

# Epic Campaign Rules

## New skills

In support of boats and barges there are a few necessary skills introduced in the *Mutiny in Marienburg* campaign. These are in addition to using ones included in the epic *Border Town Burning* campaign supplement. More new skills are included here to develop your Heroes on their way to becoming unique personalities.

## Combat skills

**Bulwark:** A defensive style requiring a shield in one hand and a hand weapon such as a sword in the other. A warrior armed with a single-handed weapon (sword, spear, hammer, etc.) and a shield gets an additional +1 bonus on his armour saving roll in close combat.

**Lunge:** Using a spear or dagger your warrior can strike foes that would normally be out of reach. Increase the reach of your melee attacks when charging by moving 1" further forward. Lunge attacks can only be avoided with the Step Aside skill on a roll of 6. Armour saves apply as normal.

## Shooting skills

**Target Practice:** The warrior can fire a single missile attack when being charged. Models that stand and shoot suffer a -1 modifier to hit.

**Crossfire:** After going on heroic quests the warrior has learned a thing or two about firing weapons in close quarters. The Hero can use missile weapons whilst in close combat to shoot at enemy models not involved in the combat. Apply the -1 to hit modifier for moving. Friendly models standing in the way can be ignored when checking for line of sight.

**Hunter's Eye:** When activated, the Hero is able to make as many ranged attacks as he has melee attacks for the turn. This ability can only be used once per game.

## Academic Skills

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

**Pilot:** A boat piloted by the Hero may re-roll results on the Propulsion Damage Chart once. The second result must be accepted even if it is worse.

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

**Pawnbroker:** The Hero is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken *out of action*.

**Trap Expert:** The Hero will never advertently set off traps but may be subject to their effects if standing too close to one as it goes off! An attempt can be made to disarm any traps the Hero comes across. The warrior stops at the trap during the Movement phase, and may do nothing else that turn. To disarm any *simple* traps, the warrior must roll 6+ on 2D6. To disarm any special kinds of traps or a *complex* trap, the warrior must roll 8+ on 2D6. If unsuccessful, an Initiative test is required. A failed test means the trap has been inadvertently set off!

A Hero with this skill can repair and activate dud traps or restore previously de-activated traps, in which case they become active traps. To determine what an activated trap becomes, roll a D6:

D6	Result
1-4	<b>Simple:</b> The trap is a <i>simple</i> device.
5-6	<b>Complex:</b> The trap is a <i>complex</i> design.

A previously disarmed *simple* trap or *complex* trap will always revert back to what it was originally. If restoring *simple* traps, a roll of 6+ on 2D6 is required. A roll of 8+ on 2D6 is required to restore a *complex* trap. Failure will mean that the trap has failed to activate.

**Strategist:** The Hero has great strategic skills. Before each battle a Hero with this skill may decide to develop plans that further the tactical ambitions of the warband. Choosing to have this model voluntarily miss the next battle due to the Hero's pondering means the warband gains +1 campaign point after the battle. The Hero does count for calculating warband rating as normal and determining the prices for selling wyrdstone/treasure. However, he does not count as part of the warband when taking Rout tests. Initial warband size is considered to be one model less during the battle. The Hero does not gain +1 Experience for surviving a battle since he did not take part in the fight.

## Strength skills

**Dirty Blow:** Strike the targeted enemy with a dirty blow! Attacks ignore armour but no weapons bonuses or Strength modifiers apply.

**Rigger:** The Hero is skilled in fixing minor damage to watercraft. If the boat or barge is stationary and has not moved during the last turn then if the Hero is in contact with it, he may repair one location previously damaged or *set on fire*, ie, a paddle or mast. The Hero may do nothing else that turn and the boat may not be moved. A boat cannot be repaired if an enemy model is in contact with the Hero or the watercraft.

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

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

## Speed skills

**Tunnel Rat:** Some warriors are at home beneath the city. They pick their way along the ledges as sure-footed as a cat. Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground by the Hero can be re-rolled.

**Spry:** The Hero is used to climbing in and out of portholes, as well as running along rooftops with catlike stealth. To reflect this, the warrior may run or charge while climbing.

