand Combat Weapons	Armour
Dagger	1st free / 2 gc
Mace / Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc
Halberd	10 gc
Morning Star	15 gc
Pike	12 gc
Rapier	15 gc

Missile Weapons

Bow	10 gc
Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Duelling Pistol	25 gc (50 for a brace)



Marksmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Helmet	10 gc
Axe	5 gc		
Sword	10 gc		
Missile Weapons			
Longbow	15 gc		
Crossbow	25 gc		
Pistol	15 gc (30 for a brace)		
Duelling Pistol	25 gc (50 for a brace)		
Handgun	35 gc		
Hunting Rifle	200 gc		



Heroes

Tilean Mercenary Captain

Cost 60 Gold Crowns to hire

Quantity 1

Experience 20 xp



Profile	M	WS	BS	S	T	W	I	A	Ld
Captain	4	4	4	3	3	1	4	2	8
Remasens Captain	4	4	4	3	3	1	4	2	9

Weapons/Armour May choose from the Tilean Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Speed

Special Rules Leader: See the respective rule in the *Leadership & Psychology* section.

Deadly Marksman: Gain +1 to hit when shooting a crossbow. (*Miraglean Captain Only*)

Hatred (Skaven): See the respective rule in the *Leadership & Psychology* section. (*Miraglean Captain Only*)

Champions

Cost 35 Gold Crowns to hire

Quantity 0 - 2

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Champion	4	4	3	3	3	1	4	1	7
Remasens Champion	4	4	3	3	3	1	4	1	8

Weapons/Armour May choose from the Tilean Equipment list.

Skill Lists Combat, Shooting, Speed / **Remasens:** Combat, Academic, Strength

Special Rules **Deadly Marksman:** Gain +1 to hit when shooting a crossbow. (*Miraglean Champion Only*)

Hatred (Skaven): See the respective rule in the *Leadership & Psychology* section. (*Miraglean Champion Only*)

Youngbloods

Cost 15 Gold Crowns to hire

Quantity 0 - 2

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Youngblood	4	2	2	3	3	1	3	1	6
Remasens Youngblood	4	2	2	3	3	1	3	1	7

Weapons/Armour May choose from the Tilean Equipment list.

Skill Lists Combat, Shooting, Strength / **Remasens:** Combat, Academic, Speed

Special Rules **Deadly Marksman:** Gain +1 to hit when shooting a crossbow. (*Miraglean Youngblood Only*)

Hatred (Skaven): See the respective rule in the *Leadership & Psychology* section. (*Miraglean Youngblood Only*)

Henchmen (in groups of 1-5)

Warriors

Cost 25 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp



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

Weapons/Armour May choose from the Tilean Equipment list.

Special Rules **Hatred (Skaven):** See the respective rule in the *Leadership & Psychology* section.
(Miraglean Warrior Only)

Marksman

Cost 25 Gold Crowns to hire

Quantity 0 - 7

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Marksman	4	3	3	3	3	1	3	1	7
<i>Miraglean Marksman</i>	4	3	4	3	3	1	3	1	7

Weapons/Armour May choose from the Marksman Equipment list.

Special Rules **Hatred (Skaven):** See the respective rule in the *Leadership & Psychology* section.
(Miraglean Marksman Only)

Duellist

Cost 35 Gold Crowns to hire

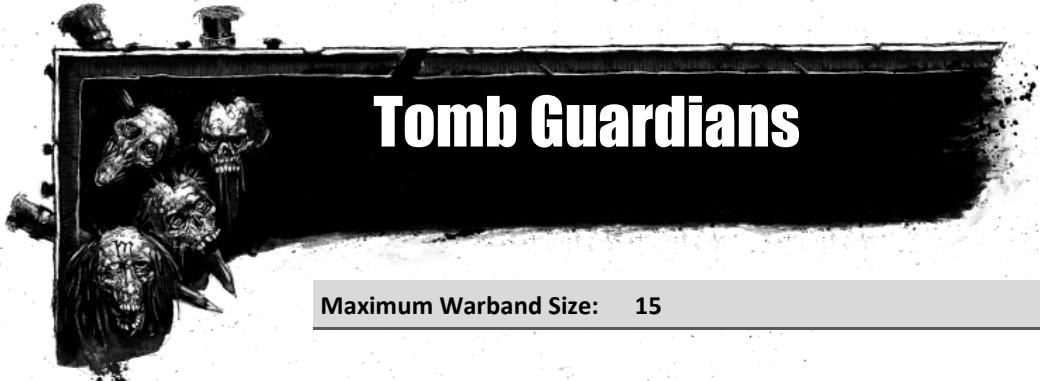
Quantity 0 - 5

Experience 0 xp

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

Weapons/Armour May choose from the Tilean Equipment list.

Special Rules **Cloak & Dagger:** The Duellist counts as using a shield in close combat.
Hatred (Skaven): See the respective rule in the *Leadership & Psychology* section.
(Miraglean Duellist Only)



Tomb Guardians

Maximum Warband Size: 15

Tomb Guardians Special Rules

Do not Drink	Undead models do not need food and water. Hired swords or other living beings that accompany the Mummies follow the water rules as normal.
Home Ground	A Tomb Guardian Warband always rolls one extra dice in the Exploration phase.

Tomb Guardians Equipment List

Hand-to-hand Combat Weapons	Armour		
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace	3 gc	Shield	5 gc
Axe	5 gc		
Sword	10 gc		
Double-handed Weapon	15 gc		
Spear	10 gc		
Flail	15 gc		
Halberd	10 gc		
Morningstar	15 gc		



Missile Weapons

Bow	10 gc
Asp Arrows	10 gc (Tomb Lord only)
Nehekharan Javelin	10 gc (Tomb Lord only)

Liche Priest Equipment List

Hand-to-hand Combat Weapons	
Dagger	1st free / 2 gc
Mace / Staff	3 gc
Sword	10 gc
Morningstar	15 gc
Serpent Staff	30 gc (Liche Priest only)

Heroes

Tomb Lord

Cost 150 Gold Crowns

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Lord	4	4	3	4	5	3	3	2	8

Weapons/Armour May choose from the Tomb Guardians Equipment list.

Skill Lists Combat, Shooting, Strength

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Fearsome: See the respective Strength skill.

Immune to Poison: The Tomb Lord is immune to any kind of poison.

Immune to Psychology: The Tomb Lord automatically passes any Leadership-based test he is required to take.

No Pain: The Tomb Lord treats a *stunned* result on the Injury chart as *knocked down*.

May not run: The Tomb Lord may not run (but may charge as normal).

Flammable: A hit from a fire-based attack will cause double the normal number of wounds against a Tomb Lord.

Liche Priest

Cost 55 Gold Crowns

Quantity 0 - 1

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Liche Priest	4	2	2	3	3	1	3	1	7

Weapons/Armour May choose from the Liche Priests Equipment list. May not cast spells if wearing armour.

Skill Lists Academic

Special Rules **Wizard:** Starts with a single spell chosen at random from the *Mortuary Cult Scrolls* list.

Fearsome: See the respective Strength skill.

Immune to Poison: The Tomb Lord is immune to any kind of poison.

Immune to Psychology: The Tomb Lord automatically passes any Leadership-based test he is required to take.

No Pain: The Tomb Lord treats a *stunned* result on the Injury chart as *knocked down*.

May not run: The Tomb Lord may not run (but may charge as normal).

Heroes

Acolytes

Cost 20 Gold Crowns

Quantity 0 - 2

Experience 0 xp

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

Weapons/Armour May choose from the Liche Priests Equipment list.

Skill Lists Combat, Academic

Special Rules **Fearsome:** See the respective Strength skill.

Immune to Poison: Acolytes are immune to any kind of poison.

Immune to Psychology: The Acolytes automatically pass any Leadership-based test they are required to take.

No Pain: The Acolytes treats a *stunned* result on the Injury chart as *knocked down*.

May not run: The Acolytes may not run (but may charge as normal).

Henchmen (in groups of 1 - 5)

Skeleton Warrior

Cost 20 Gold Crowns

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Tomb Guardians Equipment list.

Special Rules **Fearsome:** See the respective Strength skill.

Immune to Poison: Skeleton Warriors are immune to any kind of poison.

Immune to Psychology: Skeleton Warriors automatically pass any Leadership-based test they are required to take.

No Brain: Skeleton Warriors never gain Experience.

No Pain: Skeleton Warriors treat a *stunned* result on the Injury chart as *knocked down*.

May not run: Skeleton Warriors may not run (but may charge as normal).



Henchmen (in groups of 1-5)

Tomb Guardians

Cost 30 Gold Crowns

Quantity 0 - 2

Experience 0 xp

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

Weapons/Armour May choose from the Tomb Guardians Equipment list.

Special Rules **Fearsome:** See the respective Strength skill.

Immune to Poison: Tomb Guardians are immune to any kind of poison.

Immune to Psychology: Tomb Guardians automatically pass any Leadership-based test they are required to take.

No Brain: Tomb Guardians never gain Experience.

No Pain: Tomb Guardians treat a *stunned* result on the Injury chart as *knocked down*.

May not run: Tomb Guardians may not run (but may charge as normal).

Tomb Scorpions

Cost 15 Gold Crowns

Quantity 0 - 3

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Scorpion	5	2	-	2	2	1	4	1	4

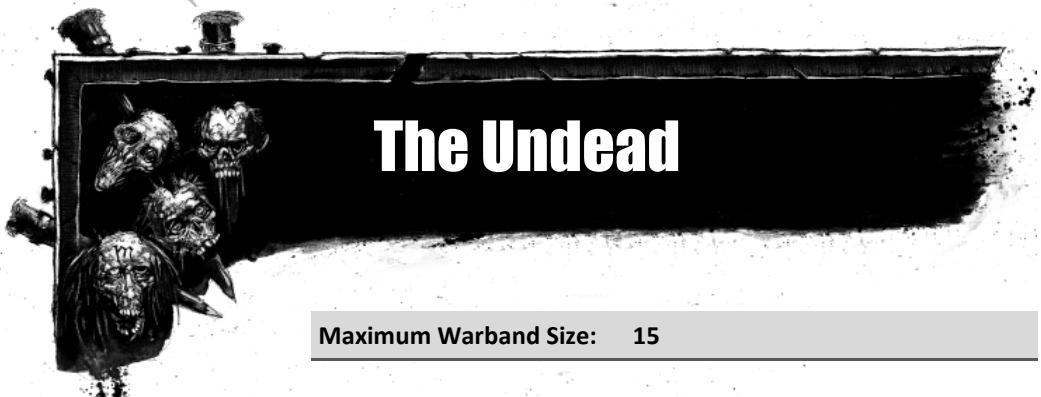
Weapons/Armour -

Special Rules **Animals:** Tomb Scorpions never gain Experience.