## Witch Hunter Special skills

**Marked for Judgement:** If judgement is passed then damage will be done. Once per battle the Hero chooses his mark. On a successful Leadership test the targeted enemy model loses 1 Wound. Undead models suffer D3 Wounds.

**Iron Resolve:** The warrior embarks on errands with a will of iron. For one turn in the game the Hero receives +2 Weapon Skill, +2 Ballistic Skill and +3 Strength. At the end of turn the Hero must pass a Leadership test or suffer from -1 Weapon Skill, -1 Ballistic Skill and -1 Strength from shaken will for the rest of the battle.

## Cargo

Goods are smuggled in different freight containers. Barrels, coffins and chests require two models to move them. A crate or sack can be carried by a single model at normal move rate (no running allowed). Two models may carry a crate, in which case they may run. While carrying a crate, the model may not fire any missile weapons or use any spells. If attacked, the crate will be dropped, ready to be carried by anyone coming into contact with it

If a model escapes off the board with cargo, it may not return. Unless scenario special rules specify otherwise should a warband rout while any of its warriors have cargo containers, the goods are lost if the markers are within charge range of any non-engaged opponents.

## Stragglers & Corpses

Sometimes your warband will encounter the citizens of Marienburg. Some of these unfortunate souls lose their sanity along with all their worldly possessions. Stragglers count as hostages *captured* by warbands.

Undead warbands can kill a straggler to make a corpse. Corpses can be used to gain a Zombie for no cost.

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

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

Dark Elf and Chaos Dwarfs only take 'Prisoners of War'.

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

Any warband, except Chaos, Skaven or undead discovering corpses may sell them Undead warbands for nefarious purposes, or alternatively they may deliver the dead to the Temple of Morr for 1xp

## Warband categories

The most common mercenary retinues around the Empire are those from Marienburg, Middenheim, Reikland, Ostland, Averland and the various other Imperial provinces. Mercenaries also include the much sought after Kislevites, Estalians, Tileans, Arabyans, Norse, Pirates and Pit Fighters.

Human warbands will include any warp-touched gangs and renegade warbands that are composed of human warriors by majority. This might include Cults of Chaos, Marauders of Chaos, Outlaws and Bandits.

Followers of Chaos include Cult of the Possessed, Carnival of Chaos and any other Cults of Chaos, plus Beastmen, Marauders of Chaos, Norse, and Chaos Dwarfs. Skaven and Dark Elves are not counted amongst Chaos warbands.

Elf warbands do not include Dark Elves and Dwarf warbands do not include Chaos Dwarfs.

Any warband which includes a Vampire, a Necromancer or a Liche is considered to be an Undead warband.

## Blood pacts

Roll 2D6 for each Hired Sword in the post battle sequence, after their upkeep is paid. On a roll of 12, the Hired Sword swears an oath of allegiance in blood and becomes tied in a pact with warriors from the warband. For each skill or characteristic increase the Hired Sword gains, add 1 to the rolled result for the Hired Sword to form a Blood Pact with the warband.

Assassins, Thieves, Merchants, Fences and Slavers may never form a pact with a warband. If a pact is formed the model still counts as a Hired Sword but no longer pays upkeep. He pays in blood! Hired Swords in a Blood Pact may be equipped differently. Use the Equipment list available to Heroes in the warband.

If the leader of the warband is slain, then if the warrior who became tied in a Blood Pact has the next highest Leadership value he takes command. In this exception he then gains the Leader ability (although he must continue to use his original Skill list) and counts as a Hero. If there is more than one warrior eligible to assume command, the one with most experience points becomes the leader. In the case of a tie roll a D6 to decide the new leader.

*"There are some things more important than gold, even to a mercenary. There is a rough sort of honour even sell-swords abide by. More than the bonds of loyalty, however, there was the question of blood."*

— Bruno Valdner, Wissenland  
Mercenary Captain

## I need a priest!

Any warband that includes humans can hire a Priest. A Priest can be hired instead of one of the starting Heroes or by retiring a Hero currently in the warband. Only one Priest can ever be included in the same warband. Unless specified elsewhere human priests may not be hired by followers of Chaos, Orcs & Goblins, Dark Elves, Skaven and Undead warbands.

A Priest counts as a Hero and no warband may ever include more than six Heroes. Full details on priests can be found in the 'Miracle Workers' chapter.