Desert Creatures: Tomb Scorpions do not need water.

Scorpions Sting: Tomb Scorpions attacks are treated as if they were using *Black Lotus* poison.





The Undead

Maximum Warband Size: 15

Undead Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace	3 gc	Heavy Armour	50 gc
Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Double-handed Weapon	15 gc		
Spear	10 gc		
Halberd	10 gc		
Missile Weapons			
Bow	10 gc		
Short Bow	5 gc		



Heroes

Vampire

Cost 110 Gold Crowns

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire	6	4	4	4	4	2	5	2	8

Weapons/Armour May choose from the Undead Equipment list.

Skill Lists Combat, Academic, Strength, Speed

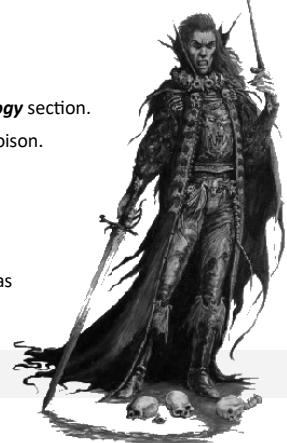
Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Immune to Poison: The Vampire is immune to any kind of poison.

Immune to Psychology: The Vampire automatically passes any Leadership-based test he is required to take.

Fearsome: See the respective Strength skill.

No Pain: Zombies treat a *Stunned* result on the Injury chart as *knocked down*.



Dregs

Cost 20 Gold Crowns

Quantity 0 - 3

Experience 0 xp

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

Weapons/Armour May choose from the Undead Equipment list.

Skill Lists Combat, Strength

Necromancer

Cost 35 Gold Crowns

Quantity 0 - 1

Experience 8 xp

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

Weapons/Armour May choose from the Undead Equipment list.

Skill Lists Academic, Speed

Special Rules **Wizard:** Starts with a single spell chosen at random from the *Necromancy Magic* list.

Henchmen (in groups of 1-5)

Zombies

Cost	15 Gold Crowns									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Zombie	4	2	0	3	3	1	1	1	5	
Weapons/Armour	-									
Special Rules	<p>Fearsome: See the respective Strength skill.</p> <p>Immune to Poison: Zombies are immune to any kind of poison.</p> <p>Immune to Psychology: Zombies automatically pass any Leadership-based test they are required to take.</p> <p>No Brain: Zombies never gain Experience.</p> <p>No Pain: Zombies treat a <i>Stunned</i> result on the Injury chart as <i>knocked down</i>.</p> <p>May not run: Zombies may not run (but may charge as normal).</p>									

Ghouls

Cost	40 Gold Crowns									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Ghoul	4	2	2	3	4	1	3	2	5	
Weapons/Armour	-									
Special Rules	<p>Fearsome: See the respective Strength skill.</p>									

Dire Wolves

Cost	50 Gold Crowns									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dire Wolf	9	3	0	4	3	1	2	1	4	
Weapons/Armour	-									
Special Rules	<p>Fearsome: See the respective Strength skill.</p> <p>Immune to Poison: Dire Wolves are immune to any kind of poison.</p> <p>Immune to Psychology: Dire Wolves automatically pass any Leadership-based test they are required to take.</p> <p>No Brain: Dire Wolves never gain Experience.</p> <p>No Pain: Dire Wolves treat a <i>Stunned</i> result on the Injury chart as <i>knocked down</i>.</p> <p>Charge: Dire Wolves gain +1 Attack during the turn they charge.</p>									

Witch Hunters

Maximum Warband Size: 12

Witch Hunters Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Mace / Hammer	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Light armour	20 gc
Double-handed Weapon	15 gc	Heavy armour	50 gc

Missile Weapons

Pistol	15 gc (30 for a brace)
Crossbow	25 gc
Crossbow Pistol	35 gc

Zealot Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2gc	Light armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Double-handed Weapon	15 gc	Missile Weapons	
Spear	10 gc	Bow	10 gc
		Short Bow	5 gc

Flagellants Equipment List

Hand-to-hand Combat Weapons	
Flail	15 gc
Morning Star	15 gc
Double-Handed Weapon	15 gc

Heroes

Witch Hunter Captain

Cost 60 Gold Crowns

Quantity 1

Experience 20 xp



Profile	M	WS	BS	S	T	W	I	A	Ld
Witch Hunter Captain	4	4	4	3	3	1	4	1	8

Weapons/Armour May choose from the Witch Hunters Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Speed

Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

Hatred (All Spellcasters): See the respective rule in the *Leadership & Psychology* section.

Witch Hunters

Cost 25 Gold Crowns

Quantity 0 - 3

Experience 8 xp

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

Weapons/Armour May choose from the Witch Hunters Equipment list.

Skill Lists Combat, Shooting, Academic, Speed

Special Rules **Hatred (All Spellcasters):** See the respective rule in the *Leadership & Psychology* section.

Warrior Priest

Cost 40 Gold Crowns

Quantity 0 - 1

Experience 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest	4	3	3	3	3	1	3	1	8

Weapons/Armour May choose from the Witch Hunters Equipment list.

Skill Lists Combat, Academic, Strength

Special Rules **Prayers:** Starts with a single prayer chosen at random from the *Prayers of Sigmar* list.

Henchmen (in groups of 1-5)

Zealots

Cost 20 Gold Crowns

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour May choose from the Zealots Equipment list.

Flagellants

Cost 40 Gold Crowns

Quantity 0 - 5

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	3	3	4	4	1	3	1	10

Weapons/Armour May choose from the Flagellants Equipment list.

Special Rules **Immune to Psychology:** Flagellants automatically pass any Leadership-based test they are required to take.

Fanatical: A Flagellant may never become a warband leader.

Warhounds

Cost 15 Gold Crowns

Quantity 0 - 5

Experience 0 xp

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

Weapons/Armour -

Special Rules **Animals:** Warhounds never gain Experience.



Hired Swords

Recruiting Hired Swords

This section introduces Hired Swords – professional mercenaries – to Mordheim campaign games.

A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game. Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone.

However, Hired Swords do count as part of the warband for purposes of Rout tests, etc. whilst in battle.

A player cannot buy extra weapons or equipment for a Hired Sword, and he cannot sell the Hired Sword's weapons or equipment.

To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

Hire fee

When a warband recruits a Hired Sword, you must pay his *hire fee*.

Subsequently, after each battle he fights, including the first, you must pay his *upkeep fee* if you want him to remain with the warband.

These costs are indicated in the entries for each Hired Sword.

The money paid to Hired Swords comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors.

If the Hired Sword is killed, or you no longer require his services, you don't have to pay any upkeep!

If you don't have enough gold to pay for the Hired Sword, or want to spend it on other things, he leaves the warband.

Either way, any experience he has gained will be lost, even if you hire a new Henchman of the same type.

Injuries

If a Hired Sword goes *out of action* during the game, roll for his injuries as you would roll for a Henchman after a battle.

Hired Swords and experience

Hired Swords gain experience in exactly the same way as Henchmen.

Refer to the scenarios to find out how much experience Hired Swords gain after each game.

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

Once the Hired Sword gains enough experience for an advance, roll on the Heroes Advancement table (as opposed to Henchmen) to determine which advance he gains.

Skills available to the Hired Swords are listed under their entries.

Merchant

Cost 20 gold crowns + 10 gold crowns upkeep

May be hired Any good aligned warband

Experience 10 xp

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

Weapons/Armour Scimitar (Sword)

Skill Lists Academic, Merchant Skills

Special Rules **Haggle:** See the respective Academic Skill.

Pawnbroker: The Merchant generates 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: After each battle (if he wasn't taken out of action) the Merchant can visit one of three markets: the Black Market, Foreign Wares and the Fencer, in search of items for the warband. All items purchased there are at their base price (i.e. do not add the random gold modifiers). Roll a D6 on the relevant table to see what items are on offer.

Black Market	
D6	Effect
1	Nothing available
2	Dark Venom or Black Lotus
3	Crimson Shade (D3 doses)
4	Mandrake Root or Madcap Mushrooms (D3 doses)
5	Stiletto (+1 Attack per turn at
6	Blowpipe

Foreign Wares	
D6	Effect
1	Nothing available
2	Venom Ring
3	Lamp of the Djinn or Monkey's Paw
4	Magic Carpet or Tufenk
5	Elven Cloak
6	Cathayan Silks

Fencer*	
D6	Effect
1	Halfling Cook Book
2	Ithilmor Weapon
3	Gromril Weapon
4	Tome of Magic
5	Hunting Rifle or Elven Bow
6	Brace of Duelling Pistols

* All items on the Fencer cost only half price. However roll a D6 after your purchase. On a roll of 1, the item is useless.

Merchant Skills

Stone Cutter

Whenever the warband sells its wyrdstone the, roll a D6 to discover how much additional gold the wyrdstone is worth:

D6	Effect
1 - 2	Lose 2D6 gold crowns
3 - 4	Gain 2D6 gold crowns
5 - 6	Gain 3D6 gold crowns

Guardian

The Merchant has 'acquired' a bodyguard that will always remain within 1" of the Merchant at all times. He may not be used for anything other than to protect the Merchant.

Guardian

Profile	M	WS	BS	S	T	W	I	A	Ld
Merchant Guardian	4	4	2	4	3	1	3	1	8
Weapons/Armour	Sword, Light Armour, Shield and Helmet.								
Skills	-								
Special Rules	Intercept: Any attacks (shooting and close combat) will be directed at the Guardian 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. Fully Advanced: The Guardian does not gain experience								

Bard

Cost 20 gold crowns to hire + 10 gold crowns upkeep

May be hired Mercenaries, Sisters of Sigmar and Witch Hunters

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Big Game Hunter	4	3	3	3	3	1	3	1	7
Weapons/Armour	Sword, Dagger, Light Armour								
Skill Lists	Academic, Speed								
Special Rules	Songster: Any friendly model within 6" of a Bard may re-roll any failed Leadership test with a +1 to Leadership, including rout tests.								