*"I once saw a library on fire in Marienburg - those foolish Verenans were so busy scurrying in and out to save the books they didn't notice their own robes were on fire! All brains and no common sense."*

— Yevgeny Pavovic, Kislevite Merchant

## Trade deals

Merchants, Fences & Slavers create unique opportunities which allow for trading deals to be arranged with other warbands. Merchants brokering a deal need a suitable vehicle to use when conducting important business for the transportation of valuable goods and livestock.

A warband that includes one of these Hired Swords and a Trade Wagon or any other suitable type of vehicle (ie, riverboat, river barge, stage coach, opulent coach or treasure cart) can be visited by Heroes from other warbands.

**Storage:** Any of the warband's stored equipment can be stowed inside the vehicle. Note that this does not include gold crowns or treasures.

If the vehicle is destroyed, then all the warband's equipment stored inside is lost. Until a new vehicle is bought, equipment cannot be traded.

**Reputation:** For every five different rare items stored inside the vehicle the leader gets +1 to his rolls for finding rare items. Any rare item that is reduced to Rare 2 or below by the Merchant wagon's reputation, Streetwise skill etc. can be bought as Common items.

*Rare 12 is the highest level of item that can become common.*

**Treasure Carts:** Carts used at markets or in mines, are smaller than wagons. Carts may transport up to three human-sized warriors or the equivalent in cargo. Carts and rowboats can hold a maximum of five rare items.

**Abandoned:** If the warband fails its Rout test and no warriors are crewing the Trade Wagon or other vehicle then it might have been abandoned! The wagon falls into the winning warband's hands if one or more enemy warriors are within 1" of the wagon. They may choose to steal the contents, to keep the wagon for themselves if allowed to or agree to cut a deal (using the ransom rules in Captured from the Serious Injuries Chart on page 119 of the Mordheim rulebook) with the Merchant.

A warband capturing a Trade Wagon may not search for rare items following the battle, unless every model from the Merchant's warband was taken out of action, otherwise word of it spreads and they are avoided by the fearful local traders!

*"They say the Norsemen worship strange and bloodthirsty Gods that demand Human sacrifice, perpetual warfare, and the conquest of the soft lands. That's rubbish, I always say. The trick to dealing with the Norse is to find what it is they want and to sell it to them before they have a chance to draw their axe. A mix of keen reflexes and a sense of the Norse character is all that's required. Admittedly, not everyone is as quick witted as I am, hence I have few competitors."*

— Alfons Mann, Marienburg Merchant

**Trading:** Players may choose to send one of their Heroes to the trader instead of having them search for rare items. A Hero doing so may buy items from the warband's stored equipment if the players can agree on a price (including exchange deals with items, animals, vehicles and treasures). Instead of buying an item a Hero may also go to the trader to sell any number of items (rare, common, magical artefacts, wyrdstone shards) to him. If players cannot agree on a price no deal is closed and the visit wasted.

Captive models may only be sold or traded in exchange to a Slaver. Only a warband with a Slaver Hired Sword of a Hero with the Slaver skill may take receipt of captured warriors when a representative Hero visits them to arrange a trade deal.





## Prisoners of war

One of the by-products of the Mordheim campaign rules is that warriors can be taken captive by another warband. When a Hero is *captured* as a result of rolling on the Serious Injuries chart, limited options are available.

*Mutiny in Marienburg* or a *Border Town Burning* campaign using Hired Swords, can lead to situations where warriors are *captured*. Despicable warbands being played in the true spirit of their vile character might fulfil the unpleasant objective of taking prisoners and putting them to work or death!

Dark Elf and Chaos Dwarf warbands will never consent to freeing *captured* warriors. Any *captured* once-proud individuals can be put to far better use as a slave. Browbeaten warriors suffer the same humiliating fate, to be chain-ganged then forced to search for treasure and scavenge for wyrdstone!

After a battle nominate which *captured* warriors are being assigned to search for treasure and wyrdstone. At the end of the Exploration procedure roll a D6 for each *captured* warrior who was nominated. Add the results to the total score from the Exploration dice result used to calculate the number of wyrdstones shards or treasure found.

*"I have heard it said that the loyal slave learns to love the lash."*

— Yvraine Hawkblade, Sword Master of Hoeth

Furthermore, on a roll of 1 the *captured* warrior has mustered the strength and courage to bite back against his oppressors! The warrior has slipped past the fiends guard and returns to his original warband a Hero. Treat a Henchman as receiving 'The lads got talent' and the Hero gains D6+2 Experience points. If the roll made was a 6 the prisoner has been overworked, exposed to too much wyrdstone, and suffered so terribly at the hands of his tormentors that he has expired! Either result means removing the *captured* warrior from the Dark Elf or Chaos Dwarf player's roster.

If Hired Swords or Dramatis Personae are *captured* then they are treated in exactly the same way as any other warrior. Alternatively, if the Hired Sword is eligible to be hired by the warband then treat the warrior as having been hired. No hire fee is necessary but any upkeep cost must still be met after each battle.

### Uncommon sightings

Dark Elves, Fire Dwarfs and Lizardmen sightings are extremely rare in the Old World. Then again if a druchii warband is spotted the chances are slim the observers will get much of a chance to report it!

Any recruiting of Lizardmen, Skinks, Kroxigors, Dark Elves, Hobgoblins or Chaos Dwarfs costs twice the normal hire fee. The usual amount of gold crowns is still paid for upkeep cost.

This only applies to campaigns set in the Old World. If your campaign is set in Lustria then Lizardmen and Dark Elves cost the normal fee etc.

## Encampments

Important buildings can be found around the city-port. Some locations are more important than others, adding campaign options for warbands. These places are called *encampments*. When an *encampment* is discovered in the 'Mutiny in Marienburg' campaign, it is recorded on the player's warband roster sheet.

There is only ever one *encampment* of each type. Sometimes warbands stake a claim for an *encampment* already owned by another player! When this happens the *encampment* is contested using a scenario.

Most *encampments* represent unprotected businesses. These holdings can be contested by fighting a scenario called 'The Sting'. A player can only choose to contest an unprotected *encampment* for the next game upon discovering the same *encampment* as another player.

Towers count as *encampments* too but they are more visible and better fortified. Fortified *encampments* can always be attacked by using the scenario 'Stockade'. A player can only choose to contest the ownership of a fortified *encampment* for the next game when he discovers the same *encampment* as another player.

If the challengers win the battle without collapsing the building then they take possession of the *encampment*. If the burning building collapses then the *encampment* is razed.

When an *encampment* was razed it can be rebuilt. The restoration costs 150 + D6 x 25 gold crowns and lasts four games in which at least one Hero and two Henchmen must miss battles. For each additional Hero or two Henchmen helping them the rebuilding process is sped up by one (to a minimum of one game).

*"You will confess that you are in league with the creatures of Chaos, that you lured the people of this community to your encampment in order to feed their flesh to your hideous masters."*

— Brother Echter, Witch Hunter

## Going below

The city sewers can be entered or exited through sewer grates. Breached outflow pipes and broken-gated canal inlets also allow entry and exit. If a model can reach a sewer entry point in the movement phase then it can go below the battlefield. Any models going below are assumed to have entered the sewer network. Place a marker next to the model when it goes below or remove the model from the table and replace it with a marker to denote it entered the sewers.

At the beginning of each recovery phase roll a D6 for any warrior or group of models that has entered the sewers together. On a 1 consult the Subterranean Event Chart (see Scenario 8: Burrow Town Collapsing) to see what happening has waylaid them.

Dwarfs, goblins and skaven move as normal. Warriors who begin their turn in the sewers with a torch or lantern may move D3" plus their normal Movement in any direction. Warriors without a lantern may move as normal if they pass a successful Leadership test. They may not run but may declare a charge as normal. On a failed test they remain in the same place or may exit the sewer if they entered in the previous turn.

Animals must be accompanied by a warrior to enter or exit a sewer and any animal unable to exit the sewer is removed from the warband roster.

## Breaking & entering

Each non-ruined building can only be visited once per game. All entry points (door, window etc) are treated as being secured. At the beginning of their turn a Hero or Hired Sword in base contact with an entry point of an unvisited building may attempt to enter it.

There are two ways of entering a locked building. If the warrior has the required tools or skill to pick the lock then once the lock is picked and the building is entered, roll on the Burglary Chart to determine an outcome for the break-in.