Beast Hunter

Cost	35 gold crowns to hire + 15 gold crowns upkeep								
May be hired	Any warband other than Skaven, Beastmen, Undead, Orcs & Goblins, Possessed and Carnival of Chaos may hire a Beast Hunter.								
Experience	18 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Beast Hunter	4	3	4	3	3	1	4	2	7
Weapons/Armour	Two Axes, Throwing Axe (counts as a Throwing Knife with + 1 Strength), Light Armour								
Skill Lists	Combat, Strength								
Special Rules	Hatred (All Beastmen): See the respective rule in the Leadership & Psychology section. Additionally the Beast Hunter will fight for no upkeep cost in battles involving Beastmen. Skull Rack: Causes <i>Fear</i> on all Beastmen.								
	Predator: In any battle that is set in the wilderness (i.e. not within Mordheim) that involves Beastmen, the Beast Hunter may be set up after both warbands have deployed. He may be set up anywhere on the board that is hidden and outside of the enemy deployment zone.								

Big Game Hunter

Cost	40 gold crowns to hire + 18 gold crowns upkeep								
May be hired	Any human Warband.								
Experience	16 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Big Game Hunter	4	3	4	3	3	1	4	1	7
Weapons/Armour	Sword, Dagger, Net, Light Armour, Hunting Rifle (same as a Hochland Long Rifle).								
Skill Lists	Shooting, Academic								
Special Rules	Set Traps: The Hunter may place up to six counters to represent these traps on the board immediately after the Hunter model is placed. They must be placed at ground level with at least 6" between them. Any model (except the Hunter) that moves within 3" of a trap counter must roll a D6. On a 1-3, nothing happens. On a 4-6, the model takes a single hit automatically at the strength shown on the dice. The trap counter is then removed. A single model can only set off one trap at a time. If an animal of any sort is put out of action by a trap it is automatically removed from the warbands roster.								

Black Orc Overseer

Cost 60 gold crowns + 40 gold crowns upkeep

May be hired Any Greenskin Warband

Experience 15 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Orc Overseer	4	4	3	4	4	1	2	1	7

Weapons/Armour Heavy Armour, helmet. He may choose between two Axes or a Double-handed weapon (Axe).

Skill Lists Strength, Combat, Orc Special Skills

Special Rules **Said 'Shut it'!**: Any orcs or goblins within 6" of the Black Orc do not suffer from the effects of Animosity. The rest of the warband tests as normal.

Who's Da Man!: If any Goblin leader is taken OOA during the battle, the Black Orc HS steps up to replace him. For the duration of the battle he gains the "Leader" ability. If the Goblin leader gets the "Killed" result after the battle, then the Black Orc decides to fill the new vacant position permanently. The Black Orc becomes the new warband leader, but he keeps his upkeep cost. The Black Orc does not count towards the warband size when selling treasure.

Bounty Hunter

Cost 40 gold crowns to hire + 15 gold crowns upkeep

May be hired Any warband except Possessed, Undead, Skaven and Orcs

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Bounty Hunter	4	4	3	4	3	1	4	1	8

Weapons/Armour Sword, Dagger, Pistol, Crossbow, Heavy Armour, Helmet, Rope & Hook, Lantern.

Skill Lists Shooting, Combat, Strength, Speed

Capture: At the start of each battle nominate one of your opponent's heroes as the Bounty Hunter's mark. The Bounty Hunter gets a +1 to hit this model and must always move towards them (if he can see them), unless he can shoot (in which case choose). If the Bounty Hunter successfully takes the hero *out of action* he the warband gains half of the hero's gold value as payment. The Bounty Hunter also gains +D3 experience if he survives the game and the Bounty Hunter's side wins. After the battle do not roll on the serious injury table for the Hero, he simply counts as captured.

Chameleon Skink

Cost 70 gold crowns to hire + 12 gold crowns upkeep

May be hired Lizardmen warbands only

Experience 16 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Chamelon Skink	6	4	4	4	2	1	5	1	7

Weapons/Armour Dagger, Blowpipe with poison darts, Buckler

Skill Lists Shooting, Speed, Lizardmen Special Skills

Special Rules **Scaly Skin:** +1 natural armour save

Cold Blooded: All Lizardmen may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of Saurus or Kroxigor when taking a rout test.

Aquatic Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Jungle born: All Skinks can move through jungle terrain without penalty

Chameleon Skin: Foes halve their Initiative when trying to detect the Chameleon Skink when Hidden. In addition Chameleon Skinks are at -2 to hit with missile fire.

Infiltrator: See the respective Lizardmen Special skill.

Clan Skyre Rat Ogre

Cost	100 gold crowns to hire + 1 piece of Wyrdstone upkeep.										
May be hired	Skaven Warbands only										
Experience	25 xp										
Profile	M	WS	BS	S	T	W	I	A	Ld		
Rat Ogre	4	3	3	5	5	3	1	3	10		
Weapons/Armour	Jaws and claws! In addition the Rat Ogre is armed with an small warpfire Thrower on its mechanical left arm. The part-mechanical body of the Rat Ogre is very hardy and confers 4+ armour save.										
Skill Lists	The Clan Skyre Rat Ogre is a nightmarish bio-mechanoid creation that is solely driven by the dark sorcery of the Clan Skyre Warlocks and so gains no experience.										
Special Rules	<p>Large Target: Any model may shoot at a Rat Ogre, even if it is not the closest target.</p> <p>Fearsome: See the respective Strength Skill.</p> <p>Bio Machinery: The Clan Skyre Rat Ogre is not alive as such, being a monstrous combination of dead flesh, arcane Skaven technology and dark sorcery. The Clan Skyre Rat Ogre is immune to psychology and never leaves combat.</p> <p>May not run: The Clan Skyre Rat Ogre may not run.</p> <p>Immune to Poison: The Clan Skyre Rat Ogre is immune to any kind of poison.</p> <p>Unreliable: At the beginning of each turn, the Skaven player should roll a D6 to activate and work the Rat Ogre. On a roll of 2-6 the Rat Ogre may be moved normally. On the roll of a 1 roll again on the malfunction table below:</p>										
D6	Name	Effect									
1	Explodes	All models within 6" of the Rat Ogre receive a single Strength 5 hit. The Rat Ogre is immediately removed from the warbands roster.									
2	Goes Berserk!	From now until the end of the game, at the start of each of the Skaven player's turns the Rat Ogre will move randomly - if there are any warriors within charge range (of either side) it will charge them otherwise it will move full pace towards the nearest warrior.									
3	Shuts Down	The Rat Ogre stops taking part in the rest of the battle. It is hit automatically if engaged in close combat.									
4	Temporary loss of control	The Rat Ogre moves in a random direction and if it comes in to contact with any warrior; (of either side) it attacks and counts as charging. If it does not move into contact with any warriors but there are warriors within range of its Warpfire thrower, it will fire this at them instead.									
5 - 6	Freezes	The Rat Ogre just freezes on the spot for this turn. It is hit automatically if engaged in close combat									

Dark Elf Assassin

Cost	70 gold crowns to hire + 25 gold crowns upkeep									
May be hired	Any evil warband									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dark Elf Assassin	5	5	5	4	4	1	7	1	8	
Weapons/Armour	Dark Elf Sword, Dagger, Repeater Crossbow, Dark Venom, Light Armour and Elven cloak.									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Dark Elf Special Skills									
Special Rules	Hatred (High Elves): See the respective rule in the <i>Leadership & Psychology</i> section. Perfect Killer: An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).									

Duelist

Cost	35 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband except Skaven and Undead									
Experience	18 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Duelist	4	4	3	3	3	1	4	2	7	
Weapons/Armour	Dagger, Sword, Duelling Pistol, Cloak (counts as a buckler)									
Skill Lists	Combat, Shooting									
Special Rules	Darting Steel: The Duelist may parry using his sword and buckler if he can roll under his weapon skill and not more than his opponent's highest hit roll as per the normal rules.									

Dwarf Troll Slayer

Cost	25 gold crowns to hire + 10 gold crowns upkeep									
May be hired	Mercenaries and Witch Hunters may hire a Dwarf Troll Slayer. Warbands that include Elves may hire Slayers, but must pay 20 gold crowns after each battle instead of 10 gold crowns									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Troll Slayer	3	4	3	3	4	1	2	1	9	
Weapons/Armour	Two axes or a Double-handed weapon (Axe)									
Skill Lists	Combat, Strength, Troll Slayer Special Skills									
Special Rules	Immune to Psychology: Troll Slayers automatically pass any Leadership-based test they are required to take. Hard Head: Dwarves ignore the special rule Concussion (from Maces, Clubs etc.) Hard to Kill: When rolling on the injury chart for a Dwarf, treat a roll of 1-2 as <i>Knocked Down</i> , 3-5 as <i>Stunned</i> , and 6 as <i>Out of Action</i> .									

Dwarf Runesmith Journeyman

Cost	30 gold crowns to hire + 15 gold crowns upkeep								
May be hired	Mercenaries and Witch Hunters may hire a journeyman. Warbands that include Elven hired swords must pay 30 gold crowns after each battle instead of 15 gold crowns								
Experience	15 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Rune Smith	3	4	3	3	4	1	2	1	9
Weapons/Armour	Gromril Hammer, Heavy Armour.								
Skill Lists	Combat, Strength , Dwarf Special Skills								
Special Rules	<p>Runesmith: Starts with a single rune chosen at random from the Dwarven Runes list.</p> <p>A Runesmith Journeyman may inscribe runes as detailed below. In addition the Runesmith Journeyman may learn a new rune instead on a new skill.</p> <p>Used to Armour: Dwarfs never suffer movement penalties for wearing armour.</p> <p>Armourer: The warband may purchase one item per post game trading session from the following: Axe, Hammer, Sword, Double-handed weapon, Helmet, Shield, Light Armour or Heavy Armour at a discount of 2D6 to a minimum price of 1GC. This applies only if the Runesmith did not go out of action.</p> <p>Hard Head: Dwarves ignore the special rule Concussion (from Maces, Clubs etc.)</p> <p>Hard to Kill: When rolling on the injury chart for a Dwarf, treat a roll of 1-2 as <i>Knocked Down</i>, 3-5 as <i>Stunned</i>, and 6 as <i>Out of Action</i>.</p>								

Dwarven Runes

Before each game, the Runesmith may attempt to inscribe the rune on an item one of the warriors in his warband is carrying. Runes may be inscribed on axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour. To do so, roll 2D6. If the roll is equal to or greater than the Difficulty Level of the rune, the item gains the appropriate bonus until the end of the battle. If he rolls a '2' on the 2D6, the item is destroyed and must be removed from the warrior's list of items, though it may be replaced before the game (if the warband can afford it). A gromril item (including Dwarf Axes) may re-roll a result of 2.