### Burglary chart

#### D6 Result

- 1 **On the Lam!** The crook has been caught in the act! D3+1 Watch Officers (see the Watchmen warband list for characteristics) each armed with a club arrive at the scene of the crime. Place each watchman D6" away from the thief. The thief players next turn can be used to stage an escape (or charge at the watch!) and then before the next players turn, the Officers must pursue the thief, charging whenever possible. If the thief is taken *out of action* the warrior is placed *under arrest* by the Watch.
- 2 **Vacant.** No one is home and nothing is worth stealing.
- 3 **Occupied.** The thief has broken into an occupied property. On a successful Initiative test the thief stealthily carries out his plunder as if the building was unoccupied. On a failed test the thief winds up in close combat with an unarmed hostile patron (same characteristics as Warriors from the Mercenary warband). Work out order of attack based on highest Initiative. If the thief is taken *out of action* the warrior is placed *under arrest* by the Watch.
- 4-5 **Unoccupied.** The building has been left unattended. The thief bags enough loot to fetch 2D6 gold crowns.
- 6 **Swag!** Ralald must be smiling on the thief as he lays his sticky fingers on a bountiful find. Roll a D6 on the Booty Chart to see what the thief has purloined.

The other way to break into buildings is a forced entry. If a warrior breaks down a door roll twice on the Burglary Chart and use the worst result to determine an outcome for the break-in!

Unless a buildings is an inn (inn doors are only locked at night), the doors will be locked. Use the rules on page 14 of the Empire in Flames supplement. Shops, warehouses, and hostels doorways are not fortified. Barracks, armouries, and temples doors are fortified.

Fortified doors can only be broken down by warriors attacking the door. Fortified doors are destroyed if the number of Wounds is reduced to 0.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fortified Door	-	-	-	-	8	4	-	-	-

*"There are no problems in Marienburg which can't be solved. Handrich willing, of course..."*

*The worship of Sigmar is... Not encouraged in Marienburg. The state religion is the cult of Manann, although the common folk swear mostly by Handrich. The templars of Morr are as welcome in Marienburg as they are anywhere in the Old World and the Solkanites aren't too worried about what people think of them anyway. There are usually one or two of each wandering around the city looking for signs of Chaos; probably a few more these days, after all that unpleasantness in the north last year...*

*Most elves stick to their own quarter, but then so do the other folk by and large, so you can hardly fault them for that. My goodness, the splendour of the architecture there must be seen to be believed, and you really must take a stroll in the gardens of the Grand Circle canal at the earliest opportunity."*

— Artemus van Loenhoeck, Marienburg Scribe

### Third party arrests

If a warrior is taken *out of action* by a Watch Officer not affiliated with one of the warbands in a campaign, then the model is immediately placed *under arrest*.

"What part of 'you're under arrest' don't you people understand?"

— Erkhart Dubnitz, Templar of Manann

### Merchant Charters

A warband with a Merchant can spend Campaign Points (CP's) to charter ships. Once a ship is chartered it can be used for the rest of the campaign, unless it gets sunk!

Riverboats = 1 CP

River Barge = D3 CP's





# General

## Fighting with 2 Weapons

Ah the eternal debate how not to make dual wielding overpowered and the most obvious choice in the game. The way we fixed it is three new connected rules as follows;

**Dual Wielding:** a warrior using two weapons suffers a -1 to Hit on both attacks.

## New common Skill

**Ambidextrous:** the warrior is adept at two weapon fighting and may ignore the dual wielding penalty.

All Hired swords that come with at least two weapons are presumed to have Ambidextrous as a standard.

## Flying

Models with the special rule **Fly** may exist in two states, **Grounded** or **Airborne** (I suggest getting tokens to represent each) and are subject to the following special Rules.

**Movement:** A model with the special rule Fly may triple their movement value in any direction on the board, ignoring terrain. Distance travelled vertically counts towards their movement. If it moves in this manner, it counts as **Airborne**. If a model flew the turn previously, they still count as **Airborne**.

**Hard Target:** Models on the ground may charge an **airborne** model, but may only hit them with melee attacks if they roll a 6 to hit (unless attacking with a spear). Unless they hit the **Airborne** model, it still counts as **Airborne**, and does not count as being in combat, it may either fly away or charge in its turn. If a flying Model charges, it counts as being **Grounded**.

**Easy Target:** Shooting Weapons are +1 to hit **Airborne** models in addition to any other shooting modifiers. Being hit by a missile weapon does not cause a flying model to become **Grounded**.

**Transport:** If the model is a transport of some sort, Whilst **Airborne** rules for boarding and disengaging from it are the same as if it was a moving cart. Whilst **Grounded**, it counts as a Stationary cart. Transports will have a fixed movement rate and do not triple their movement when flying.

**Mounts:** Flying mounts follow all the rules for whoa boy with 1 exception, a result of 3-4 whilst **Airborne** will result in the rider receiving D3 Hits with Strength Equal to half the distance travelled last turn.

**Individual Flying Models:** if the model is flying of its own accord and is knocked down whilst Airborne, it must pass D3 initiative test to land knocked down on the ground. If failed the Model will receive D3 Hits with Strength Equal to half the distance travelled last turn. Stunned flying models automatically take these hits.



# Warrior Equipment Limits

Warriors can only carry as much as their bodies can hold! Below is a list of limitations on certain types of items, most are common sense, and some are listed other places, whilst many are new. They're listed here for ease of reference.

## head

the warrior may wear one piece of head gear such as a helmet, a circlet, skull cap or mask.

## talismans

A warrior may wear two talismans, this includes rabbit's feet, lucky charms, evaluated wyrdstone etc.

## miscellaneous items

A warrior may carry any number of miscellaneous items including; Rope and hooks, telescopes, maps and the like.

## weapons

Warriors can carry 2 close combat weapons, and 2 missile weapons. Exceptions to this rule are warriors with extra arms or tail fighting, they may carry extra close combat weapons equal to the number of arms/tails they have.

## armour

Warriors may wear one piece of armour on their body, as well as an undergarment such as a steel cloth or a Cathayan Silk Cloth.

## cloaks

A warrior may wear 1 cloak, such as a thief's cloak, a Sea Dragon cloak or an elf cloak.

## rings

A warrior may wear 1 ring, such as scorpion ring, fortune ring or venom ring.

## boots

A warrior may only wear one pair of boots, unless they have extra legs, if they do, they need two extra legs to wear a second pair of boots

## artefacts

These are special cases, and do not count towards the total number of anything, you may carry as many artefacts as you like.



If there is any confusion or contention about what an item counts as, vote with your gaming group to decide.

In relation to this is carrying large objectives such as crates or barrels. Large models able to gain objectives, such as ogres, or warriors with Strength 5 and above may carry large objectives by themselves, moving at their normal speed but cannot run.





# Errata



## Equipment

### Magic Carpets

50+4D6gc (Rare 12)

*These wondrous items from a forgotten age are even rarer than the lamps of the Djinn and are thought to have originated from the distant long dead Sorcerer's Isles. A magic carpet is indeed just that – a carpet that flies!*

#### Special Rules:

**Flying Transport:** the Magic carpet counts as a flying transport (See Flying) with a Maximum movement of 16" can carry three Models, or 1 large model and 1 small model. One of the models must be the driver.

**Enchanted Rug:** The Carpet has 4 Wounds and at toughness of 6 and takes double wounds from fire based weaponry.

### Krakentooth Sword

165gc (Rare 15)

*Kraken-tooth bites clean through armour, bone and Heavy chains. Even the most resistant of obstacles Cannot defy the sawing action of its razors edge.*

**Range:** Close Combat **Strength:** As user

**Special Rules:** Parry, Teeth, Beyond Rare

#### SPECIAL RULES

**Teeth:** Razor teeth of the blade can saw through all Obstacles. A kraken-tooth sword ignores armour saves. Blade strikes with its saw causes an additional wound. Roll to determine critical hits as usual.

**Beyond Rare:** Krakentooth Swords are so rare they are basically an artefact. You may only have one per warband. If the warband ever acquires a second the greedy warriors sell it immediately.



**Mighty Blow:** The warrior knows how to use his strength to maximum effect. When attacking with any sort of Hammer or Mace or its two handed variant you gain +1 Strength.