Durable: If a natural 12 is rolled when inscribing the Rune it becomes durable. Roll a D6 after each battle (but not the first). On a roll of 1 or 2 it fades and ceases to be effective, otherwise it will be effective in the next battle.

D6	Rune	Effect	Difficulty
1	Rune of Iron	Gain a 6+ ward save. (Armour)	Difficulty 6
2	Rune of Stone	+1 Armour Save (Armour)	Difficulty 6
3	Rune of Fury	+1 Attack (Weapon)	Difficulty 7
4	Rune of Striking	+1 Weapon Skill (Weapon)	Difficulty 6
5	Rune of Speed	+1 Initiative (Weapon)	Difficulty 5
6	Rune of Cleaving	+1 Strength (Weapon)	Difficulty 8

Elf Ranger

Cost	40 gold crowns to hire + 20 gold crowns upkeep								
May be hired	Mercenaries and Witch Hunters may hire Elf Rangers. Warbands which include Dwarfs must pay 40 gold crowns after each battle instead of 20.								
Experience	12 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Ranger	5	4	5	3	3	1	6	1	8
Weapons/Armour	Elf Bow, Sword and Elven Cloak.								
Skill Lists	Shooting, Speed, Elf Ranger Special Skills								
Special Rules	Seeker: When rolling on the Exploration chart, the Elf Ranger allows you to modify one dice roll by -1/+1. Excellent Sight: All elves can spot Hidden enemies from twice as far away (i.e. twice their Initiative value).								

Elf Ranger Special Skills

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

Luck: Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

Elf Mage

Cost	45 gold crowns to hire								
May be hired	Human Mercenaries may hire an Elf Mage								
Experience	23 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Mage	5	4	3	3	3	2	6	1	8
Weapons/Armour	Staff, Elven cloak								
Skill Lists	An Elf Mage will not stay long enough with a warband to learn new skills.								
Special Rules	Fey: Hostile magic spells will not affect the Elf on a D6 roll of a 4+. Sorcery: See the respective Academic Skill. Wanderer: An Elf Mage will only stay with a warband for the duration of a single battle. A warband who used an Elf Mage in their last battle may not seek out another until they have fought at least one battle without one. Wizard: Starts with three spells chosen at random from the Djed'hi Magic spell list.								

Freelancer

Cost 50 gold crowns to hire + 20 gold crowns upkeep

May be hired Mercenaries and Witch Hunters

Experience 21 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Freelancer	4	4	3	4	3	1	4	1	7
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Warhorse	8	3	0	3	3	1	3	1	5
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Weapons/Armour Lance, Sword, Heavy Armour, Shield.
If you are using the optional rules for mounted models, a Freelancer rides a warhorse.

Skill Lists Combat, Strength

Special Rules **Ride (Warhorse):** See the respective Cavalry Skill.

Halfling Scout

Cost 15 gold crowns to hire + 5 gold crowns upkeep

May be hired Any warband except Skaven, Undead and the Possessed

Experience 5 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Halfling Scout	4	2	4	2	2	1	4	1	8
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Weapons/Armour Dagger, Helmet, Bow

Skill Lists Speed, Shooting

Special Rules **Cook:** A warband with a Halfling Scout may increase its maximum size by +1. Note that this does not increase the maximum number of Heroes you may have.

Halfling Thief

Cost	25 gold crowns to hire + Special upkeep								
May be hired	Human Mercenaries, Kislevites or Dwarf warband								
Experience	14 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Thief	4	2	4	2	2	1	4	1	7
Weapons/Armour	Sword, Dagger, Throwing Knives, Rope & Hook and Lock picks.								
Skill Lists	Speed, Shooting, Halfling Thief Special Skills								
Special Rules	Infiltration: The Thief may be placed on the battlefield after the opposing warbands so long as he is out of sight and 12" from all enemies. If multiple models may infiltrate, roll off to see who places first. Cutpurse: If the thief took part in the game and was not taken out of action, the warband may collect an extra Wyrdstone. Pick Locks: When testing to open a locked door, the Thief just needs to make an Initiative test in order to be successful. Uneasy Ally: At the end of the game roll a D6. and consult the following Chart.								
D6	Effect								
1	Remove the Halfling Thief from your rooster, along with all Treasures and valuables remaining in your stash from previous games. Do not add any additional Treasures for having the Thief in your warband this game.								
2 - 5	The Thief gets his normal 15 gc upkeep.								
6	The Thief demands no upkeep this time.								

Halfling Thief Special Skills

Wily Thief	If the Halfling takes any enemy out of action and doesn't go out of action himself, the warband gains an extra piece of Wyrdstone (in addition to his Cutpurse piece. See Halfling thief)
Stealthy	The Halfling can hide even after running, and can run while within 8" of the enemy

Highwayman

Cost	35 gold crowns to hire + 20 gold crowns upkeep
May be hired	Any warband, except Sisters of Sigmar, Witch Hunters and any good-aligned Elves may hire a Highwayman. A Highwayman will never join a warband that also contains a Roadwarden.

Experience	20 xp
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Profile	M	WS	BS	S	T	W	I	A	Ld
Highwayman	4	3	4	3	3	1	3	1	7
Horse	8	0	0	3	3	1	3	1	5

Weapons/Armour	Brace of pistols, Rapier, Dagger, Cloak (counts as a buckler). If you are using the optional rules for mounted models then the Highwayman also rides a Horse.
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Skill Lists	Combat, Shooting, Speed
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Special Rules	Trick Shooter: See the respective Shooting Skill.
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Pistolier: See the respective Shooting Skill.

Unscrupulous: At the end of each battle roll a D6, on a roll of 1 the warband receives 1 less piece of Treasure than they would normally.

Expert Rider: A Highwayman, while he is mounted, he counts as being stationary for the purposes of shooting (i.e. no -1 modifier to hit) and he also benefits from the skill as he can reload quickly whilst on horseback.

Ride (Horse): See the respective Cavalry Skill.

Human Scout

Cost	10 gold crowns to hire + 5 gold crowns upkeep
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May be hired	Any warband except Orcs, Goblins, Beastmen or Possessed may hire the Human Scout.
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Experience	9 xp
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Profile	M	WS	BS	S	T	W	I	A	Ld
Human Scout	4	3	3	3	3	1	4	1	6

Weapons/Armour	Dagger, Sword, Bow
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Skill Lists	Combat, Speed, Human Scout Special Skills. Additionally he may choose Quick Shot, Eagle Eyes, or Trick Shooter from the Shooting skills.
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Special Rules	Not a Fighter: If a Human Scout is taken <i>out of action</i> during a game, he decides to leave on a -3, instead of the normal 1-2 when rolling for injury at the end of the game.
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Human Scout Special Skills

Expert Hunter	A Human Scout that has been declared as <i>Hidden</i> may only be detected by models within half their Initiative value in inches, not their Initiative value as normal. In addition, a Human Scout may fire his Bow without giving away his position (he may fire and remain <i>Hidden</i>).
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Infiltrate	The Scout may be placed on the battlefield after the opposing warbands so long as he is out of sight and 12" from all enemies. If multiple models may infiltrate, roll off to see who places first.
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Imperial Assassin

Cost	40 gold crowns to hire +20 gold crowns upkeep									
May be hired	Any warband except Witch Hunters, Sisiters of Sigmar, Orcs & Goblins or Skaven									
Experience	22 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Imperial Assassin	4	4	4	3	3	1	5	2	8	
Weapons/Armour	Sword, Dagger, Throwing Daggers, Crossbow pistol									
Skill Lists	Combat, Shooting, Speed, Imperial Assassin Special Skills and Unstoppable Charge from the Strength skills									
Special Rules	Poisoner: The Assassin starts each game with his weapons poisoned with either Black Lotus or Dark Venom. Weapons Training: See the respective Combat Skill. Crude Powder: An Assassin will never use a black powder weapon.									

Imperial Assassin Special Skills

Backstabber	The Assassin may charge an opponent he cannot see as long as the target model is within his charge reach. In this case he receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. This bonus lasts for the first round of combat only.
Hide in Shadows	As long as the Assassin is within 1" of a wall or other linear obstacle (hedge, fence, well, etc.), opposing models must pass an Initiative test in order to charge or shoot at him.

Kislev Ranger

Cost	30 gold crowns to hire+ 15 gold crowns upkeep									
May be hired	Mercenaries, Witch Hunters and Dwarfs									
Experience	15 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Kislev Ranger	4	3	4	3	3	1	4	1	7	
Weapons/Armour	Sword, Bow, Hunter's cloak									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Kislev Ranger Special Skill									
Special Rules	Heart Strike: When shooting at a large target, if the Ranger rolls 6 to hit followed by 5+ to wound, the target is automatically out of action, regardless of wounds, with no save whatsoever. Hunter's Cloak: The Ranger's cloak allows her to shoot while hidden. The target may try to spot the hidden Ranger with an Initiative test if it survives. Loner: The Ranger is immune to All Alone tests. Seeker: If the Ranger did not go out of action, she may modify one Exploration die by +/-1.									

Kislev Ranger Special Skills

Animal Call	If the Ranger is hidden, any enemy model that is within 18" of the Ranger and does not declare a charge in its movement phase must take a Leadership test. The Ranger may move any model that failed the test in any direction she wishes instead of their normal move.
Herb Lore	Any friendly model in base-to-base contact with her may have 1 wound restored on a roll of 4+ in the recovery phase. The ranger may also heal herself. If any healing is successful, the ranger may not move this turn, but may shoot as normal. The ranger may not heal if she is in close combat.

Mule Skinner

Cost	35 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband except Possessed, Skaven or any Undead warband									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mule Skinner	4	3	3	3	3	1	3	1	7	
Weapons/Armour	Steel Whip, Dagger									
Skill Lists	Combat, Strength and Streetwise or Haggle from the academic skills									
Special Rules	Animal Handler: The Mule Skinner starts with the Animal Handler skill. The player may choose which animal.									

Nomad Scout

Cost	30 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Nomad Scout	4	3	4	3	3	1	4	1	7	
Weapons/ Armour	Scimitar (Sword), Bow									
Skill Lists	Shooting, Speed									
Special Rules	Son of the Desert: The Nomad Guide is adept at finding sources of water. The warband can modify the result on the Supply Source table by + / -1.									

Norse Shaman

Cost	45 gold crowns to hire + 25 gold crowns upkeep									
May be hired	Norse and human warbands in Lustria									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Norse Shaman	4	3	2	3	3	1	1	1	8	
Weapons/ Armour	Rune staff and Sword or Axe									
Skill Lists	Combat, Academic									
Special Rules	Pray User: Starts with two prayers chosen at random from the <i>Norse Runes</i> list.									

Ogre bodyguard

Cost	80 gold crowns to hire + 30 gold crowns upkeep									
May be hired	Any warband except Skaven									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Ogre Bodyguard	6	3	2	4	4	3	3	2	7	
Weapons/ Armour	Two Swords, Axes or Clubs (or any mix of them) or a Double-handed weapon (your choice), Light armour									
Skill Lists	Combat, Strength									
Special Rules	Fearsome: See the respective Strength Skill. Large Target: Any model may shoot at an Ogre, even if it is not the closest target.									

Old Prospector

Cost	2 Wyrdstone shards + special upkeep									
May be hired	Any warband except Dwarfs									
Experience	15 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Prospector	4	2	2	3	3	1	3	1	9	
Weapons/ Armour	Blunderbuss, Double-handed weapon									
Skill Lists	Strength, Speed									
Special Rules	Hardened: Prospectors are immune to the effects of <i>Fear</i> . Finders Keepers: In any scenario where extra Treasures/Wyrdstone are involved, the Prospector will keep any that he somehow gets his hands on. This will not count as his upkeep. For the purpose of <i>Chance Encounter</i> he will keep the Wyrdstone of any enemy heroes that he takes out action - neither warband will gain that shard. He has no effect on <i>Defend the Find</i> as the claim has already been staked. Old Coot: At the end of each game roll a D6. On a result of 1 the Prospector left the warband. Resilient: See the respective Strength Skill. Wyrdstone Hunter: See the respective Academic Skill.									

Pathfinder

Cost	60 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pathfinder	4	3	4	3	3	1	4	1	8	
Weapons/ Armour	Sword, Dagger, Longbow, Rope & Hook, and Healing Herbs.									
Skill Lists	Combat, Shooting, Speed, Pathfinder Special Skills									
Special Rules	Lay of the Land: The Pathfinder is unaffected by terrain modifiers and is able to circumvent even impassable obstacles. Knowledge of Myths and Legends: During the exploration phase, if the Pathfinder was not taken out-of-action, you may re-roll one die.									

Pathfinder Special Skills

Lookout!	Once per game a Pathfinder may cancel the effects of one trap or hazard on a roll of 4+.
This Way!	Any model in base contact with the pathfinder at the start of his turn may traverse impassable terrain just as if possessing the same skill. If however, contact is lost before reaching safety, the other model is considered out-of-action for the remainder of the game.

Pit Fighter

Cost	30 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband except Undead and Skaven									
Experience	22 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pit Fighter	4	4	3	4	4	1	4	2	7	
Weapons/ Armour	Morning Star, Spiked Gauntlet, Helmet. The spiked gauntlet counts as an additional hand weapon and a buckler.									
Skills	Combat, Speed and Strength									

Priest of Morr

Cost 35 gold crowns to hire

May be hired Mercenary Warbands, replaces one of the warbands heroes

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Priest of Morr 4 2 2 3 3 1 4 1 1 8

Weapons/Armour Dagger, Scythe

Skill Lists Academic, Speed

Special Rules **Loner:** Priests of Morr do not take all alone tests.

Pray User: Starts with two prayers chosen at random from the *Funerary Rites* list.

Strictures: May never wear armour.

Roadwarden

Cost 40 gold crowns to hire + 20 gold crowns upkeep

May be hired Any good-aligned warband such as Witch Hunters, Sisters of Sigmar, Dwarfs and Human Mercenaries. He Never joins a warband that contains a Highwayman.

Experience 22 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Road Warden 4 3 4 3 3 1 3 1 1 8

Horse 8 0 0 3 3 1 3 1 1 5

Weapons/ Armour Crossbow, Horseman's Hammer, Dagger, Heavy Armour and three Torches

If you are using the optional rules for mounted models then the Highwayman also rides a Horse.

Skill Lists Combat, Shooting, Strength, Cavalry

Special Rules **Ride (Horse):** See the respective Cavalry Skill.

Expert Rider: The Roadwarden counts as having the Nimble skill whilst on horseback.

Trick Shot: See the respective Shooting Skill.

Eagle Eyes: See the respective Shooting Skill.

Stern: The Roadwarden may re-roll any failed Leadership test for panic, fear, and is immune to the rules for being All Alone.

Stagecoaches: Both Highwaymen and Road wardens are particularly suited to battles involving stagecoaches, wagons, etc. to represent this, in any scenario in which one or both sides have a stagecoach or a wagon, any Highwayman or Road warden in either warband may re-roll a single dice roll once per turn. This special bonus lasts until the re-rolled dice comes up as a 1 as it is designed to represent their ability to predict and perform at their peak in familiar and well-practiced territory.

Shadow Warrior

Cost	35 gold crowns to hire +15 gold crowns upkeep								
May be hired	High Elves and Human warbands, but no evil warband or one that includes an evil Hired Sword								
Experience	12 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Shadow Warrior	5	4	4	3	3	1	6	1	8
Weapons/ Armour	Sword, Longbow, Dagger, Shield, Light Armour								
Skill Lists	Combat and Shooting, Shadow Warrior Special Skills.								
Special Rules	<p>Bitter Enemies: If the last fight was against Dark Elves or a warband containing a Dark Elf Hired Sword, the upkeep cost is waived for that game.</p> <p>Excellent Sight: All elves can spot Hidden enemies from twice as far away (i.e. twice their Initiative value).</p> <p>Hatred (Dark Elves): See the respective rule in the <i>Leadership & Psychology</i> section.</p> <p>Infiltration: The Shadow Warrior may be placed on the battlefield after the opposing warbands so long as he is out of sight and 12" from all enemies. If multiple models may infiltrate, roll off to see who places first.</p>								

Snake Charmer

Cost	40 gold crowns to hire + 10 gold crowns (+5 per snake) upkeep								
May be hired	Any good warband (Human, Elf, Dwarf, etc.)								
Experience	5 xp + 5 xp per snake								
Profile	M	WS	BS	S	T	W	I	A	Ld
Snake Charmer	4	2	2	3	3	1	4	1	7
Snake	4	3	0	1*	2	1	5	1	5
Weapons/ Armour	Dagger, Scimitar (Sword). The Snake Charmer starts with three snakes								
Skill Lists	Academic, Speed								
Special Rules	<p>Snake Charmer: The Snake Charmer can control up to five snakes provided that they remain within 6" of him. If a snake is not within 6" of the Snake Charmer in the Movement phase, they will move D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.</p> <p>Immune to poison: The Snake Charmer has been bitten so many times that he is immune to poisons.</p> <p>Venomous: The snakes attacks count as using Black Lotus.</p> <p>Animals: Snakes are animals and do not gain Experience.</p> <p>Snake hunter: After each game the Snake Charmer may attempt to catch another snake, provided that he did not go out of action. The Snake Charmer must roll under his initiative to successfully catch a snake. The Snake Charmer may only attempt to catch one snake after each game. If he fails to catch the snake, Roll a D6. On a roll of 1 the Snake Charmer suffers a S3 hit.</p>								

Thief

Cost	30 Gold Crowns + 15 Gold Crowns upkeep									
May be hired	Any warband except for Undead									
Experience	22 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Thief	4	3	3	3	3	1	4	1	7	
Weapons/ Armour	Two daggers, Thief's cloak									
Skill Lists	Combat, Speed									
Special Rules	Thief's Cloak: A warrior firing a missile weapon at a warrior wearing a Thief's cloak suffers -1 on his roll to hit. Also the distance required to spot a thief when Hidden is doubled. Tea-Leaf! : A Thief may attempt to steal one item during the Trading phase. Choose any item, if it is a common item the Thief successfully steals it on a 2+ on a D6. A Rare item is successfully stolen by rolling higher than the availability number on 2D6. Any items stolen may be used in exactly the same way as one that was bought. If the Thief fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is captured by whatever authorities there may be and is hung (remove him from the warband roster).									

Tilean Marksman

Cost	30 Gold Crowns + 15 Gold Crowns upkeep									
May be hired	Any warbands except for Beastmen, Greenskins, Skaven or Undead warbands									
Experience	16 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Expert Marksman	4	3	4	3	3	1	3	1	7	
Weapons/ Armour	Dagger, Sword, Crossbow, Light Armour									
Skill Lists	Shooting									
Special Rules	Dead Eye Shot: The Tilean Marksman ignores to-hit modifiers for cover when shooting his crossbow. Steady Hands: The Expert Marksman's ignores to-hit modifiers for long range when shooting his crossbow.									

Tomb Robber

Cost	30 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any good warband (Human, Elf, Dwarf, etc.)									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Tomb Robber	4	4	3	3	3	1	5	1	7	
Weapons/ Armour	Sword, Crossbow Pistol, Rope & Hook.									
Skill Lists	Combat, Shooting, Speed									
Special Rules	Explorer: The Tomb Robber allows your warband to modify a single dice roll on the Exploration chart by -1/+ 1. Trap Expert: See the respective Academic Skill.									
	Excellent Reflexes: The Tomb Robber has a special save of 5+. If the Tomb Robber gains the Dodge skill this save increases to a 4+ special save.									

Warlock

Cost	30 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband except Witch Hunters and Sisters of Sigmar									
Experience	16 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Warlock	4	2	2	3	3	1	4	1	8	
Weapons/Armour	Staff									
Skill Lists	Academic									
Special Rules	Wizard: Starts with two spells chosen at random from the Lesser Magic spell list.									

Warrior Priest of Sigmar

Cost	40 gold crowns to hire + 20 gold crowns upkeep									
May be hired	Any warbands except for Witch Hunters, Middenheim Mercenaries, Possessed, Orcs & Goblins, Skaven and any other suitably evil warbands									
Experience	16 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Warrior Priest	4	3	3	3	3	1	3	1	8	
Weapons/ Armour	Sigmarite Warhammer, Light Armour and Shield.									
Skill Lists	Academic									
Special Rules	Pray User: Starts with two prayers chosen at random from the Prayers of Sigmar list.									