### Pavise

25gc (rare 8)

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

#### Special Rules

**Cover/Save:** A warrior using a pavise counts as if he is in cover against missile attacks (-1 to hit). A Warrior also counts out as out of line of sight for shooting from any enemy in his front arc, if he did not shoot or attack that turn. In close combat, the pavise counts as a shield (+1 armour save) but only if the warrior was charged to his front. Because the pavise is so heavy and cumbersome, the bearer moves at half pace.

### Banner

20gc (Rare 5)

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

A banner requires one hand to use and can be carried by any Hero in the warband. If the Leader is within 6" of the banner bearer any friendly warrior within line of sight of the banner may use his Leadership.



## Skills

**Resilience:** The warrior has the fortitude to survive blows that would otherwise kill a lesser fighter. When this character suffers a Critical Wound, the attacker receives a -1 penalty on the critical hit chart.



# New Warband Rules

## Dwarf Slayers

Dwarves are proud warriors, with their word and their clan being everything. To bring the slightest disgrace to their family or their Karak is paramount to death for them. They will cut ties with their whole life lest their shame spread through their name. To become a Slayer is to redeem yourself, only through battle, and an honourable death against an unbeatable warrior, can they wash away their past sins. Dwarf Warbands may choose to include rules for becoming a slayer in their game.

### Reasons for becoming a Slayer;

- Losing an item worth 200gc or more.
- Failing your rout test on the first attempt. (Leader only.)
- Getting your whole Warband wiped from the board. (Every dwarf hero.)
- Losing the match to the same warband at least 3 times. (Leader only)
- Losing CP (Leader only)
- Getting taken OOA from an elf!

If one of these requirements has been met, the Dwarf in question must take a LD test after the game, if failed they decide the shame is too much and take the slayers oath.

To become a slayer a dwarf must miss the next D3 games as they journey to the holy shrine of Grinnir, home of the slayer cult, to take their oath.

**Slayers retain all their skills and weapons, but may no longer use armour of any sort.**

Slayers gain the following skill;

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

### Titles.

A Dwarf Slayer may attempt to gain the following titles, by achieving feats whilst seeking their glorious death in combat. Once a dwarf has succeed in any one of the below tasks he gains his title and the special rule associated with the title. These special rules are cumulative, they do not lose their old titles rules when they gain a new one.

#### “Large” Slayer

Defeat a “Large” creature in single combat (single combat means there can be no other friendly warrior in base contact when the beast is felled!)

Take the name of the Beast you killed – (E.g. Minotaur slayer, Ogre slayer, Troll Slayer.)

You may now choose to wound on a 4+ instead of using your strength.



#### “Greater” Slayer

Defeat Daemonic or Greater undead creature in single combat.

Take the name of the beast you killed – (Lich slayer, Vampire slayer, Pink Horror slayer)

Your attacks now count as Magic.

#### “Gigantic” Slayer

Defeat a Gigantic Beast in single combat, this can be a Monster with the Great Beast Rule, or a Model with 5 or more wounds.

You gain the skill “**Heart Strike**” on one dice, declare which dice before rolling.

Take the name of the beast you killed – Colossal Squig Slayer, Merwyrm Slayer etc.



## The Grail Quest

Bretonnian warbands may replace any 6 of a kind rolled for exploration with the following;

### The Grail

The Question knight has proven his worth, in the distance he spies the lady beckoning him, his compatriots see nothing but know exactly what is happening and know he must go alone.

As he approaches the lady she extends her hands, saying nothing, but within them is the Grail, in all its understated glory. The knight drinks deep and is forever changed.

All the Questing knights’ permanent injuries are healed, his title is changed to grail knight and he gains the Blessed special rule

#### SPECIAL RULES:

**Blessed:** The Questing knight gains +1W, +1T. in addition the Knight’s and his mount’s attacks are +1 to hit in close combat and in addition do double wounds to Possessed, Daemon and Undead models.



## Battle Monks Special Location

In the postgame phase a warrior in a Battle Monks warband may visit the following location rather than search for rare items:

**Monastery:** The monks from the celestial monasteries provide tranquil refuge in seclusion and mystic methods of healing to those fighting for a just cause. The warband may send one of their Heroes to the monks in order to heal one permanent Serious Injury. This causes the Hero to miss the next D3 battles.