Witch Hunter

Cost	30 Gold Crowns to hire +15 Gold Crowns upkeep									
May be hired	Any non chaos human warband (but will not stay with a Witch Hunter warband for more than one battle)									
Experience	15 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Witch Hunter	4	4	4	3	3	1	4	1	8	
Weapons/Armour	Duelling or Crossbow Pistol, Sword and Dagger. Starts every game with a vial of Holy water and garlic									
Skill Lists	Combat, Shooting, Academic, Strength, Speed									
Special Rules	<p>Hatred (All Spellcasters): See the respective rule in the <i>Leadership & Psychology</i> section.</p> <p>Burn the Witch: The Witch hunter will not work for a warband with a spellcaster, unless it is a Priest of Sigmar, Ulric, Taal or Morr.</p> <p>In Sigmar's name: The Witch hunter is allowed to re-roll all failed Fear tests.</p> <p>Sigmar's reward: If the warband takes the leader of a chaos or undead warband out of action, reduce the upkeep cost to 5gc for that battle.</p>									

Witch

Cost	30 Gold Crowns to hire +15 Gold Crowns upkeep									
May be hired	Any warband except Witch Hunters and Sisters of Sigmar									
Experience	14 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Witch	4	2	2	2	3	1	4	1	7	
Weapons/Armour	Staff									
Skill Lists	Academic									
Special Rules	<p>Wizard: Starts with two spells chosen at random from the <i>Charms & Hexes</i> spell list.</p> <p>Recluse: When attempting to hire, the warband leader must roll a D6, on a 4+ the witch can be hired, otherwise you may try again after the next battle.</p> <p>Potions: A single hero in the warband who have hired the Witch may partake a potion before the battle. Roll a D6 to discover the draught's effect.</p>									

D6 Effect

- | | |
|-------|--|
| 1 | The warrior gains - 1 Toughness for the upcoming battle. Roll a D6 in every recovery phase. If a 6 is scored, the effect is gone. |
| 2 - 3 | The warrior gains + 1 Strength for the upcoming battle. Roll a D6 in every recovery phase. If a 1 is scored, the effect is gone. |
| 4 - 5 | The warrior gains + 1 Toughness for the upcoming battle. Roll a D6 in every recovery phase. If a 1 is scored, the effect is gone. |
| 6 | The warrior gains + 1 Wound for the upcoming battle. However, once lost the wound cannot be restored. |

Wolf Priest of Ulric

Cost	60 Gold Crowns to hire									
May be hired	Middenheim warband only. Replaces one of the Champions									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Wolf Priest	4	3	2	3	3	1	3	1	8	
Weapons/Armour	Dagger, Double-handed weapon (Hammer), Wolfcloak. May not use Armour									
Skill Lists	Combat, Academic, Strength, Speed									
Special Rules	Hatred (<i>Witch Hunters, Warrior-Priests, Sigmarite Matriarch and Sister Superiors</i>): See the respective rule in the <i>Leadership & Psychology</i> section. Pray User: Starts with two prayers chosen at random from the <i>Prayers of Ulric</i> list.									
	Wolf Companion: The Wolf Priest may be accompanied by a Wolf Companion (see below). It can use the Wolf Priests leadership if in within 6" of the Wolf Priests. If the Wolf Companion is killed it will cost 25 GC to replace									

Wolf Companion

Profile	M	WS	BS	S	T	W	I	A	Ld	
Wolf Companion	6	4	0	4	4	1	4	2	5	
Weapons/Armour	-									
Skills	-									
Special Rules	Thick Fur: +1 natural armour save Animal: Wolf companions do not gain any experience									

Magic

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

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

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

Allocated spells

Each spell caster (both in the warbands and in the hired swords section) has an entry in his special rules section, where it states, which kind of magic it may use and how many spells he already knows.

Roll a D6 for each spell the spell caster knows from the start on the appropriate magic list chart. Re-roll if you roll the same spell more than once.

Instead of learning new skills, spellcasters may also learn new spells instead.

Roll a D6 on the appropriate magic list chart. If your spell caster already knows the spell, do not re-roll, but instead lower the difficulty of that spell by 1.

Casting spells

Spells are cast in the shooting phase, and can be used even if the caster is in hand-to-hand combat. To use a spell, the wizard must roll equal to or greater than the spell's Difficulty score on 2D6. If he fails, he may not cast a spell that turn. If the test is passed the spell may be used as described overleaf. A wizard may cast one spell per turn and may not use missile weapons if he wants to cast a spell. He can however run! A wizard may not use magic if he is wearing armour or has a shield or buckler. The only exception is the Prayers of Sigmar. Sisters of Sigmar and Warrior-Priests may wear armour and use their prayers.

Damage

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

Amazon Rituals

Little is known about Amazon magic beyond their island home. It is said that the immortal Amazons learn their magic from the very gods themselves.

D6 Result

1 Singing Wind

Difficulty 8

The priestess calls upon the power of Shaekal the Wind Goddess to enter the battlefield.

The goddess appears in the form of singing motes and dancing lights that will entrance and ‘hold’ any model within 10” until the start of the Amazon player’s next turn. The model cannot move, shoot, or cast spells, but may defend itself in hand-to-hand combat. Models affected by this ritual automatically go last in combat.

2 Serpent’s Strength

Difficulty 9

The priestess begins the ritual by dancing wildly and screaming in an ancient tongue.

All friendly models close to the Priestess will be charged with a frantic energy until the end of their next turn. During this time any model within 8” of the Priestess (including herself) will add +1 to their Strength. The ritual cannot be cast if the Priestess is in close combat during her Shooting phase. The effects will continue after the ritual is cast if the Priestess enters combat.

3 Wendala’s Maelstrom

Difficulty 7

The priestess summons harsh tropical winds to protect the Amazons from enemy ranged attacks.

The storm extends out from the Priestess 18”. All attempts to shoot missile weapons by the enemy will be at -1 to hit. The ritual lasts up until the start of the Amazon player’s next turn.

4 Shield of Thorns

Difficulty 7

Moving her arms about in a weaving motion, the priestess calls upon the plants to protect her.

The ritual produces a cocoon of thorns all about the Priestess, making her immune to ranged or magical attacks. Any models wishing to charge the Priestess can do so but the thorns negate any strikes by the Priestess and her enemies in the first round of combat. The Priestess cannot cast this ritual while in hand-to-hand combat.

5 The Living Jungle

Difficulty 6

Drawing upon her will, the Priestess reaches out to the denizens of the jungle, seeking their aid.

Pick one model within 12”. The model is suddenly swarmed by a savage mix of snakes, spiders and insects, most of them poisonous. The afflicted model takes 1D6 Strength 2 hits with no armour saves allowed apart from Ward saves. You cannot use a dodge save against a swarm.

6 Siren’s Dreams

Difficulty 7

The priestess starts to sing with a wondrous voice and all the Amazons join in with her.

The song is so beautiful and mesmerising that it momentarily distracts the Amazon’s enemies within 12” such that all LD tests for the opposing warband are made at -1 until the end of the opposing player’s next turn. Lizardmen and Undead are immune to the effects of this ritual.

Arabian Elemental Magic

The magic of the Djinn is a rare, almost lost, art among men. It is the preserve of the Djinn of the deep desert and of those Djinn unfortunate enough to be captured.

D6 Result

1 Riding the Wind

Difficulty 6

Invoking the Element of the Air, the caster rises up on a warm breeze, only to set down again on another part of the battlefield.

This spell is cast at the beginning of the caster's Movement phase. The caster may move up to $12 + D6"$ anywhere on the battlefield, ignoring any intervening terrain; this counts as the caster's movement for that turn. This spell may not be used to move the caster into base contact with an enemy warrior, but the caster may shoot as normal (with -1 penalty for having moved).

2 Skin of Stone

Difficulty 7

Calling upon the Element of the Earth, the caster is able to make a warrior's skin become as hard as stone.

This spell may be cast on any friendly warrior within 6". The target gains +2 to his armour save but suffers a -1 penalty to Initiative. The spell may be maintained each turn, providing the affected warrior remains within 6" of the caster and the caster can pass a Difficulty test. If the caster is more than 6" away from the affected warrior in the Recovery phase, the spell cannot be maintained and wears off. Only one warrior may be affected by a Stone Skin spell at any one time, although the caster is free to cast other spells while maintaining the Stone Skin.

3 Burning Hand

Difficulty 8

By invoking the Element of Fire, one of the caster's hands becomes burning hot which he can use to smite his enemies.

This spell is cast at the beginning of the Combat phase. The caster may sacrifice all of his normal attacks to make one hand-to-hand attack at Strength 5 causing 2 wounds. If the enemy warrior is successfully hit, he is set on fire on a roll of 4+. This spell lasts for one round only.

4 Quicksand

Difficulty 6

By invoking the Element of Water, water rises from the very rocks and sand and turns the ground to quicksand.

The spell is cast at any warrior within 6". The water floods the area for 3" round the targeted warrior. The effect lasts until the beginning of the caster's next Recovery phase. All warriors within the quicksand must pass a Strength test or be unable to move. Warriors in combat cannot attack but may defend themselves.

5 Storm of Magic

Difficulty 9

By breaching the very fabric of reality, the caster is able to summon a bolt of pure magical energy.

The caster may target any warrior within 12". If the spell is successfully cast, the target is struck by a bolt of energy and takes one S5 hit. Armour saves may be taken as normal.

6 Blessing of the Elements

Difficulty 6

The caster calls on the elements of the desert and draws upon the fortune they can bestow.

In the post battle sequence the player may re-roll any one dice or modify one dice by +1/-1. If the caster was taken out of action this spell may not be cast.

Chaos Rituals

Chaos rituals employ the raw power of the darkest magic, and are therefore supremely useful in bringing pain and suffering, as well as change and mutation.

D6 Result

1 Vision of Torment

Difficulty 10

The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately stunned. If the model cannot be stunned it is knocked down instead.

2 Eye of God

Difficulty 7

The Chaos Mage implores the Dark gods to grant a boon to their servant.

You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model.

D6 Effect

- 1 +The wrath of the gods descends upon the target. The model is taken out of action immediately. He does not have to roll on the Serious Injury chart after the battle though.
- 2-5 The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell).
- 6 The model gains +1 to all of its characteristics for the duration of the battle.

3 Dark Blood

Difficulty 8

The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the out of action result as stunned instead.

4 Lure of Chaos

Difficulty 9

The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

5 Wings of Darkness

Difficulty 7

The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.

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

6 Word of Pain

Difficulty 7

Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who hear it.

All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.

Charms & Hexes

D6 Result

1 Scry

Difficulty 6

The Witch uses ancient diving crystals to foretell the future and influence the actions of her comrades.

For the duration of the turn one hero or henchman may re-roll D3 dice rolls and + or -1 to the result.