# New Skills



## Battle Monk Special Skills

**Inch Punch:** instead of making your regular attacks you may instead perform a single One inch punch. If the punch scores a critical hit it instead counts as knocking the target D6 inches backwards, if the target collides with another model, the other model is hit once at S3.

**Heron Strike:** when charging the Battle Monk instead of making their normal attacks they may make a single Flying kick attack, this adds 1" to their charge range gains +1 to critical hit rolls. This attack rolls on the Thrusting weapons chart rather than the Unarmed chart.

**Swallow Kick:** instead of their regular attacks they monk may instead make a single swallow kick attack, which gains +1 to hit, if the attack successfully wounds their opponent, they may make another attack against another opponent in close combat. They may continue in this manner until all opponents have been wounded.

**Water Form:** instead of attacking this round, the Monk may parry with his bare hands and parry multiple attacks, for each parry roll of 6 they may make a free attack after the opponent has finished attacking but before wounds are applied.

## Strength Skills

**Splintering Blow:** Each Axe strike from the warrior rends armour like the trunk of a tree. The armour modifier from all axes is increased to -2.

**Beat Down:** When attacking with any sort of Morning Star or Flail, if you wounded an enemy in the first round of combat, you may continue the strength bonus onto the next round of combat. The bonus will last as long as you keep wounding an opponent each round.

**Fortitude:** the warrior rerolls all side effects results of drugs, even when beneficial.

**Impressive Bulk:** whenever the hero makes a Strength or Toughness test he may add +1 to the characteristic for the purposes of the test.

## Combat Skills

**Man At Arms:** The warriors skill with a halberd allows them to switch seamlessly between thrusting and slashing. when using a halberd you may choose to roll on either the thrusting or bladed critical charts.

**Frightful Crack:** The Warriors whip strikes cause a deafening boom. When using the Whipcrack Special Rule, a successful hit leaves the opponent at -1WS for the remainder of this combat round, even if the Hit fails to Wound.

**Weak Spot:** Aiming for gaps in his opponents armour the warrior strikes at the perfect moment. When dual wielding any sort of daggers, if both your main weapon and your off hand weapon hit, you will cause a critical hit on a 5+ regardless of strength.

## Large Special Skills

Heroes with the large key word may choose one of the following skills rather than the skills normally available to them. Only one Large skill may be learnt by a Large warrior, if they learn a new large skill the first is forgotten.

**Seismic Toss:** The warrior is so strong that he flings normal warriors aside like it is nothing. The warrior may opt to forgo his usual number of attacks to instead make two unarmed attacks. If both attacks hit, the warrior has grabbed his opponent, and may throw them D6 inches in a direction of his choosing. The thrown warrior will suffer a hit equal to the distance he is thrown unless he passes an initiative test, in which case he lands on his feet. If the warrior falls off a ledge, normal falling damage applies. The warrior may also choose to throw crates and objectives in this manner, in which case no to hit rolls are necessary, but damage to the object still applies. You may attempt to throw your "load" at another warrior, but if you do a BS to hit roll must be passed otherwise the throw misses and continues as normal. Only non-large warriors and crates/objectives may be thrown this way.

**Juggernaut:** Once the hero gets going nothing can stop him! Any warrior wishing to intercept a charge by you must pass a strength test, if they fail they are knocked down and you continue to your intended target.

**Brick Wall:** The Hero plants his feet becoming an impenetrable wall of bulk. Your warrior is able to stop moving carts in his path on a successful toughness test. Perform the test in the cart owners turn at the point they make contact with the hero. The cart suffers collision but the warrior does not. If they test if failed, both suffer collision. The warrior may also use this skill to prevent a stopped a cart from moving away with a successful strength test, (may also be used on boats if the warrior is on dry land!)

**Frog Splash:** Even the most ungraceful dive can be damaging. When jumping from buildings, the warrior may voluntarily fall rather than attempting to pass any initiative tests. If they do they may land on any model within 3" of the ledge they leapt from. The model landed on suffers the same damage as the falling model does from the fall (D3 Hits at a strength equal to the height of the fall in inches.). If this is done into water the leaping warrior suffers no damage and the victim only suffer damage equal to half the distance fallen.

**Titanic Grip:** The sheer strength of the warrior could crush a troll skull. The warrior may wield a two handed weapon in one hand, but the weapon gains the Unwieldy Special rule