2 Curse

Difficulty 6

The Witch bestows a powerful curse on one of her enemies that saps their confidence and resolve.

One enemy model within 12" of the Witch must re-roll all successful dice rolls for the duration of this and their next turn.

3 Dust of the Blind

Difficulty 9

Casting a handful of dust into the air, the Witch blows it around her, blinding her enemies.

One enemy model within 16" of the Witch is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The Blindness lasts until the Witch casts another spell or moves.

4 Age of Stone

Difficulty 8

Whispering words of ancient power the Witch causes an enemy to age rapidly before their very eyes, making them weak and feeble!

One enemy model within 12" of the Witch will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.

5 Warrior's Bane

Difficulty 7

Muttering a dark and malicious incantation the Witch causes a warrior's grip to loosen, making it almost impossible for them to attack.

One enemy model within 18" of the Witch will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.

6 Cure

Difficulty 6

A faint aura extends from the Witch's body. All who are touched by it feel warmth and vitality flowing through their veins.

All friendly models within 6" of the Witch have a single wound healed. In addition any stunned or knocked down models may immediately stand up.

Dark Magic

The Dark Elves are as accomplished practitioners of magic as their arch enemies the High Elves but whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilize the evil powers of Dark Magic a very destructive force indeed.

D6 Result

1 Doombolt

Difficulty 9

Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her out-stretched hand.

The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

2 Word of Pain

Difficulty 8

The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

3 Soul Stealer

Difficulty 9

At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

4 Flamesword

Difficulty 8

Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames

The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

5 Deathspasm

Difficulty 10

The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.

The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.

6 Witch Flight

Difficulty 7

The Sorceress bends the winds of magic to her will and flies through the air.

The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.

Djed'hi

D6 Result

1 Divination of Shirath

Difficulty 6

Looking into the mists of the future, the Mage divines his best move.

The Mage may re-roll all his failed dice rolls, though the second result stands. The effect lasts until the beginning of the Mage's next turn.

2 Shimmering Shield

Difficulty 7

The Mage is surrounded by a pale glow.

This spell acts as a shield to protect the Mage. It gives him an additional unmodified 5+ save against all attacks. The effect lasts until the beginning of the Mage's next turn.

3 Statue of Light

Difficulty 8

A pillar of light transfixes the Mage as another stabs down from the heavens to pin his target.

The Mage chooses a single enemy model he can see. That model may not move as long as the Mage remains both static and alive. The Mage and the target may cast spells normally, but fight in close combat at -2 WS (minimum of 1).

4 Fleeting Shadows

Difficulty 8

The Mage slips between worlds, shimmering in and out of existence and becoming hard to pinpoint exactly.

The first time the Mage is hit in close combat or shooting, the spell protects him and the hit is ignored. Move the Mage 2" from his current position in a random direction (but not off a cliff, etc). This is where he really was all along. The spell remains in play until it saves the Mage from a hit, whereupon it is dispelled. It may not be

5 Hunter's Fury

Difficulty 8

The Mage gestures at the target, and glowing arrows shoot from his fingertips to fly at the foe.

The spell summons D3+1 arrows which the Mage can use to shoot against one enemy model following the rules for normal shooting. The arrows have a range of 36". Use the Mage's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Each arrow causes one S3 hit.

6 Silent Guardian

Difficulty 9

Glowing swords appear by the Mage, leaping to his defence if he is attacked in close combat.

This spell acts as an invisible guardian that will defend the Mage. If the Mage is attacked in close combat then the guardian will fight first with WS5, S3. The guardian will make 1 attack per turn against each enemy that attacks the Mage. The guardian will not leave the Mage's side, and will only fight if the Mage himself is being attacked. The Guardian cannot be attacked in return and will only be dispelled if the Mage casts another spell or

Forest Goblin Magic

D6 Result

1 Wind of Gork

Difficulty 6

A blast of foul flatulence signals Gork's Wrath.

Range 12". The first model in its path must roll under its Toughness or take a S2 hit and be knocked down automatically.

2 Gaze of Mork

Difficulty 8

The Shaman invokes the presence of the God Mork to smite his foes with lightning.

Range 12". D3 S3 hits strike the first model in their path.

3 'Eadbanger

Difficulty 8

The Shaman channels pure Waaagh! energy through his body and vomits it toward the enemy.

Range 6". Fire bolts equal to the number of the Shaman's Attacks. Resolve with Strength equal to the Shaman's Toughness at the first model in their path. After the bolts effects are resolved, roll a die. On a 1 the Shaman has drawn upon too much power. The Shaman collapses and goes out of action.

4 Leap of Waaagh!

Difficulty 7

The Shaman summons a giant green hand to lift any Goblin and carry him into the fray.

The Shaman or any other Goblin within 3" may be moved up to 12". If this move brings them into close combat, they count as charging in the close combat phase.

5 Idol of Gork

Difficulty 8

Swirling energy crackles around the Shaman, giving him the appearance of a huge orc hero.

The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.

6 'Ear we go!

Difficulty 8

The Shaman and nearby Goblins become filled with the essence of the Waaagh!

All friendly models within 6" of the Shaman treat stunned results on the injury table as knocked down instead. The effects last until the Shaman takes a wound.

Funerary Rites

D6 Result

1 Morr's Protection

Difficulty 6

The priest of Morr calls out to his god when confronted by an abomination - and asks that he be shielded from the corrupted magics of the tainted.

Any Magical attacks (spells) made by a Necromancer or a Magister or Daemons, which would be considered a Direct Attack on the priest of Morr, will be negated if this rite is successful.

2 Death Holds No Fear

Difficulty Auto

Priests of Morr must be steadfast in their resolution and as such must, above all else, have no fear of death.

The priest of Morr is now Fearless for the remainder of the combat.

3 Sanctity of the Fallen

Difficulty 7

Those who fall shall be sanctified and their soul freed, in the name of Morr, god of death.

The priest of Morr may attempt to perform the Rite of Sanctity on a model (friend or foe) who has been taken out of action. The priest of Morr must be within 6" of the model in question. If successful, that model may not be raised up by a Necromancer.

4 Hand of Morr

Difficulty 9

By his hand, symbolic of the hand of Morr, the unliving shall become as dust and ashes.

The priest of Morr must be in base-to-base contact with an undead model. Before Hand-to-Hand combat occurs, the priest of Morr may attempt to use the Hand of Morr rite. If successful, Zombies, Dire Wolves and Vampires immediately go out of action. Furthermore, Ghouls and Possessed will immediately (instead of engaging in Hand-to-Hand) flee their full Move away from the priest of Morr.

5 Do you know who I am?

Difficulty 7

Gaze upon me, abomination, for I am a priest of Morr

This rite has a range of 6" and must be directed at the closest Undead model first, or if no Undead are within range, at the next closest human servant of the Undead (Dregs, Ghouls, Necromancers), or finally at any model. If successful, that model is immediately Stunned. If the model cannot be Stunned, then it is knocked down instead.

6 I am death!

Difficulty 8

I am a priest of Morr, god of death!

It is a well known fact that the priests of Morr are not martially inclined. Their divine duties involved the dead, not the taking of life. However, there are times when a priest of Morr will be called to engage in combat and who would be more feared than a representative of the god of Death? This spell gives the priest of Morr a 6+ armour save and increases their WS by either +1 or makes it 4, whichever is greater.

Lizardman Magic

Lizardmen Spells work like the Prayers of Sigmar and may be used even if the Skink Priest is wearing armour.

D6 Result

1 Chotec's Wrath

Difficulty 8

A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armour, Ithilmar armour or Gromril armour.

2 Sotec's Blessing

Difficulty 7

This spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is Stunned or taken out of action. Only a single model may be affected by the blessing at any given time.

D6 Effect

- 1-2 +1 BS or +1 to hit in close combat.
- 3-4 Toughness +1.
- 5-6 Movement and Initiative +1.

3 Huanchi's Stealth

Difficulty 7

The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately go into hiding. A model may go into hiding even if they ran in the movement phase or has already shot with a missile weapon.

4 The Old Ones' Protection

Difficulty 6

The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken out of action.

5 Tinci's Rage

Difficulty 8

A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follows the rules for Frenzy, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is Stunned or is taken out of action. At the beginning of the turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wish to attempt to recast it on another model later in the shooting phase.

6 Itzl's Speed

Difficulty 7

A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts, as running and a model may not move if he has already fired with a missile weapon. He may not charge with this extra move.

Magic of the Horned Rat

This brand of sorcery is used by the Skaven. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

D6 Result

1 Warpfire

Difficulty 8

A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.

The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.

2 Children of the Horned Rat

Difficulty Auto

The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.

This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband.

3 Gnawdoom

Difficulty 7

The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.

The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.

4 Black Fury

Difficulty 8

With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.

The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.

5 Eye of the Warp

Difficulty 8

Gaze into the eye of the warp and despair!

All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.

6 Sorcerer's Curse

Difficulty 6

The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.

The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.

Mortuary Cult Scroll

The Liche Priest's magic is preserved in magical scrolls that date back to Nagash's time as High Priest of the early Nehekharan civilization.

D6 Result

1 Menkare's scroll of Urgency

Difficulty 6

The Liche Priest reaches out to urge an Undead warrior forward.

A single Skeleton Soldier within 6" may immediately move again up to its maximum Movement distance, i.e. 4". If this takes the model into base contact with an enemy model, it counts as charging.

2 Horrebe's Curse of the Mummy

Difficulty 8

The Liche Priest amplifies the curse that all mummies bear, and focuses it against a single enemy model.

The target must be in base-to-base contact with a Mummy and within 18" of the Liche Priest. If the spell is cast successfully, the enemy model has a -1 penalty on all to hit, and to wound rolls, and on all armour saves. This lasts until the start of the next Tomb Guardian Shooting phase.

3 Tawosret's Scroll of Tomb Dust

Difficulty 7

The Liche Priest can command the sand around him to assault a single warrior within 12".

The warrior is automatically knocked down as he chokes on the sand. This spell only affects a living model.

4 Neferre's Scroll of Quaking Horror

Difficulty 7

The Liche Priest selects a warrior within 12" who is beset by terrible, haunting visions of his own death.

The model must pass a Leadership test or flee 2D6" directly away from the Liche Priest. The warrior will continue to flee in each Movement phase until he makes a successful Rally test in the Recovery phase. This spell has no effect on Undead models or models that are immune to psychology.

5 Merneptah's Scroll of the Scarab Song

Difficulty 7

With a short, rasping chant, the Liche Priest summons a swarm of scarabs, which burrow up through the ground, and all over an enemy warrior.

A single model within 8" of the Liche Priest suffers 2D6 Strength 1 hits. In addition, that model may not be shot at for the rest of the Tomb Guards Shooting phase, nor may he fight or be fought in hand-to-hand combat. If the model is already in hand-to-hand combat, move him 1" away from the combat as he staggers about in agony. Unless he suffers an actual injury the warrior counts as having just stood up in the next turn.

6 Djedre's summonation of the Vengeful Dead

Difficulty 5

The Liche Priest may re-animate a Skeleton Soldier that went out of action during the last turn.

Place the model anywhere within 6" of the Liche Priest, but not straight into hand-to-hand combat with an enemy model.

Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also to destroy the vitality of the living.

D6 Result

1 Lifestealer

Difficulty 10

The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself.

You may choose a single model within 6". The target suffers a wound (no save allowed) and the Necromancer gains an extra wound for the duration of the battle. This may take the Necromancer's Wounds above his original maximum value. This spell will not affect the Possessed or any Undead models.

2 Re-Animation

Difficulty 5

At the spoken command of the Necromancer, the dead rise to fight again.

One Zombie that went out of action during the last hand-to-hand combat or Shooting phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.

3 Death Vision

Difficulty 6

The Necromancer calls on the power of Necromancy to reveal the moment of his enemies' death.

The Necromancer causes fear in his enemies for the duration of the battle.

4 Spell of Doom

Difficulty 9

The Necromancer whispers to the sleeping dead to rise up from the ground and seize his enemies.

Choose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

5 Call of Vanhel

Difficulty 6

The Necromancer summons the world of the dead to invigorate his Undead servants.

A single Zombie or Dire Wolf within 6" of the Necromancer may immediately move again up to its maximum Movement distance (ie, 9" in the case of Dire Wolves). If this moves them into base contact with an enemy model, they count as charging.

6 Spell of Awakening

Difficulty Auto

The Necromancer calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.

If an enemy Hero is killed (ie, your opponent rolls 11-16 on the Serious Injury chart after the battle) then the Necromancer may raise him to fight as a Zombie in his servitude.

The dead Hero retains his characteristics and all his weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a Henchman group on his own, and may not gain additional experience. This spell always succeeds (rules for Henchmen and experience are described later). The new Zombie follows all the normal Zombie rules (immune to poison, causes fear) except for retaining his profile, weapons and armour.

Norse Runes

D6 Result

1 Howl of the North

Difficulty 9

Icy winds sweep before the Shaman knocking missiles from their path.

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

Difficulty 7

The Shaman's howls rouses the anger of the warriors around him to a fever pitch.

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

Difficulty 7

A razor sharp icicle flies at the Shaman's foe.

The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves applies.

4 Gift of the Fates

Difficulty 7

The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.

The Shaman may adjust one die roll by +/-1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.

5 Kiss of Frost

Difficulty 6

The Shaman covers ground of his choosing with slick ice.

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

6 Bear's Might

Difficulty 9

The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both your's and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

Nurgle Rituals

The Carnival Master uses the rituals of Nurgle to pervert and corrupt nature, inflicting hideous diseases for which there are no known cures. Roll a D6.

D6 Result

1 Daemonic Vigour

Difficulty 8

The Master imbues his Daemonic minions with supernatural power.

Any Plague Bearers or Nurglings within 8" of the Master increase their Daemonic Aura save from 5+ to 4+ until the beginning of their next turn.

2 Buboes

Difficulty 7

The Master bestows the gift of pus-filled buboes upon his enemies.

This spell has a range of 8" and affects a single enemy warrior. The warrior must pass a Toughness test or lose a Wound. No Armour saves are allowed.

3 Stench of Nurgle

Difficulty 8

The Master spews forth a foul, stinking mist that chokes his foes.

This spell has a range of 6" and affects all living creatures – friend or foe. Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.

4 Pestilence

Difficulty 10

The Master inflicts horrible diseases upon the unbelievers.

All enemy models within 12" of the Master suffer a Strength 3 hit. No Armour saves are allowed.

5 Scabrous Hide

Difficulty 8

The Master's skin becomes tough and leathery like that of his patron god.

The Master has an armour save of 2+ which replaces any normal Armour save.

The Scabrous Hide lasts until the beginning of his next Shooting phase.

6 Nurgle's Rot

Difficulty 9

The Master bestows the blessing of the Plague God upon his foe.

All enemy models in base contact with the Master must immediately test against their Toughness or contract Nurgle's Rot (see Nurgle's Rot opposite).

Prayers of Sigmar

Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.

The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.

D6 Result

1 The Hammer of Sigmar

Difficulty 7

This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (e.g., 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

2 Hearts of Steel

Difficulty 8

As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, i.e., the maximum bonus to Rout tests remains +1.

3 Soulfire

Difficulty 9

The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

4 Shield of Faith

Difficulty 6

A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

5 Healing Hand

Difficulty 5

Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

6 Armour of Righteousness

Difficulty 9

Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes fear in his enemies and is therefore immune to fear himself. The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.

Prayers of Ulric

D6 Result

1 Snow Squall

Difficulty 6

Ulric extends his protection to the Wolf Priest in the form of a localized snow squall that engulfs the model. All enemy models in Hand-to-Hand combat with the abbess are at -1 to hit due to the swirling snow and winds. The spell lasts for the duration of the Hand-to-Hand combat.

2 Hammerschlag

Difficulty 10

The Wolf Priest calls down a hammer blow from Ulric on any model within 6". That model suffers a S4 attack from an enormous ethereal hammer, including the concussion special rule.

3 Bloodlust

Difficulty 7

The Wolf Priest is infused with a lust for battle and attacks wildly. All attacks are at S +2, and she scores a critical hit on a 5-6. The Abbess must test, by rolling the prayer's difficulty or greater on 2d6, each turn to see if the prayer remains in effect.

4 Wolf's Hunger

Difficulty 7

One member of the warband (abbess's choice) is thrown into a Frenzy.

5 Ulric's Howl

Difficulty 10

The Wolf Priest's prayer is answered as an ear-shattering inhuman howl roars from him throat. For the duration of the battle, all members of the priest's warband are immune to Fear, Terror or All Alone tests as they feel the presence of their god. Additionally, all Rout tests are at +1.

6 Call of Ulric

Difficulty 10

The Wolf Priest lets out a cry of agony as her body re-shapes itself into that of a huge, slavering wolf (Wolf Form)

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Form	6	4	0	4	4	1	5	2	6

During the time that the Wolf Priest is in the form of a wolf, she may do nothing but attack as a wolf, therefore, no spell-casting or weapons use.

He still hates Sigmar's minions, however. In each shooting phase, the Wolf Priest may choose to make a Ld test (using the wolf's Ld 6) to regain her human form. If she is still in wolf form at the end of the battle, she gets one last chance to return to human form. If she does not, then she remains a wolf forever! He is still a Hire Sword, and thus entitled to XP gains and attribute increases. He may only choose skills from the Speed Table, with the exception of Scale Sheer Surfaces. The max attributes for a wolf are:

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Form	7	6	0	4	4	3	7	3	7

Prayers of Taal

Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire.

D6 Result

1 Stag's Leap

Difficulty 7

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

2 Blessed Ale

Difficulty 5

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each village in Ostland opens one keg of ale (at least!) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bear's Paw

Difficulty 7

Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bear's Paw' this spell is sometimes referred to as 'Moose's Breath' by those Ostlander's who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder

Difficulty 9

Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits.) Remove the terrain feature from the board for the rest of the game.

5 Tanglefoot

Difficulty 8

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of Ostlander Jaeger within 12" of the Priest can only move at 1/2 speed until the next shooting phase.

6 Summon Squirrels

Difficulty 7

Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.

Shadow Warrior Magic

Shadow Weavers use a strange blend of magic that differs in many ways to the traditional High Magic of their cousins of the Tower of Hoeth.

Author's Note: Several of the following spells mention that the target must be within a certain distance of a 'wall'. This is not literally restricted to walls, but may include any piece of terrain that could be expected to cast a man-sized shadow.

D6 Result

1 Pool of Shadow

Difficulty 7

The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.

This spell allows the mage an all within 6" of him to Hide, exactly as if there were a wall or other obstruction between them and their enemies. They may Hide even after marching. Their Hiding is disrupted if any enemy enters the area of effect. This spell lasts until the start of the Shadow Weaver's next turn.

2 The Living Shadows

Difficulty 7

Shadows around the target suddenly writhe as if alive and move to strike the victim.

The Shadow Weaver may cast this spell at any enemy within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

3 Wings of Night

Difficulty 6

Wings of darkness unfurl from the Shadow Weaver's back and engulf him. He disappears, only to reappear in nearby shadow.

This spell may only be cast if the Shadow Weaver is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Mage counts as charging in the first round.

4 Cloak of Darkness

Difficulty 7

The Shadow Weaver appears to be swallowed by shadows that even the sharpest senses cannot pierce.

The Shadow Weaver is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Shadow Weaver attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

5 Shadowbind

Difficulty 9

Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Shadow Weaver.

The Shadow Weaver may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 2D6 at the start of his turn (before the Recovery Phase). This spell lasts until the Shadow Weaver suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were Stunned.

6 Shield of Shadow

Difficulty 7

Shadows congeal and become a solid barrier in front of the Shadow Weaver or one of his comrades, protecting the target from enemy attacks.

The Shadow Weaver may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Shadow Weaver's next turn.

Waaagh! Magic

Waaagh! spells are used by Orc Shamans. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork. Roll a D6.

D6 Result

1 Led'z go

Difficulty 9

The Shaman's howling invigorates the ladz to fight even harder for Gork and Mork.

Any Orc or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances. The spell only lasts until the caster is knocked down, stunned or taken out of action.

2 Oi! Gerroff!

Difficulty 7

A huge, green ectoplasmic hand pushes an enemy away.

Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. **Note:** Very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.

3 Zzap!

Difficulty 9

A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent.

Range 12". Causes D3 S4 hits on the closest enemy target, with no armour saves allowed.

4 Fooled Ya!

Difficulty 6

The Shaman disappears in a green mist, confusing his enemies.

No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.

5 Clubba

Difficulty 7

The Master's skin becomes tough and leathery like that of his patron god.

The Master has an armour save of 2+ which replaces any normal Armour save.

The Scabrous Hide lasts until the beginning of his next Shooting phase.

6 Fire of Gork

Difficulty 8

Twin bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model.

Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets.