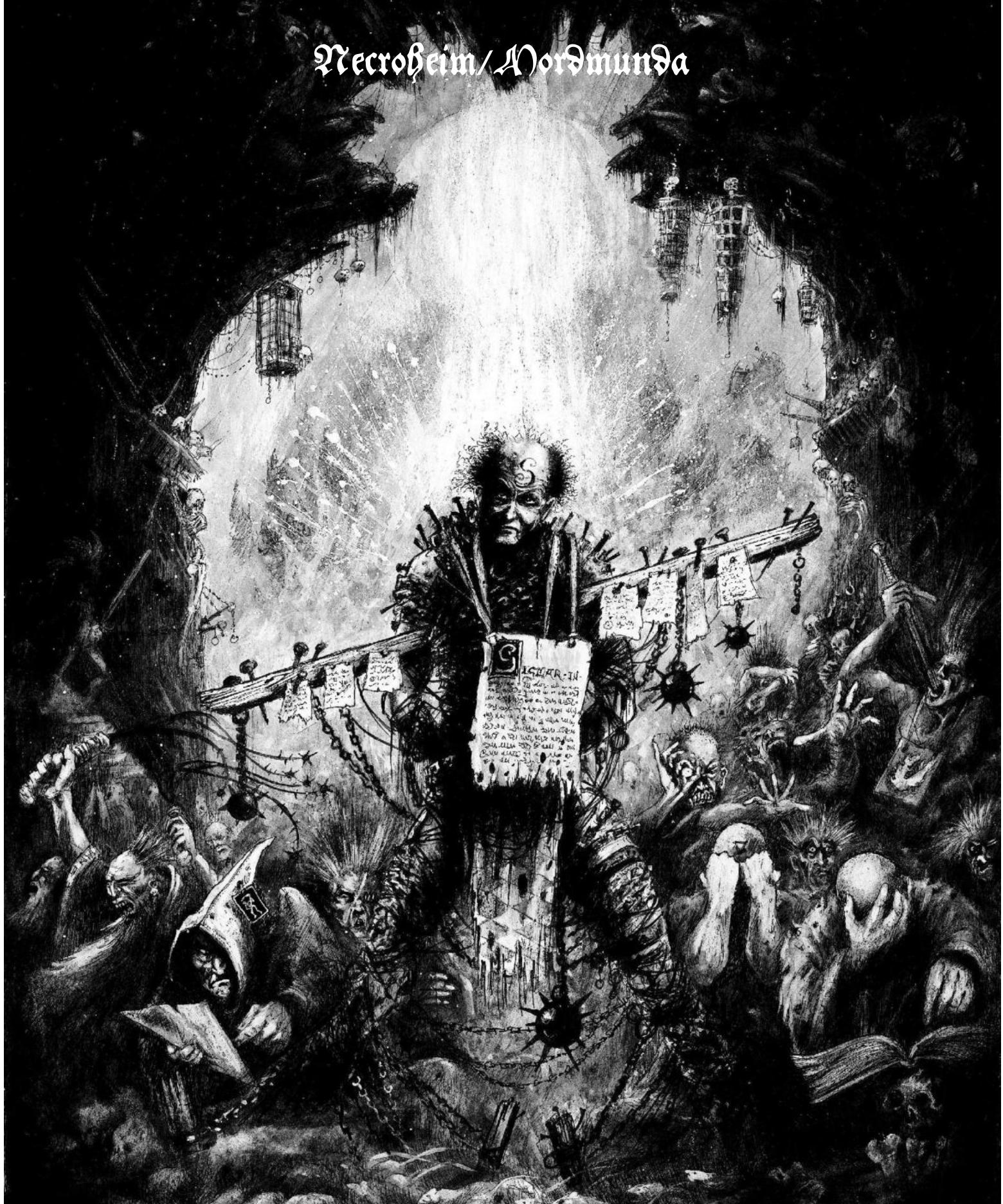


Mordheim

Necroheim/Nordmunda



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Introduction

The main purpose of this document is to convert the original Mordheim rulebook to the Necromunda Underhive rules.

Disclaimer:

All texts and illustrations are the property of Games Workshop.

Special thanks to the Necromunda Comprehensive Rulebook and all the guys that were involved with it.

Edited by Mordin

Note this fan rulebook is completely unofficial and in no way endorsed by Games Workshop.

Part one: the rules

Warriors and their weaponry

In Mordheim, each player controls a ‘warband’, which is made up of a number of models. Each of these models is referred to as a ‘warrior’ within the rules. Each warrior may have their own rank within the warband or without – Leader, Champion, Henchman, Hired Sword, and so forth – but the term ‘warrior’ covers them all within the rules.

Characteristics profiles

Each warrior has a characteristics profile, which describes their capabilities in battle. For example, here is the profile for a basic human:

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	3	1	7	7	7	7

A warrior’s characteristics are defined as follows:

MOVE (M) This is the distance, in inches, the warrior can move when making a standard Move action.

WEAPON SKILL (WS) This shows the warrior’s proficiency with Melee weapons and weapons with the Pistol trait when used in close combat.

BALLISTIC SKILL (BS) This shows the warrior’s proficiency with ranged weapons.

STRENGTH (S) How strong the warrior is. The higher a warrior’s Strength, the more likely they are to inflict damage on an opponent in close combat, for example.

TOUGHNESS (T) How tough the warrior is. The higher a warrior’s Toughness, the less likely they are to be wounded by an attack.

WOUNDS (W) A warrior’s Wounds characteristic is a measure of how much punishment they can take before succumbing to their injuries.

INITIATIVE (I) Initiative is a measure of a warrior’s dexterity and reflexes.

ATTACKS (A) This is a measure of a warrior’s speed and ability in melee. When a warrior is Engaged in close combat, their Attacks characteristic determines how many dice are rolled when they attack their enemies.

LEADERSHIP (LD) This is a measure of warrior’s ability to issue or follow commands in the heat of battle.

COOL (CL) A warrior’s Cool represents their bravery and capacity for keeping calm in combat.

WILLPOWER (WIL) Willpower is a measure of warrior’s mental fortitude and resilience.

INTELLIGENCE (INT) This represents a warrior’s mental acuity and ability to apply knowledge.

MODIFYING CHARACTERISTICS

Sometimes, the rules will modify a characteristic. If the characteristic is given a simple number, the modifier is applied as written – for example, if a warrior with Strength 3 is given a +1 Strength modifier, their Strength counts as 4.

CHARACTERISTICS CHECKS

Players will often be called on to make a characteristic check for a warrior – for example, a Ballistic Skill check is made when a warrior attacks with a ranged weapon. Characteristics checks are made as follows:

For Leadership, Cool, Willpower and Intelligence, roll 2D6. If the result is equal to or lower than the characteristic, the check is passed.

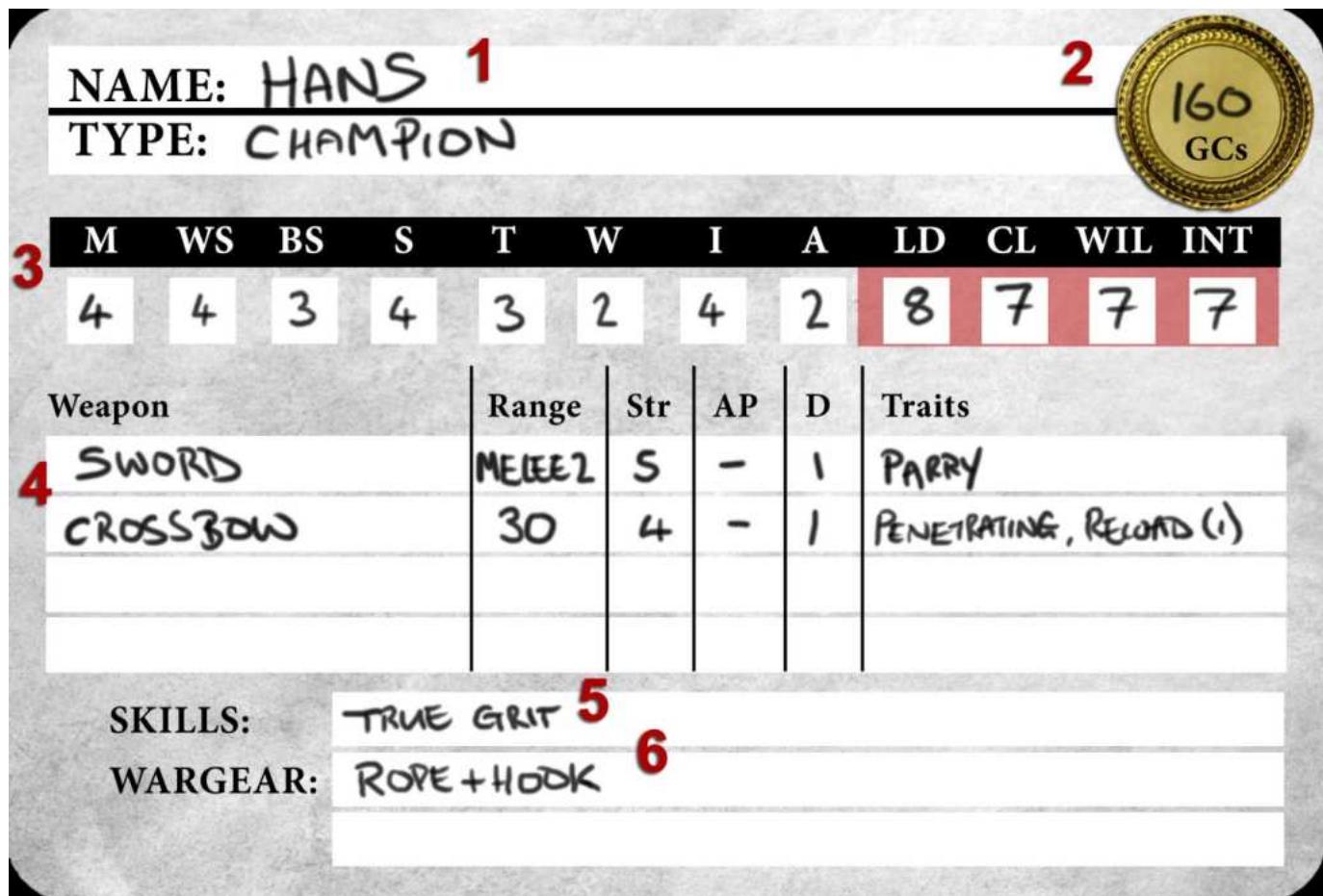
For Strength, Toughness, and Initiative, roll a D6. If the result is equal to or lower than the characteristic, the check is passed.

Models and Warrior Cards

Each player's warband is made up of a number of warriors, each of which is represented by a model on the tabletop and a Warrior card filled in with their characteristics, equipment and other useful reference information. Warrior cards (or Necromunda Warrior Cards) are produced via the warband Editor on Yaktribe, a preferred tool for managing a warband. You may also prefer to complete the warrior cards found in Necromunda tactics card decks and boxed games.

Each Warrior card is split into several areas:

1.	The warrior's name. If they are a Leader or Champion, it will also be shown here.
2.	The warrior's value, in Gold Crowns. This is only used in the advanced rules.
3.	The warrior's characteristics. The last four (LD, CL, WIL, INT) are shaded as a reminder that checks against them are made on 2D6
4.	The weapons the warrior is carrying.
5.	Any skills the warrior may have.
6.	Any equipment (including armour) carried by the warrior.



When making a LD, CL, WIL, INT check, then roll 2D6, the rolls passes if it equal to or below the characteristic.
When making a S, T or I check, roll a D6, the rolls passes if it equal to or below the characteristic.

Necromunda terms

For players used to playing Necromunda here are some of words or terms that have been replaced or changed to something more Mordheim or fantasy sounding. For example:

Fighter = Warrior
Specialist = Veteran
Juve = Raw Recruit
Bottle test = Rout test
Sidearm = Pistol
Nerve Test = Panic test
Wyrd or Psyker = Wizard
Gunfighter = Pistolier
Gang = Warband
Necromunda = Mordheim

Weapon Profiles

In the same way as a warrior, each weapon has its own characteristics profile, detailing the range of its attacks, the damage it deals and so forth. For example, here is the profile of a Repeater Crossbow:

Weapon	Range	Str	AP	D	Traits
Repeater Crossbow	24"	3	-	1	Rapid Fire, Move or Fire

RANGE (RNG)

This is the weapon's maximum range in inches. If the weapon's range is listed as Melee, it can only be used against targets that are Engaged in close combat with the wielder. If the weapon's range is T, it uses the Flame Template.

STRENGTH (STR)

This is the weapon's Strength, which is used when making wound rolls against the target. For most weapons, particularly ranged weapons, this is a simple numerical value. For close combat weapons – those with a range of Melee – this may be shown as S, meaning the strength of the wielder should be used, or as S with a modifier, meaning the Strength of the wielder is used but with a modifier applied.

ARMOUR PIERCING (AP)

This shows how good the weapon is at punching through a target's armour. This is almost always a negative modifier to the dice rolled to make an armour save. For example, if the target of an attack is wearing armour that grants a 4+ save roll and the attack is made with a weapon with an AP of -1, the target's save roll is reduced to a 5+.

DAMAGE (D)

This represents how much damage the weapon inflicts. This in turn indicates how many Wounds the target loses or how many Injury dice are rolled against it as a result of the attack.

TRAITS

Most weapons have one or more Traits, each of which gives the weapon a unique bonus or changes the way in which it works. See Weapon Traits below.

BLAST MARKERS AND FLAME TEMPLATES Explosions, jets of flame and area effects are represented in the game by Blast markers and Flame templates, which are used to determine how many warriors are hit by such an attack or effect. Blast markers are round, either 3" or 5" in diameter, with a small hole marking the centre. The Flame template is teardrop-shaped and is approximately 8" in length. Weapons that use Blast markers or Flame templates will always have the Blast (X) or Template traits respectively.

DESIGNER'S NOTE: THE GOLDEN RULE *Mordheim* is a game with lots of moving parts, and it's inevitable that rules might sometimes come into conflict. When it's not clear how to proceed, both players should discuss what they think is the most sensible solution – and if an agreement cannot be reached, roll off to decide. The most important thing is to not let debates get in the way of a fun game!

General Principles

Before starting on the rules and complexities of the game, it is worth establishing some initial principles and conventions to keep in mind in all games. This section deals with the types of dice used, measurement, line of sight and offers an overview of terrain in Mordheim. Additionally, this section explains warrior Status, Secondary Status and Conditions. All important factors that dictate the actions a warrior can or cannot perform.

DICE

A number of dice are used in Mordheim to resolve the outcome of various actions. The game makes use of four different types of dice, which are detailed as follows:

D6

This is a regular six-sided dice, marked 1 to 6 (Games Workshop Mordheim dice feature the Mordheim logo on the 6 face of the dice). The game may require a single dice be rolled, in which case the rules will say ‘roll a D6’, whilst ‘roll two D6’ means roll two single dice at the same time. Alternatively the game may require several dice be rolled and added together – for example ‘roll 2D6’ means roll two dice and add the results together.

D3

The rules might also call for a D3 to be rolled, but an actual three-sided dice is not necessary. To roll a D3, roll a D6 and halve the result, rounding up.

D66

In some cases, players will be instructed to roll a D66. To do this, roll two D6 one after the other, counting the first dice as tens and the second dice as units, to give a result between 11 and 66. For example, a roll of 2 then 4 would give a result of 24.

MODIFYING ROLLS

Sometimes players will be instructed to modify a dice roll – for example, the rules might tell them to roll D6+1. In this case, they would roll a D6 and add 1 to the result. If the rules ever instruct the player to halve a result (or divide it in any other way), any fractions are rounded up unless otherwise instructed.

INJURY DICE

Injury dice are used when a warrior is wounded, to see how severe the injury is. They might suffer a debilitating Flesh Wound, they might be put out of the fight temporarily or they might go Out of Action entirely.

SCATTER DICE

This is a six-sided dice, marked with a Hit symbol on two faces and an arrow on each of the other four. The Hit symbol also incorporates a small arrow. This dice is used to determine random directions, and is most often used when firing weapons that have the Blast (X) trait.

RE-ROLLING AND ROLLING OFF

Sometimes, a rule will allow a player to re-roll a dice. To do this, simply pick up the dice and roll it again. The second result must always be accepted, even if it is worse than the original result, and a dice can never be re-rolled more than once, regardless of the source of the re-roll. If multiple dice were rolled and added together, all of the dice must be re-rolled. However, if multiple single dice are rolled, the player can choose to re-roll some or all of them. Players may also be instructed to roll off. Each player rolls a single D6, with the highest score winning. In the case of a tie, roll again unless otherwise instructed.

NATURAL ROLLS

A ‘natural’ roll is the actual number rolled on a dice, regardless of any modifiers applied. Sometimes, the rules may state that a ‘natural roll of 1’ is always a failure, in which case, regardless of any modifiers to be applied, the roll is a failure.

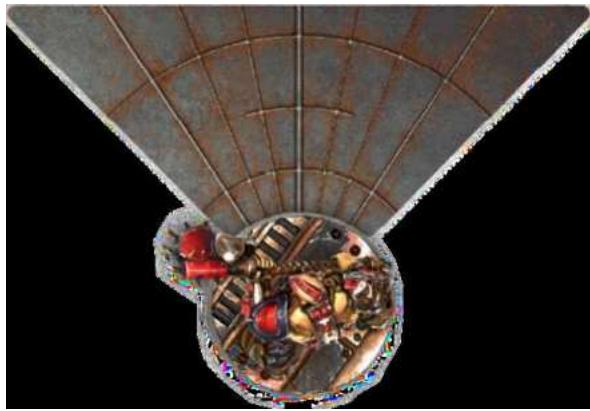
Visibility

Visibility in Mordheim is vitally important; models need to be able to see where their enemies are in order to shoot at them. But in the dense and dark terrain of Mordheim's ruins, a clear and unobstructed line of sight is often hard to find.

Vision Arc

Each model has a vision arc, representing the area that is visible to them. This is 90 degrees to their front, starting from the centre of their base, as shown in the diagram below.

Vision Arc templates to help with determining a model's vision arc are included in the *Necromunda: Underhive* boxed set and the *Warband Leader's Accessory Pack*.



ceilings between levels. Unless stated, line of sight is never possible through the walls on a battlefield.

DESIGNER'S NOTE: *Agreeing on line of sight: It pays to be gracious when your opponent claims line of sight – in other words, if they claim their model has line of sight and your immediate thought is anything less than “there is no way that model has line of sight”, we recommend allowing it. If both players take this approach (with both line of sight and cover), the game will flow more smoothly and will be much more satisfying.*

EDITOR'S NOTE: SIGHT DOT

It may be helpful to paint a point on the base of the model that represents the centre of their vision arc, or paint one quarter of a round base's edge a different colour.

LINE OF SIGHT

While a model's vision arc is determined by their facing, their line of sight (i.e., what they can see) is determined by the presence of terrain and other models. Unlike measuring distances, which can only be done when the rules call for it, a model's line of sight can be checked at any time. To check a model's line of sight to another model, stoop down to look from the first model's point of view. If the other model is not entirely obscured by terrain or other models, the first model has line of sight to them. If the model is entirely obscured except for their base and any insignificant elements (a protruding hairstyle, the barrel of a gun or a spike from their armour, for example), the first model does not have line of sight to them. If players cannot agree whether one model has line of sight to another, it should be settled by rolling off.

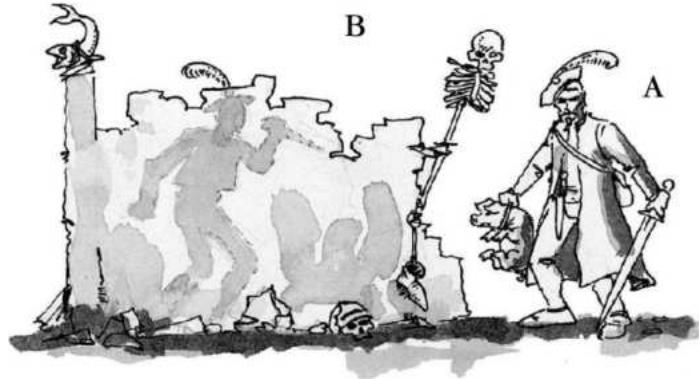
WALLS AND SOLID TERRAIN FEATURES

Solid terrain features are those that hide portions of a battlefield, walls between corridors, or even the floors and

Cover

To see if a target is in cover, stoop down to look from the attacker's point of view. Disregard friendly warriors in base contact with the attacker – move them aside temporarily if necessary, as long as they return to the right place (and facing) once the shot has been resolved. If the target is fully visible, they are not in cover (i.e., they are 'in the open'). Otherwise, if less than half of the warrior is obscured by terrain or warriors, they are in partial cover. If at least half of the warrior is obscured by terrain or warriors, they are in full cover.

As with line of sight, ignore their base and any minor elements such as hair, gun barrels and spikes – and again, if a decision cannot be reached, the players should roll off.



Target A in the open – no To Hit modifier for cover

Target B out of sight – cannot be shot at



In Full Cover: less than half of the warriors' body is in view.



In Partial Cover: more than half of the warriors' body is in view.

Measurement

Mordheim is a game that relies greatly on players measuring distances, be it between two warriors when making a ranged attack, or the distance a warrior can move during their activation.

MEASURING DISTANCES

In games of Mordheim, all distances are measured in inches ("') with a range ruler or tape measure. Distances can only be measured when the rules call for it (for example, when checking the range between an attacking warrior and their target) – in the city of the damned, there are very few certainties! Therefore, pre-measuring distances when making any kind of action is not allowed. Declare the action and nominate any other warriors involved before range is measured.

Distances between warriors and any other battlefield objects (terrain features, objectives and so forth) are measured from the closest point of one base to the closest point of the other. If an object does not have a base, measure to or from the closest point of the object overall.

When measuring to or from a Prone warrior, assume that their base occupies the same space as it would if they were Standing.

WALLS AND SOLID TERRAIN FEATURES

Thick walls separate corridors, floors and ceilings separate levels and solid terrain features can split up a more open battlefield. Unless stated, distances cannot be measured through Zone Mortalis walls or through solid terrain features on a Sector Mechanicus battlefield.

TAKE-BACKS AND CHANGING ONE'S MIND

It is not uncommon for players of any game to second guess themselves occasionally, saying they are about to do something before immediately changing their mind. As a general rule, players should be tolerant of this in their opponents, as they will likely do it themselves! However, once dice have been rolled for any reason, or the range of a declared action measured, players must abide by their decision; they can no longer go back and change anything that came before the dice roll or the act of measuring!

Warrior Statuses

A warrior's Status dictates what they can or cannot do. The actions a warrior can perform during their activation will depend heavily upon their current Status. During a game of Mordheim, a warrior's Status can change. This is generally represented by how the warrior is positioned on the table, be they Standing or Prone, as described below, but may also depend upon other factors.

STANDING

A warrior that is upright on the battlefield is said to be Standing. Whilst Standing, a warrior may perform a wide range of actions with relative ease.

SECONDARY STATUSES WHILE STANDING

Whilst Standing, a warrior will always be subject to one of two Secondary Statuses as well; Active or Engaged. This Secondary Status will affect the exact actions a Standing warrior may perform during their activation.

ACTIVE

A Standing warrior is Active if they are not currently Engaged with any enemy warriors. This is the default Status for a warrior; Standing and Active, and such warriors enjoy the greatest freedom to perform actions.

ENGAGED

If the base of a Standing warrior is touching the base of an enemy warrior, they are said to be in base to base contact and are Engaged with that enemy warrior. A Standing warrior that is Engaged can generally only choose to fight or

retreat, but factors such as skills may increase the number of available options. Players should note that in some cases a warrior may be able to Engage an enemy warrior they are not in base to base contact with and may act accordingly when activated.

PRONE

A warrior that is laid down is Prone. A Prone warrior has no facing and they effectively have no vision arc. Unless otherwise stated, Prone warriors never block line of sight – they are considered to be well out of the way of the action. A Prone warrior may be placed faceup or face-down, depending upon their Secondary Status.

SECONDARY STATUSES WHILE PRONE

Whilst Prone, a warrior will always be subject to one of two Secondary Statuses as well; Pinned or Seriously Injured. This Secondary Status will affect the actions a Prone warrior may perform and the way in which other warriors may interact with them.

PINNED

Warriors are generally Pinned as a result of being hit by enemy fire, and will need to spend an action to stand up, becoming Standing and Active. If a Prone warrior that is Pinned ever becomes Engaged by an enemy warrior, they will immediately perform a Stand Up (Basic) action, becoming Standing and Engaged, without having to spend an action to do so. A warrior can never be both Prone – Pinned and Engaged. A Prone warrior that is Pinned is laid face-up, representing the warrior keeping their head down to avoid enemy fire.

SERIOUSLY INJURED

A warrior that has suffered a Serious Injury result on an Injury dice, either as the result of being reduced to 0 Wounds or as the result of an attack from a weapon with a Trait such as Gas or Toxin, is laid face-down and becomes a Prone warrior that is Seriously Injured. A warrior is very vulnerable whilst this is their Status, being susceptible to enemy attacks and unable to defend themselves.

Conditions

A warrior's Status is always either:

- Standing and Active,
- Standing and Engaged
- Prone
- Seriously Injured

But they may also be subject to one or more of the following Conditions. Conditions are denoted by placing a Condition marker either next to the warrior on the tabletop or on their Warrior card as a reminder that the Condition is in effect.

The following list of Conditions is not exhaustive. Some Conditions are common and will apply to a warrior many times during a battle. Others are less common and may be the result of an attack from a weapon with a certain Trait, the full rules for such conditions can be found in the corresponding Weapon Trait rules.

Other Conditions, in particular Out of Ammo, may apply specifically to a weapon the warrior carries rather than the warrior themselves.

A warrior may be subject to several Conditions at the same time. Any in-game effect that results in a marker being placed on a warrior should be considered a Condition.

COMMON CONDITIONS

The following Conditions are those most commonly used. A warrior can become subject to them for numerous reasons:

READY

The most simple but arguably the most important Condition. At the start of each round, during the Priority phase, all warriors will have a Ready marker placed on them. Once that warrior has activated during the Action phase, this marker is removed, indicating that the warrior may not be activated again.

BROKEN

A warrior may become Broken as the result of seeing a friendly warrior Seriously Injured or taken Out of Action within 3" of them. Broken warriors may not perform any actions other than Running for Cover (Double) and if Engaged may only make Reaction attacks with a -2 modifier. They will make a Running for Cover (Double) action every time they are activated (see Actions below). Broken warriors may be rallied in the End phase.

OUT OF AMMO

Some missiles weapons need reloading after firing. When a weapon is Out of Ammo a marker is placed on the appropriate weapon profile on their Warrior card as a reminder that the weapon cannot be used until it has been reloaded.

OTHER CONDITIONS

The Conditions below are less common. Warriors may become subject to them as the result of an attack from a weapon with a certain Trait, or as the result of a scenario or terrain special rule, some examples:

STARVING

Starving warriors must make a Willpower check when they activate if there is a Seriously Injured living (not Undead or Daemonic) warrior (friend or foe) within their maximum Charge range. If they fail this check, they must Charge the down warrior and perform a Feed (Basic) action. If for any reason they cannot reach their intended victim, such as if there are other models in the way or impassible terrain, they must use their activation to move as close to the downed warrior as possible.

If the warrior has an opportunity to perform a Coup de Grace action (such as against an opponent that has been Seriously Injured in close combat), they instead make a Feed action.

See Special Rules below for more rules related to conditions.

The Rules

Many of the rules that follow will be familiar to players of Necromunda, as they utilise a lot of the same core mechanics and principles. For much of the time players should use the Necromunda rule books. But beware, certain elements have been modified in order to bring to the fore the highly tactical and narrative character of the dark and deadly environment of the ruined city over which rival warbands do battle.

This section contains rules that allow players to fight out the bitter and vicious skirmishes that punctuate the daily lives of the Mordheim warbands. The Turn sequence, activating warriors, attacking the enemy with ranged weapons or in combat, suffering and recovering from injuries, warbands or individual warriors losing their nerve and fleeing – all of these things are dealt with over the following pages.

Game structure

A game of Mordheim is split into several rounds. During a round, players will determine who has Priority, take turns activating one or more warriors and perform actions with them. They will attempt to recover Injured warriors, rally fleeing warriors and determine if their warband can hold its nerve in the face of the enemy.

ROUND SEQUENCE

Each round is split into three phases, each in turn consisting of a number of steps resolved one at a time. These are as follows:

PRIORITY PHASE

- **ROLL FOR PRIORITY:** Both players roll for Priority.
- **READY WARRIORS:** Each warrior is given a Ready marker.

ACTION PHASE

- **FLEEING THE BATTLEFIELD:** If either warband has failed a Rout test, Cool checks are made before the controlling player picks their first warrior to activate. Warriors that fail will flee the battlefield. •
- **ACTIVATE WARRIORS:** Starting with the player with Priority, players take turns to pick one of their Ready warriors to activate.

END PHASE

- **ROUT TESTS:** If either or both player(s) has at least one warrior Seriously Injured or Out of Action, they will have to make a Rout test for their warband. •
- **RECOVERY TESTS:** The controlling player makes a Recovery roll for each of their Seriously Injured warrior(s) on the battlefield. •
- **RALLY TESTS:** Cool checks are made for Broken warriors to see if they can Rally.

The Priority Phase

The Priority phase is split into the following steps:

- ROLL FOR PRIORITY
- READY WARRIORS

ROLL FOR PRIORITY

This step determines which player wins the Priority marker for this round. The Priority marker is a coin or token, such as that contained in the Necromunda: Underhive boxed set, that is held by the player with Priority for the round, acting as a reminder. Holding the Priority marker gives a player a huge advantage, as they are able to activate first and can dictate the flow of the action during the round, often putting their opponent onto the back foot and making their warband behave reactively rather than proactively in response to their foes moving and attacking first.

Each player rolls a D6, and the player who rolls the highest takes the Priority marker for this round. In the case of a tie, the player who had the Priority marker in the previous round passes it to their opponent. If the first Priority roll of the battle is tied, neither player will have held the Priority marker previously, therefore both players roll again.

PRIORITY IN MULTI-PLAYER GAMES

Sometimes, more than two warbands find themselves fighting on the same battlefield either allying together to take out hated foes, or in a bloody free-for-all.

Players roll for Priority as normal, using 2D6, but ties are handled differently. Players determine play order based on their dice score when rolling for Priority. Any ties are re-rolled (for example, if four players roll for Priority and score a 5, 4, 4 and 2, the player that rolled 5 has Priority, the player that rolled 2 goes last and the players that each rolled a 4 roll off again to determine who is going second and third).

READY WARRIORS

During this step of the Priority phase, both players place a Ready marker on each warrior in their warband that is currently on the battlefield, regardless of Status, Secondary Status or any other Conditions. The Necromunda: Underhive boxed set and the Warband Leader's Accessories Pack both contain a number of Ready markers that can be used for this. Ready markers should be placed either on the warrior's Warrior card or next to their model on the battlefield. Once a warrior has been activated, their Ready marker is removed. Under normal circumstances, a warrior that is no longer Ready may not activate again, but players should take note that there are some instances in which a warrior may activate again, notably in the case of some skills and Tactics cards.

The Action Phase

The Action phase consists of the following steps:

- FLEEING THE BATTLEFIELD
- ACTIVATE WARRIORS

FLEEING THE BATTLEFIELD

If either warband has failed a Rout test, Cool checks must be made for each warrior in the warband before any warriors activate. Even warbands who are normally immune to psychology (such as Undead) must make Rout tests.

Starting with the player that holds the Priority marker, each player makes a Cool check for every one of their warriors on the battlefield, regardless of their Status, Secondary Status or any Conditions. If any of these Cool checks are failed, that warrior will immediately flee the battlefield and play no further part in the battle. Remove the warrior from play. For the purposes of the scenario being played, warriors that flee in this way are considered to have gone Out of Action, unless the scenario states otherwise.

LEADING BY EXAMPLE

Warriors draw courage from their leaders and will follow their example:

- If the warband Leader passes their Cool check, any friendly warriors within 12" are considered to have passed their Cool check as well and will not flee the battlefield.
- If a Champion passes their Cool check, any friendly warriors (not including the Leader or another Champion) that are within 6" are considered to have passed their Cool check as well and will not flee the battlefield.
- Players should remember to consider the role of walls and solid terrain features when measuring the distance between a warrior and an inspirational Leader or Champion!
- If a Leader or Champion is Seriously Injured, their Cool checks are not eligible for Leading by Example.

ACTIVATE WARRIORS

The bulk of the Action phase consists of play alternating back and forth between the players and the warband they control, activating individual warriors or small groups of warriors. When it is a player's turn, they must pick one of the warriors from their warband that is Ready and make up to two actions with them (this is referred to as 'activating' the warrior). The actions a Ready warrior can perform are governed by their current Status and Secondary Status. Players should note that certain Conditions will also limit the actions a warrior may make, most notably Broken. A warrior subject to the Broken Condition may only make a Running for Cover (Double) action when activated, regardless of Status or Secondary Status. If one player runs out of warriors to activate, the other player can activate all of their remaining warriors in an order of their choosing. Once all warriors have been activated, even if they performed no actions during their activation, the Activation phase ends.

GROUP ACTIVATIONS

When a player activates their warband **Leader** or a **Champion** (or the equivalent rank in warbands that use other titles for these warriors), they can choose to activate additional Ready warriors that are within 3" of them when they activate at the same time as part of a Group Activation:

- A Leader may activate two additional Ready warriors within 3" of them at the start of their Activation.
- A Champion may activate one additional Ready warrior within 3" of them at the start of their Activation.

If a Leader or Champion is activated in this way, they may not then perform a Group Activation themselves!

The controlling player must nominate all of the warriors who will be activated in this way before any of them are activated. The controlling player must make it clear to their opponent which warrior is leading the Group Activation, be they the Leader or a Champion.

Once all participants of the Group Activation have been nominated, the controlling player picks one and activates them as normal, fully resolving their activation before picking the next warrior nominated as part of the Group Activation to activate, and so on until the entire group has been activated. Each warrior activates individually; groups do not activate simultaneously.

A group activation may not be performed by a leader or champion who is Seriously Injured. In these instances, the warrior is unable to give instructions to fellow warriors.

TYPES OF ACTION

There are three types of action a warrior may perform when activated:

BASIC ACTION

The most common type of action a warrior may perform. A Basic action can only be performed once per warrior activation. If an activated warrior's first action is a Basic action, they may fully resolve it before declaring their second action should they wish.

SIMPLE ACTION

A warrior can perform the same Simple action more than once during their activation. Each time a Simple action is repeated during an activation, it uses up one action. For example, a Standing and Active warrior may perform two Move (Simple) actions, using both of their actions but allowing them to move twice. If an active warrior's first action is a Simple action, they may fully resolve it before declaring their second action should they wish.

DOUBLE ACTION

Making a Double action counts as making two actions. For example, if a Standing and Active warrior makes a Charge (Double) action, they will have used both of their actions and cannot perform another during this activation. If a warrior can only perform one action during their activation for any reason, they may not perform a Double action.

ACTIONS

The following list details some of the common actions warriors may perform in Mordheim.

This list is by no means exhaustive however, with skills, scenarios, special terrain features and more introducing further actions that warriors may perform.

CHANGING FACING

A Standing warrior may turn to face any direction they wish when they are activated, before making either of their actions.

STANDING WARRIORS

Standing warriors can perform a wide range of actions. The exact actions available to them depend upon their Secondary Status: Active or Engaged.

STANDING AND ACTIVE WARRIOR

Warriors that are Standing and Active are able to perform any of the following actions:

MOVE (SIMPLE):

The warrior may:

- Move a distance up to their Movement characteristic.
- Climb vertically upwards or downwards – see page 37
- Cross any gap between two platforms that is no wider than their base.
- Attempt to leap across a bigger gap provided that they have enough movement left to do so – see page 37.
- Attempt to jump down to a level below.

CHARGE (DOUBLE):

The warrior makes a standard move, **the move distance is double their Movement characteristic**. A charging warrior can move to within 1" of one or more enemy warriors that are Standing and either Active or Engaged, or that are Prone and either Pinned or Seriously Injured, but if they do move to within 1" they must have sufficient movement to get into base to base contact with at least one enemy warrior, becoming Engaged. If they do not have sufficient movement to get into base to base contact, they must stop 1" away. If they are Engaged at the end of this move, they can immediately make a free Fight (Basic) action.

TAKE COVER (BASIC): This warrior moves up to half their Movement characteristic and is then Prone and Pinned.

SHOOT (BASIC): The warrior makes an attack with a ranged weapon.

AIM (BASIC):

If the warrior makes a subsequent Shoot (Basic) action, add 1 to the result of any hit rolls they make.

RELOAD (SIMPLE): Pick one of the warrior's weapons that is Out of Ammo, the weapon is reloaded and the Out of Ammo condition and marker are removed.

Weapons that require reloading will have the weapon trait RELOAD (X). The (X) number in the brackets is the number of RELOAD (Simple) actions it takes to reload the weapon. For example, RELOAD (2) will take 2 actions (or in other words a (Double) action).

COUP DE GRACE (SIMPLE): If this warrior is not Engaged with any other warriors, pick one Seriously Injured enemy warrior within 1" and within the vision arc of this warrior. That warrior immediately goes Out of Action. A

warrior making a Charge (Double) action may make a Coup De Grace (Simple) action instead of a Fight (Basic) action if they end their move within 1" of a Prone and Seriously Injured warrior and not Engaged by any enemy warriors.

STANDING AND ENGAGED WARRIOR

Warriors that are Standing and Engaged may only perform the following actions:

FIGHT (BASIC):

The warrior makes close combat attacks against one or more enemy warriors they are Engaged with.

RETREAT (BASIC):

Make an Initiative check for this Engaged warrior. If it is passed, they can make a Move (Basic) action, moving up to D6" instead of their Movement characteristic. Each enemy warrior that is Engaged with them can make an Initiative check. If they pass, they can make Reaction attacks.

Engaged enemy warriors make their reaction attacks before the retreating warrior is moved. Even if they are seriously injured, the retreating warrior will move as if they were still Standing (either 2D6" or up to D6", depending on whether they are broken or not.)

FEED (BASIC):

(Starving Warriors Only) The warrior feeds on the flesh of a wounded adversary. The action can be performed in place of a Fight or Coup de Grace action. It can only be made against warriors who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table for the warrior and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note, the Seriously Injured warrior remains on the battlefield, and may be fed on again, unless they roll a Critical Injury (61-65) or Memorable Death (66) result, in which case, they are removed from the battlefield and considered to have been taken Out of Action. A warrior who successfully fed using the Feed action loses their Starving condition.

WIZARD AND PRIEST ACTIONS

In Mordheim we commonly refer to spell casters as Wizards. Some races use different names, such as warlock, magister, shaman, priest or seer, but all of these are considered to be types of Wizard.

Wizards can cast Spells and Priests can use Prayers. Prayers are the same as Spells, they use the same actions, the only difference is items and abilities that protect against spells will not protect Prayers.

Wizards can make the following actions:

CAST SPELL (X) –(This action is also used for Prayers). To see if the action is successful the spell caster must make a Willpower check with the Spell's Difficulty modifier applied. If the check is passed, the spell takes immediate effect. If it is failed, the Spell has no effect and the action is wasted.

However, using magic is not without risk. If the Willpower check is failed on the roll of a double 6, the spell caster must immediately roll on the Magical Miscast table (see below). If the Willpower check is passed on the roll of a double 1, the Spell takes effect, cannot be Dispersed (see Magic below) and the Wizard must immediately roll on the Magical Miscast table.

This action cannot be performed if the warrior is wearing armour or has a shield or buckler, they cause too much magical interference. Priests are an exception and may wear armour and still cast spells or use prayers.

MAINTAIN CONTROL (Simple/free) – This is a free action, the Wizard can make two other actions on a turn they are activated. Some **CAST SPELL (X)** actions are noted as being a Continuous Effect. Such a power lasts from when the warrior performs the action until the start of their next activation when it will expire. In order to maintain a Continuous Effect, the warrior must perform this action. The warrior immediately makes a Willpower check, applying the Difficulty modifier of the spell, and then adding -1 to the result of the dice roll (it's easier to maintain the spell once cast). If they do not perform this action, or they fail the Willpower check, the Continuous Effect expires at the beginning of this warrior's activation and the spell ends. A Wizard can only ever have one Continuous Effect in play. If a Wizard is Seriously Injured or taken Out of Action, any Continuous Effects will immediately expire.

PRONE WARRIORS

Prone warriors can perform a limited number of actions. This depends upon whether they are Pinned (face-up) or Seriously Injured (face-down).

PRONE AND PINNED WARRIORS

Warriors that are Prone are only able to perform a limited number of actions. The exact actions available to them depend upon their Secondary Status – whether they are Pinned or Seriously Injured.

STAND UP (BASIC): The warrior stands up, returning to Active status. The controlling player can choose the warrior's facing.

CRAWL (DOUBLE): The warrior may move up to half of their Movement characteristic.

RELOAD (SIMPLE): (See previous entry).

PRONE AND SERIOUSLY INJURED WARRIORS

Warriors that are Prone and Seriously Injured may only perform the following action:

CRAWL (DOUBLE): (See previous entry).

BROKEN WARRIORS

Warriors can be subject to the Broken Condition. Any warrior subject to the Broken Condition must perform a Running for Cover (Double) action when activated.

RUNNING FOR COVER (DOUBLE): If the warrior is Standing and Active, they will move 2D6". If the warrior is Prone and Pinned or Prone and Seriously Injured, they can only move half of their Movement characteristic.

When a Broken warrior moves they must attempt to end their move, in order of priority:

1. So that they are more than 3" away from enemy warriors.
2. So that they are out of line of sight of enemy warriors.
3. In partial or full cover.
4. As far away from any enemy warriors as possible.

If a Broken warrior is Standing and Engaged when activated, they must make an Initiative check. If it is passed, they must move as described previously. Each enemy warrior that is Engaged with them makes an Initiative check and if passed can make Reaction attacks before the Broken warrior is moved. If the Broken warrior fails the Initiative check, they remain Engaged and can perform no further actions.

Movement

During the Action phase, a number of actions allow a warrior to move in different ways, as detailed previously. Sometimes a warrior may even be moved involuntarily as a result of an enemy attack or an in-game effect. This section deals with how warriors are moved around the tabletop and how terrain can hinder their progress.

MOVING MODELS

Warriors move by making actions. For example, a warrior might make a Move (Simple) action to advance cautiously, or may make two Move (Simple) actions in quick succession to run forward and cover a lot more ground. A warrior might Charge (Double) to get into combat, or Crawl (double) to get out of the firing line.

A warrior is not obliged to move their full movement allowance, they can move any distance up to their movement allowance, but they cannot move further. Movement need not be in a straight line, a warrior can zigzag around terrain as appropriate, though note that a Charge (Double) action should take the shortest route possible. After moving, a warrior can turn to face any direction.

All Move actions must be declared before any measuring is carried out. Sometimes, after a warrior's declared movement is measured, it may become obvious that a warrior does not have as much movement as hoped and will end their movement short of where they had planned. In this case, move the warrior as far as possible in the desired direction, and try to make good use of any available cover! In the case of a Charge (Double) action, if a warrior has insufficient movement to make it into base to base contact with an enemy warrior, they must still move the full distance (stopping 1" away, as follows) and may often end their movement in a very dangerous position!

THE 1" RULE

Warriors cannot move to within 1" of any enemy warrior during their activation, unless that enemy warrior is Prone and Seriously Injured. The only exception to this rule is when a Standing and Active warrior makes a Charge (Double) action, in which case they may move within 1" of one or more enemy warriors, provided that they end their

movement in base to base contact with one or more enemy warriors. If a warrior making a Charge (Double) action has sufficient movement to get within 1" of an enemy warrior but does not have sufficient movement to make it into base to base contact with and Engage the enemy warrior, they must stop moving 1" away.

It may occur that a warrior is moved involuntarily to within 1" of an enemy warrior. For example, a warrior with the Hurl skill may throw an enemy warrior that they are Engaged with, which may result in that warrior coming into contact with other warriors, friendly or enemy. Should this happen, the normal rules described previously are temporarily suspended until the movement and any other effects it causes have been fully resolved (such as in the previous Hurl example, in which case the warriors would suffer hits as a result of coming into contact with one another). Once they have been and if neither warrior is Prone and Seriously Injured, move the warrior that was involuntarily moved by the shortest route possible until they are 1" away from the enemy warrior.

DIRECTLY TOWARDS AND DIRECTLY AWAY FROM

Sometimes the rules will say that a warrior needs to move directly towards another warrior. To do this, trace an imaginary straight line that crosses the centre of each warrior's base – the moving warrior then moves towards the other warrior along this line the required distance. Similarly, to move directly away from another warrior, follow the same method but move the moving warrior away.

As always, this cannot make a warrior move through a wall, impassable terrain or a closed door. Should they contact one of these features, they stop and do not move further.

Terrain

As mentioned previously, terrain features prominently in games of Mordheim. One of the most obvious ways in which warbands and warriors interact with terrain is when they attempt to move through and over it. The following section covers the various ways in which terrain affects a warrior's movement.

DIFFICULT TERRAIN

Pools of toxic sludge, areas of fallen rubble and broken or missing walkways sections – there are numerous things in the city of damned that can make the terrain difficult to cross.

For every 1" a warrior moves through any terrain designated as difficult terrain when setting up the battlefield, they count as having moved 2".

DANGEROUS TERRAIN

Vats of molten metal, spinning turbines set into the floor and more – any terrain feature designated as dangerous when setting up the battlefield can pose a huge risk to warriors crossing it.

A warrior may cross dangerous terrain in the same way as difficult terrain. However, the warrior must also pass an Initiative check. If this is passed, they cross the terrain safely. If they fail, they immediately go Out of Action and suffer a roll on the Lasting Injury table.

OBSTACLES

Obstacles are any free standing terrain feature measuring no more than 2" high and no more than 2" across, such as barricades, barrels and pipelines. Warriors may cross obstacles as they move, but doing so reduces their movement by a number of inches equal to the height of the obstacle. A warrior may not end their movement on top of an obstacle.

STRUCTURES

Structures are any terrain feature measuring more than 2" high and more than 2" across, be they free standing or connected to other terrain features in some way. Warriors may climb up and onto structures and between the various levels and platforms of a structure as they move and may end their movement on any level of a structure if there is sufficient space for their base. See 'Climbing' below.

CLOSE COMBAT ACROSS BARRICADES

A warrior who is in base contact with a barricade counts as being Engaged with a warrior that is in base contact with the other side of the barricade, even though their bases are not touching, as long as the two warriors are within $\frac{1}{2}$ " of each other. Close combat attacks made across a barricade in this way have a -1 modifiers to any hit roll.

IMPASSABLE TERRAIN AND SOLID TERRAIN FEATURES

Zone Mortalis walls and closed doors are always impassable. Any suitable terrain on a Sector Mechanicus battlefield may be designated as impassable when setting up the battlefield. Such terrain on a Sector Mechanicus battlefield should also be designated as a solid terrain feature for the purposes of line of sight and measurement, as described previously. Warriors may not move across impassable terrain.

CLIMBING

Warriors can climb up or down any vertical surface to reach a higher level or platform of a structure during their movement. For every 1" a warrior moves vertically by climbing, they count as having moved 2". A warrior cannot end their activation mid-climb; they must have sufficient movement to reach a flat surface. If they cannot, they will stay where they were when the action was declared. Players should note that a warrior may end a Move (Simple) action mid-climb, provided that they are able to immediately use another action to complete the climb.

STEPPING UP: During a warrior's move, a warrior may freely 'step up' onto another level or platform of a structure, provided that it is no more than $\frac{1}{2}$ " higher than the level they are currently on. If the difference in height is more than $\frac{1}{2}"$, they must climb as described above.

OVERHANGS: When climbing, a warrior can traverse an overhang as long as it protrudes no more than 1" from the vertical surface. Overhangs that protrude more than 1" are considered impassable to a climbing warrior.

LADDERS AND STAIRS: When climbing a ladder or stairs between the levels of a structure, there are no modifiers to a warrior's movement.

LEAPING GAPS

A moving warrior may attempt to leap across a gap that is bigger than their base, provided that they have enough Movement to do so. The warrior stops at the edge and makes an Initiative check. If they pass, they leap the gap and may continue moving. If they fail, they will fall straight down by the shortest possible route to the next level down and will suffer a hit as follows.

JUMPING DOWN

A warrior may attempt to jump down to a level below. They must pass an Initiative check with no modifier for the first 2" jumped, but with a cumulative -1 modifier for every additional 2" jumped (rounded up). If the check is failed, they fall and will suffer a hit as described below.

FALLING HAZARDS

A warrior is at risk of falling if they go from Standing to Prone whilst within 1/2" of the edge of a level or platform. Should this happen, the warrior must make an Initiative check. If the check is passed, nothing happens. If the check is failed or if a natural 1 is rolled, the warrior will fall as described below.

RAILINGS: If the nearest edge of a level or platform is bounded by a railing, low wall or similar barrier at least 1/2" tall, the chance of falling is reduced. Add 1 to the result of the Initiative check to see if the warrior falls.

FALLING

If a warrior falls 3" or more, they will take a hit as described on page 45 based on how far they fell, rounded up to the nearest inch:

Distance Fallen	Strength	AP	Damage
3" – 5"	3	-	1
6" – 7"	5	-1	1
8" – 9"	7	-2	2
10" +	9	-3	3

A falling warrior is immediately Prone and Pinned and their activation ends. If they land on top of another warrior, they are also Pinned and suffer a hit identical to that taken by the falling warrior. Move the falling warrior the shortest possible distance so that the two are not overlapping. Once the hits have been resolved, and if neither warrior is Prone and Seriously Injured, if the falling warrior fell on an enemy warrior, move the warrior that fell by the shortest route possible until they are 1" away from the enemy warrior.

If a falling warrior lands within 1/2" of a platform edge, they must pass an Initiative check or will fall again.
into it).

Shooting

There are several ways in which a warrior may make a ranged attack against an enemy, most frequently by making a Shoot (Basic) action, but certain skills and Tactics cards will also allow warriors to make a ranged attack outside of the game's normal sequence.

Whenever a warrior makes an attack against one or more enemy warriors with a ranged weapon, this sequence is followed:

1. DECLARE THE SHOT
2. CHECK THE RANGE
3. MAKE THE HIT ROLL
4. TARGET IS PINNED
5. RESOLVE HITS

1. DECLARE THE SHOT

Pick a ranged weapon carried by the warrior, and pick an eligible enemy.

TARGET PRIORITY

A warrior must target the closest eligible target when making a ranged attack. An enemy warrior is an eligible target if they are within the vision arc and line of sight of the attacker, even if they are Engaged by a friendly warrior. However, if the closest eligible target is Seriously Injured or harder to hit than one further away, the attacker may choose to ignore them. Otherwise, to attack an eligible target that is not the closest, the attacker must first pass a Cool check.

PRONE TARGETS

The attacking warrior cannot target an enemy if the enemy is both Prone (either Pinned or Seriously Injured) and in partial or full cover – they are assumed to be keeping their head very low!

2. CHECK THE RANGE

Measure the range from the attacker to the target. If the target is outside the weapon's Long range, the attack automatically misses. The with the Reload (x) trait will still need to be reloaded.

3. MAKE THE HIT ROLL

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

BS of Shooter	1	2	3	4	5	6	7	8	9	10
D6 Roll Needed	6	5	4	3	2	1	0	-1	-2	-3

- **IN PARTIAL COVER (-1):** The target is in partial cover, apply the modifier.
- **IN FULL COVER (-2):** The target is in full cover, apply the modifier.
- **LONG RANGE(-1):** The target is more than half of your weapon's maximum range away.
- **TARGET IS ENGAGED (-1):** If the target is Standing and Engaged, apply the modifier.
- **TARGET IS PRONE (-1, LONG RANGE ONLY):** If the target is Prone (either Pinned or Seriously Injured) and the attacker is firing at Long range, apply the modifier.
- **BRACE OF PISTOLS (-1):** The warrior attacks with two weapons with the Pistol trait.
- **TARGET MOVED FAST (-1):** If the target moved 10" or more this round.
- **SMALL TARGET (-1):** The whole target is less than 1/2" tall or wide. Warband models are always larger than this, even if modelled smaller! Firing a Blast Template is *always* considered to be targeting a small target.
- **LARGE TARGET (+1):** The whole target is 2" wide or tall.

IMPROBABLE SHOTS: If the hit modifiers applied to a ranged attack mean that it is impossible to score a hit, the attack is an Improbable Shot. To make a hit roll for an Improbable Shot, roll a D6. On a 1-5, the attack misses. On a 6, there is a chance that it will hit; make a hit roll as normal, using only the warrior's Ballistic Skill and ignoring any other modifiers.

ROLLS OF A NATURAL 1: If, when making a ranged attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

4. TARGET IS PINNED

When a Standing and Active warrior is hit by a ranged attack **that has the Black Powder trait**, they are automatically placed Prone and Pinned. Players should note that a Standing and Engaged warrior cannot become Prone and Pinned.

Only weapons with the Black Powder trait have the Pinned rule as standard. If a warrior is hit by any other missile weapon they are not Pinned (unless specifically stated).

5. RESOLVE HITS

Each attack that scores a hit is resolved as described below

BLAST MARKERS

If attacking with any weapon with the Blast (X) trait, a warrior may target a point on the tabletop instead of an eligible enemy warrior, using a Blast marker.

- Place the appropriately sized Blast marker (determined by the number in brackets after the trait on the weapon's profile) so that the central hole is anywhere within line of sight of the warrior making the attack.
 - If the central hole is beyond the Long range of the weapon, the attack still goes ahead but the Blast marker is moved directly back towards the attacking warrior until the central hole is within range.
 - Roll to hit as normal: – If the attack hits, the Blast marker stays where it is.
- Otherwise, roll a Scatter dice and a D6. The marker moves in the direction shown by the Scatter dice (using the small arrow if the Hit symbol is rolled) a number of inches equal to the number rolled on the D6. The marker will stop moving if the central hole comes into contact with a wall, structure or impassable terrain feature.
- Once the Blast marker's position has been established, each warrior (friend and enemy) whose base is beneath the Blast marker is hit by the attack (unless there is a wall or solid terrain feature between them and the centre of the Blast marker).
 - Follow steps 4 and 5 of the Shooting sequence as normal for each warrior hit, in an order of the attacking player's choice.

Players should note that, after scattering, the Blast marker may end beyond the weapon's range or out of line of sight.

FLAME TEMPLATES

If attacking with any weapon with the Template trait, the weapon will make use of the Flame template to determine which warriors are hit by the attack.

- During step 1 of the Shooting sequence, instead of declaring an enemy to be the target of the attack, place the Flame template so that the narrow end is

touching the attacking warrior's base and the entire template is within their vision arc.

- Each warrior (friend and enemy) whose base is beneath the template is hit automatically by the attack (**unless there is a wall or solid terrain feature between them and the warrior making the attack**).

Follow steps 4 and 5 of the Shooting sequence as normal for each warrior hit, in an order of the attacking player's choice.

STRAY SHOTS

If an attack with a ranged weapon misses, there is a chance that other warriors, friendly or enemy, that are Engaging the target, or that are within 1" of the line along which the range between the attacker and the target was measured, will be hit.

If the attack misses, roll a D6 for each warrior that is at risk of being hit, starting with the warrior closest to the attacker. On the roll of 1, 2 or 3, the warrior is hit by the attack. On a 4, 5 or 6, the shot misses them - move on to the next warrior at risk of being hit. If the attack would have caused more than one hit, follow this sequence for every hit.

Editor's Note: Warriors engaged with the target who are further away may be hit by a Stray Shot.

BRACE OF PISTOLS

If a warrior is armed with two weapons with the Pistol trait, they can choose to attack with both of them as part of a single Shoot (Basic) action. Make the hit roll for each weapon before resolving any hits scored. Both attacks must be made against the same target and the hit roll for each suffers a -1 modifier.

Close Combat

Warriors that are Standing and Engaged with an enemy warrior may make close combat attacks against them. Most often, this is done by performing a Fight (Basic) action – either on its own or as part of a Charge (Double) action – or by making Reaction attacks after an enemy warrior they are Engaged with has resolved a Fight (Basic) action against them. Additionally, certain skills and Tactics cards will also allow warriors to make a close combat attack outside of the normal sequence of the game.

Whenever a warrior makes a close combat attack against one or more enemy warriors they are Engaged with using a weapon with the Melee or Pistol trait, this sequence is followed:

1. TURN TO FACE
2. PICK WEAPONS
3. DETERMINE ATTACK DICE
4. DECLARE TARGETS
5. MAKE HIT ROLL(S)
6. RESOLVE HITS
7. REACTION ATTACKS
8. CONSOLIDATE OR COUP DE GRACE

1. TURN TO FACE

The attacking warrior may turn to face any direction. Doing so reduces the result of any hit roll by 1. This modifier is cumulative with any others. For example, if a warrior that is Broken turns to face before making a Reaction attack, they will reduce the result of any hit roll by a total of 3.

2. PICK WEAPONS

The controlling player declares which weapons the warrior will use. A warrior can use up to two weapons with the Melee or Pistol trait, but only one if it also has the Two-Handed or Unwieldy trait. Using a weapon in each hand is often referred to as Additional Hand Weapons, and the weapon in the left hand as an Off-Hand weapon.

Alternatively, the warrior may make unarmed attacks.

3. DETERMINE ATTACK DICE

The number of Attack dice rolled is equal to the warrior's Attacks characteristic, plus the following modifiers:

- Dual Weapons with the Melee or Pistol trait (+1)
- Charging (+1)
- Frenzy (+1)

ADDITIONAL HAND WEAPONS

If the warrior is attacking with more than one weapon, the Attack dice must be split as evenly as possible between the two weapons, ideally allocating an equal number of Attack dice to each weapon. Where this is not possible, for instance

if the warrior has an odd number of Attacks to make, the controlling player may choose which weapon is allocated the extra Attack dice.

PISTOLS AT CLOSE QUARTERS: A weapon with the Pistol trait can only have one Attack dice allocated to it. Any remaining attacks must be allocated to a weapon with the Melee trait. If a warrior has no other weapons with the Melee trait, any remaining attacks must be Unarmed attacks, as described above.

If a warrior attacks with a weapon with the Pistol trait in close combat, shooting modifiers do not apply – this is only used when making ranged attacks.

4. DECLARE TARGETS

Declare a target enemy warrior that is A) Engaged with the attacker and B) within their vision arc. Attacks can be split between eligible enemy warriors as the player wishes.

5. MAKE HIT ROLL(S)

Make a To Hit roll for the attacking warrior with each Attack dice. Roll separately for different weapons and/or different targets.

Attackers WS vs Defenders WS	D6 Roll Required
Is the Attacker's WS TWICE the Defenders WS or greater?	2+
Is the Attacker's WS GREATER than the Defender's WS?	3+
Is the Attacker's WS EQUAL to or LOWER the Defender's WS?	4+
Is the Attacker's WS MORE THAN HALF the Defender's WS or lower?	5+

TO HIT MODIFIERS

Apply the following modifiers to the D6 roll required to hit.

- **ASSISTS (+?)**: See below
- **INTERFERENCE (-?)**: See below.
- **HIGHER UP (+1)**: If your warrior is standing on a higher level, platform, or slope then add +1 to their To Hit roll.
- **OBSTACLE (-1)**: If you charge an enemy who is sheltering behind cover such as a low wall, then you suffer a -1 penalty on your To Hit score that turn. Note this penalty only applies during the round when you charge.
- **TURN TO FACE (-1)**: The attacking warrior may turn to face any direction. Doing so reduces the result of any hit roll.
- **REACH (-1)**: If the enemy warrior's reach (Melee X) is greater than your weapons reach (Melee X), you suffer -1 to hit. In the case of warriors with dual weapons, use the reach of the longest weapon.

ROLLS OF A NATURAL 1: If, when making an attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

ASSISTS AND INTERFERENCE

Engaging more than one opponent is much more difficult than Engaging a lone warrior. When making close combat attacks, a warrior can claim 'assists' from friendly warriors who are also Engaged with the target of the attack, and can suffer 'interference' from enemy warriors other than the target of the attack who are also Engaged with them.

ASSISTS

When a warrior makes a close combat attack, they can claim an assist from each other friendly warrior that is:

- Engaged with the target of the close combat attack.
- Not Engaged with any other warriors from the same warband as the target of the attack.

Each assist claimed in this way adds 1 to the result of the hit roll.

INTERFERENCE

When a warrior makes a close combat attack, they may suffer interference from each other enemy warrior that is:

- Engaged with the attacker.
- Not Engaged with any other warriors from the same warband as the attacker.

Each interference subtracts 1 from the result of the hit roll.

6. RESOLVE HITS

Each attack that scores a hit is resolved as described [on page 45](#).

7. REACTION ATTACKS

If there are still enemies that are Standing and Engaged with the attacker, they may make Reaction attacks, following steps 1-6.

8. CONSOLIDATE OR COUP DE GRACE

If all enemy warriors the attacker was Engaged with are now Prone and Seriously Injured, they may make a free Coup De Grace (Simple) action against one such enemy warrior. Alternatively, if all enemy warriors the attacker was Engaged with are now Prone and Seriously Injured or have gone Out of Action, they may move up to 2" in any direction.

Resolve Hits

When a warrior suffers a successful hit, follow this sequence:

- 1. MAKE WOUND ROLL**
- 2. MAKE A SAVE ROLL**
- 3. INFILCT DAMAGE**

ARBITRATOR'S NOTE: HIT RESOLUTION ORDER

All hits (ie the many hits from a single attacker's multiple close combat hits, the results of BRACE OF PISTOLS) are assumed to occur *at the same time*, before the consequences of each hit (for example being knocked back, becoming pinned and falling into cover, etc) occurs.

1. MAKE WOUND ROLL

Cross reference the weapon's Strength with the hit warrior's Toughness and roll on the table below to determine if the warrior is wounded by the attack:

Strength vs Toughness	D6 Roll Required
Is the Strength TWICE the Toughness or greater ?	2+
Is the Strength GREATER than the Toughness ?	3+
Is the Strength EQUAL to the Toughness ?	4+
Is the Strength LOWER than the Toughness ?	5+
Is the Strength HALF the Toughness or lower ?	6+

2. MAKE A SAVE ROLL

If a hit results in a successful wound roll, or leads to an Injury roll being made against the warrior for any reason, the warrior may be able to make a save roll.

Only one save roll may be made for each hit that successfully wounds, or leads to an Injury roll being made, regardless of how many different save rolls a warrior may have.

Armour saves are made either:

- After the Wound roll is made but before the Wound is removed from the warrior, in which case the Wound is 'saved' and not removed.
- If the attack has a Damage '-' characteristic and causes an Injury dice to be rolled against the warrior for any reason, a save roll is made before any Injury dice are rolled.

Players should note that some weapon traits will disallow save rolls. For example, the Gas Weapon Trait states that no

save roll can be made. In such cases, regardless of any modifiers, no save roll can be made.

ARMOUR PENETRATION: It may happen that the AP characteristic of a weapon is greater than the save roll granted by the armour a warrior wears, thus cancelling out the save roll. For example, a warrior wearing mesh armour has a save roll of 5+, but if they are hit by a weapon with AP -3, no save roll would be possible.

POSITIVE SAVE MODIFIERS: In some situations, such as some weapon traits, a warrior's save roll may be improved. In such situations, this positive modifier may be added to a warrior's normal save roll. For example, if a warrior wearing light armour (6+ save) gains a +1 modifier to their save roll, their armour save is now (5+).

If a warrior not wearing armour benefits from a positive save modifier, treat their save as 6+ for the purposes of modification. For example, if a warrior wearing no armour gains a +2 save modifier, they will be able to make a save roll of 5+.

WARD SAVES: A ward save represents some kind of rare magical protection, be it a spell, enchanted armour or perhaps even the innate nature of a Daemon or other magical creature. The value of the ward save will always be shown in the warriors entry, Daemons for example have a Ward Save(5+). The key difference ward saves and armour saves is that wards saves are never modified by AP or anything. If a model has more than one wards save only make one roll for the best.

Sometimes a warrior has both an armour save and a ward save. In this case, the warrior takes its armour save as normal first. If the armour save is failed (or modified to the point at which the warrior cannot pass it) then the warrior takes its ward save.

3. INFILCT DAMAGE

Damage is inflicted following a successful unsaved wound roll, as follows:

1. Each point of Damage caused by a weapon removes one Wound from a warrior.
2. When a warrior is reduced to 0 Wounds by Damage from an attack, immediately roll one Injury dice and apply the result to the warrior (see below).
3. If the weapon has additional points of Damage to cause after the last Wound has been removed, immediately roll an additional Injury dice for each and apply the result to the warrior.

For example, if a warrior with two Wounds is hit by a weapon that causes three points of Damage, two Injury dice will be rolled. The first point of Damage removes a Wound, the second reduces the warrior to 0 Wounds and one Injury dice is rolled, and the third and final point of Damage will cause another Injury dice to be rolled.

INJURY DICE

When any number of Injury dice are rolled against a warrior for any reason, apply the results of each individual dice as follows:

- **OUT OF ACTION:** The warrior is immediately removed from play.
- **SERIOUS INJURY:** The warrior is placed Prone and laid face-down. They may successfully recover in a later End phase. If this injury was inflicted in close combat, the warrior may be vulnerable to a Coup de Grace action
- **FLESH WOUND:** The warrior suffers a Flesh Wound, reducing their Toughness characteristic by 1. If a warrior is reduced to Toughness 0, they go Out of Action.

INJURY DICE CHART

D6	Result
1-2	Flesh Wound
3-5	Serious Injury
6	Out of Action

DAMAGE ‘-’ WEAPONS

A weapon with a Damage characteristic of ‘-’ does not cause Damage in the usual way and will not cause a warrior to lose a Wound. Such weapons cause injuries through the use of deadly poisons, venoms or gas. Consequently, if any Injury dice are rolled against a warrior as the result of an attack made by a Damage ‘-’ weapon, the result(s) of the Injury dice are applied as normal. No Wounds are removed from the warrior. The warrior may suffer a Flesh Wound, indicating they have been weakened by the attack, may suffer a Serious Injury, representing their struggle to shake off the effects of the attack, or may be taken Out of Action as they succumb to the effects of the weapon.

FALLING

If a warrior falls 3" or more, they will take a hit based on how far they fell, rounded up to the nearest inch:

Distance Fallen	Strength	AP	Damage
3" – 5"	3	-	1
6" – 7"	5	-1	1
8" – 9"	7	-2	2
10" +	9	-3	3

LASTING INJURIES

If a warrior goes Out of Action during a campaign game, for any reason, *immediately* roll on the Lasting Injury Chart and apply the result:

D66	Lasting Injury
11	Lesson Learned. Into recovery, +D3 Experience.
12-26	Out Cold. No effect.
31-45	Grievous Injury. Into recovery.
46	Humiliated. Into recovery, -1 LD and Cl.
51	Head Injury. Into recovery, -1 Int and Wil.
52	Eye Injury. Into recovery, -1 BS.
53	Hand Injury. Into recovery, -1 WS.
54	Hobbled. Into recovery, -1 M.
55	Spinal Injury. Into recovery, -1 S.
56	Enfeebled. Into recovery, -1 T.
61-65	Critical Injury. Dead, unless saved by a Physician
66	Memorable Death. Dead – attacker gains +1 Experience.

Psychology

FEAR

Fear is a natural reaction to huge or horrifying creatures. A warrior must make a **Cool check** in the following situations.

- If the warrior 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. Check when the charge is declared and is determined to be within range. If the check is passed the warrior may fight as normal. If it is failed, the warrior has its WS reduced to 1.
- If the warrior wishes to charge a fear-causing enemy. If it fails the warrior is paralysed with fear may not charge and cannot perform any actions that turn.

Note, warriors that cause Fear ignore Fear tests. Warriors which cause Fear treat Terror as Fear instead.

FRENZY

When a warrior with Frenzy activates, if there are enemy warriors in charge range, they must perform a Charge (double) action and perform a Fight (Basic) action. The player may make a Cool check to avoid this if they wish. In close combat a Frenzied warrior gains an extra attack dice but cannot use the Parry Skill or Parry weapon trait.

Once they are within charge range, Warriors with Frenzy gain the Immune to Psychology special rule, and don't have to take Fear, Panic or Stupidity tests as long as they remain within charge range.

During the battle, if a Warrior with Frenzy is Seriously Injured or Broken and then recovers, he is no longer frenzied. The warrior loses the Frenzy ability for the rest of the battle.

HATRED

When a warrior with Hatred activates check if:

- There is an enemy warrior within their maximum Charge range. If so then they must Charge the enemy and perform a Fight(Basic) action.
- The warrior must shoot at a visible Hated enemy (and does not need to target nearest enemy).
- The warrior will always perform a Coup de Grace action against a Hated enemy that has been Seriously Injured in close combat.

A warrior with Hatred may make a Cool check to avoid the above. If successful then the warrior does not suffer Hatred. Warriors who fight enemies they hate in close combat may re-roll any misses when they charge, or if charged they may reroll any misses for reaction attacks. The warrior has +1 Cool (to max of CL 10) while fighting a Hated enemy in close combat.

PANIC TESTS

Warriors must take a Panic check when a friendly warrior is Seriously Injured or taken Out of Action within 3" of them. All warriors must check regardless of their Status and Secondary Status, though it should be noted that some warriors may be subject to a special rule that makes them immune to Panic tests.

To make a Panic check, make a Cool check for the warrior, add +1 to their Cool for each friendly warrior within 3" of them that is not Broken and is not Prone and Seriously Injured. If the check is passed, nothing happens. If the check is failed, the warrior becomes Broken. Place a Broken marker on their Warrior card.

BROKEN WARRIORS

When a warrior becomes Broken, they will immediately make a Running for Cover (Double) action as described above. If the warrior is Ready, they lose their Ready marker. Broken warriors may be rallied in the End phase. When a Broken warrior activates in a subsequent round, they may not make any actions other than Running for Cover (Double). If a Broken warrior is Engaged by an enemy warrior, they may only make Reaction attacks with a -2 modifier.

STUPIDITY

Stupidity represents a creature's tendency to do exactly the wrong thing! The warrior might be absent minded, it might represent shock, being easily distracted, animalistic behaviour, or even a mental disorder.

If a friendly Leader or Champion is within 6" (that isn't Seriously Injured or Broken) then there is no need to make a Stupidity check as they keep the warrior's mind focused.

When a warrior with Stupidity activates make an Intelligence check. If you pass all is well – the warrior may move and fight as normal.

If the Intelligence check failed the warrior will make no actions this turn. If a warrior who fails a Stupidity check is not Engaged, roll a D6.

- 1-3 The warrior makes one Move (Simple) action in a random direction. They will not charge an enemy (stop his movement 1" away from any enemy he would have come into contact with). If the warrior comes within 1/2" of an edge (of a building) it must take an Initiative check or fall off (see Falling). If the warrior walks into an obstacle it will stop moving.

- 4-6 The warrior stands inactive and performs no actions this turn. They are probably distracted by something shiny or a squirrel.

End Phase

After all warriors that wish to activate have activated, the Action phase ends and play moves on to the End phase. The End phase has three steps:

1. **MAKE ROUT TEST (IF NECESSARY).**
2. **MAKE RECOVERY TESTS FOR SERIOUSLY INJURED WARRIORS.**
3. **MAKE RALLY TESTS FOR ANY BROKEN WARRIORS.**

ROUT TESTS

At the start of the End phase, either or both players will be required to make a Rout test for their warband if one or more of their warriors are either Seriously Injured or Out of Action. Even warbands who are normally immune to psychology (such as Undead) must make Rout tests.

To make a Rout test for the warband, roll a D6 and add to the result the total number of warriors that are Seriously Injured or Out of Action. If the final result is higher than the total number of warriors in the starting crew (the number of warriors who were present at the start of the battle, see page 506), then the warband as a whole has failed the Rout test and is Fleeing.

FLEEING THE BATTLEFIELD

Once a warband is Fleeing, warriors may begin to flee the battlefield. At the start of the Action phase, the controlling player will have to make a Cool check for each of their warriors on the battlefield. Each warrior that fails this Cool check will immediately flee the battlefield and is removed from play.

Note: although Undead are immune to psychology this can be thought of as their masters cutting their loses and commanding them to retreat. Or it can be thought of as magical instability.

LEADING BY EXAMPLE

Warriors draw courage from their leaders and will follow their example:

- If the warband Leader passes their Cool check, any friendly warriors within 12" are considered to have passed their Cool check and will not flee the battlefield.
- If a Champion passes their Cool check, any friendly warriors that are not the Leader or another Champion within 6" are considered to have passed their Cool check and will not flee the battlefield.

VOLUNTARY ROUT

In campaign play, a warband's controlling player can choose to voluntarily fail any Rout test they make, instead of rolling for it.

DECLARE WARBAND IS FLEEING

Once a warband has failed a Rout test (whether voluntarily or by failing a Rout test), the controlling player can declare that the warband will flee the battlefield at the start of any Action phase. Any Active and Pinned warriors from the warband immediately flee the battlefield and are removed from play. Engaged warriors must first attempt to break away from their fight- make an initiative check for each of them. If the check is passed, they flee, but if it fails, they are Seriously Injured. Once the warband that has declared it will flee has only Seriously injured warriors on the battlefield, the battle ends. Roll to see whether warriors succumb to their injuries or are captured as normal.

RECOVERY TESTS

For each member of their warband that is Seriously Injured and still on the battlefield, the controlling player makes a Recovery test by rolling an Injury dice:

- If the result is Out of Action, the warrior is removed from play. During a campaign game, roll for Lasting Injuries.
- If the result is Seriously Injured, the warrior remains as they are, Prone and Seriously Injured.
- If the result is a Flesh Wound, the warrior suffers a Flesh Wound (see page 46) and becomes Prone and Pinned.

ASSISTANCE

When making a Recovery test for a Seriously Injured warrior, one Standing and Active friendly warrior that is within 1" can offer assistance. If they do so, roll one extra Injury dice, then pick one of the Injury dice to resolve and discard the other.

A warrior can only assist one Recovery test per End phase.

MULTIPLE INJURY DICE

It may happen that, due to assistance, items of Wargear, Tactics cards or skills that, when making a Recovery test, several Injury dice are rolled. Regardless of how many are rolled, one Injury dice is picked and resolved, the others are discarded, as described previously.

RALLY TESTS

After making Recovery tests for Seriously Injured warriors, players may attempt to Rally Broken warriors.

To Rally a Broken warrior, make a Cool check for them, adding 1 to the result for each friendly warrior within 3" of them that is not Broken and is not Prone and Seriously Injured. If the check is passed, the warrior is no longer Broken. If the check is failed, the warrior remains Broken until the next End phase

Special Rules

These special rules represent innate abilities or psychology, usually things that cannot be learned.

ACUTE SENSES

The warrior has exceptionally good vision, hearing, or sense of smell. If a warrior with Acute Senses is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attacker even if they are not within their vision arc. In addition, the D6 roll to see whether a warrior is spotted has a +1 modifier (a natural 1 still fails)

CHAMPION

WARBAND HIERARCHY (CHAMPION): During a battle, once this warrior's warband has failed a Rout test, during any End phase in which this warrior passes its Cool check and does not flee the battlefield, any friendly warriors that are within 6" of this warrior automatically pass their Cool check and will not flee the battlefield.

POST-BATTLE ACTIONS: Additionally, during Campaign play, this warrior may perform post-battle actions.

TOOLS OF THE TRADE: This warrior enjoys access to a wide variety of weapons. A warrior with this special rule may take multiple warrior sets.

GROUP ACTIVATION (1): When a warrior with this special rule is activated, their controlling player can choose to activate a number of additional Ready warriors equal to the number shown in brackets that are within 3" of this warrior as part of a 'Group Activation':

- The controlling player must nominate all the warrior who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each warrior activates individually, groups do not activate simultaneously.
- Additional warriors with this special rule activated in this way may not themselves use this special rule during this activation.

SKILLS: When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

DAEMONIC

All warriors with the *Daemonic* special rule are *Immune to Psychology*, and *cause Fear*, as described in the Special Rules and Psychology sections. In addition, they have the following rules:

- **Daemonic Attacks-** Daemonic attacks count as magical (they count as attacks from a magic weapon).
- **Daemonic Aura-** the warrior has a Ward Save (5+). However, this Ward save is ignored for wounds suffered from spells, magic weapons and magic items.
- **Fear:** the warrior causes fear.
- **Immune to Psychology:** the warrior doesn't take any psychology tests.
- **Immune to poison** – Poisons, drugs and healing equipment have no effect on the warrior.
- **No pain:** ignores Pinned.
- **Unstable:** instead of taking Panic tests, the warrior must take an Unstable test (see Unstable below).

FEARLESS

The warrior automatically passes all Panic, Fear, Terror tests and ignores being Pinned. The warrior will never willingly leave close combat and will never perform the action Retreat (Basic).

It should be noted that the warrior still has to take Rout tests normally, being stoic does not necessarily make a warrior entirely heedless of mortal danger. If the player has chosen to voluntarily Rout, an engaged warrior with Fearless can make an Initiative check as usual to break away from combat (the order from the warband's leader to leave the battlefield supersedes their desire for a heroic death).

FLAMMABLE

If a warrior with the Flammable rule suffers one or more unsaved wounds from a weapon with the Flaming Attack trait, each unsaved wound is doubled. So, for example, if an attack would normally cause 1 wound, the Flammable creature would take 2 wounds. If the number of wounds are randomly determined by a dice roll, double the result of the dice, rather than rolling two dice and adding the scores together.

IMMUNE TO PSYCHOLOGY

Some creatures are utterly fearless, and will never give up a battle, no matter how hopeless the situation. This is usually because the warriors in question are mindless, insane, or magically controlled constructs.

The warrior automatically passes all Fear, Panic, Terror tests and ignores being Pinned, and is unaffected by Stupidity, Hatred or Frenzy.

If the warband has failed its Rout test, then the warrior has to make a Cool check as usual to remain on the battlefield. (Even Undead warbands have to make a rout test, maybe the Vampire or Necromancer leading them is the one that has decided to leave the battlefield, and the undead they control are just following their orders to retreat. Or it can be thought of as magical Instability instead of literally fleeing.)

LARGE TARGET

Large Targets are warriors that are especially tall, such as Ogres, Trolls and Rat Ogres. Such foes are easier to hit when shooting and provide the shooter with a +1 to hit modifier. A warrior can choose to shoot at a Large Target even if they are not the closest enemy warrior.

LEADER

WARBAND LEADER: A warband must always include a single warrior with this special rule. A warrior with this special rule may not retire during Campaign play. For a warband leader, the only way out is death.

WARBAND HIERARCHY (LEADER): During a battle, once this warrior's warband has failed a Rout test, during any End phase in which this warrior passes its Cool check and does not flee the battlefield, any friendly warriors that are within 12" of this warrior automatically pass their Cool check and will not flee the battlefield.

POST-BATTLE ACTIONS: Additionally, during Campaign play, this warrior may perform post-battle actions.

TOOLS OF THE TRADE: This warrior enjoys access to a wide variety of weapons. A warrior with this special rule may take multiple warrior sets.

GROUP ACTIVATION (2): When a warrior with this special rule is activated, their controlling player can choose to activate a number of additional Ready warriors equal to the number shown in brackets that are within 3" of this warrior as part of a 'Group Activation.'

- The controlling player must nominate all the warrior who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each warrior activates individually, groups do not activate simultaneously.
- Additional warriors with this special rule activated

in this way may not themselves use this special rule during this activation.

SKILLS: When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

MAGIC RESISTANCE (X)

Through natural quirk or potent artefact, some warriors have an innate resistance to magical attack.

A model with Magic Resistance has a Ward Save against spells. When the warrior is targeted by a magic spell make a special saving throw based on the number shown in brackets after the Magic Resistance special rule. Magic Resistance (5) would mean the warrior has a save of a D6 roll of 5+.

If the Magic Resistance roll is successful, then the warrior is not affected by the spell. Note, the spell is still cast and may affect other warriors.

MONSTER

Monsters are independent creatures used to living on their own. They have the following rules:

Immune to Panic tests.

Cannot use weapons, armour, or equipment.

Monsters can gain experience as other henchmen but are slow learners. It takes +50% the amount experience points to advance.

They can become a Veteran, but still cannot use weapons or equipment.

When they become a Veteran, Monsters have their own skill set access. They may choose from the following skill tables:

- Primary: Brawn and Muscle.
- Secondary: Ferocity and Savagery.

Slow-witted. Monsters are not especially bright or quick on the uptake. This warrior may never be activated as a part of a Group Activation.

Monsters can never become Champions or Leaders.

POISONED ATTACKS

Some creatures have natural venom in their bite or claws. This is the same as the Poison weapon trait. The warrior's attacks count as being permanently coated in black lotus (see the Equipment section)

PRIEST

The warrior is a Priest and can perform the action Cast Spell (X). A Priest may perform the Cast Spell (X) action while wearing armour. Prayers are not regarded as spells, so any special protection against spells does not affect them. See the Magic section below for details.

RACE (X)

This defines what race the warrior is. Some races such as Dwarfs and Skaven have their own special rules (listed in the

warband selection). Some warriors have Hatred to particular races.

REGENERATION

Trolls and other particularly hardy creatures can regenerate damage at an incredible rate. Wounds close and heal almost instantly.

A warrior with the Regeneration special rule is permitted a special regenerate saving throw after it has failed any armour save it may have, instead of taking a ward save (if it has one). If a warrior has both a ward save and Regeneration, you must choose which save is used. To take a regeneration save, roll a D6. On a 1-3, the wound affects the warrior normally, even its incredible constitution has not prevented this injury. On a 4-6, the damaged flesh regrows, leaving not even so much as a scar to indicate the injury was ever there - the wound is discounted, exactly as if it had been saved by other means. Wounds caused by Flaming Attacks (as described earlier in this section) cannot be regenerated, and if a warrior is wounded by a Flaming Attack it loses the Regeneration trait for the remainder of the turn (it can be used in a later turn though - it just takes a short time for the Regeneration to overcome the flames).

If a warrior with this special rule has to roll on the Lasting Injury chart ignore all results except 11 Lesson Learned and 66 Memorable Death. Any other result is regenerated.

STARVING

Starving warriors must make a Willpower check when they activate if there is a Seriously Injured living (not Undead or Daemonic) warrior (friend or foe) within their maximum Charge range. If they fail this check, they must Charge the down warrior and perform a Feed (Basic) action. If for any reason they cannot reach their intended victim, such as if there are other models in the way or impassible terrain, they must use their activation to move as close to the downed warrior as possible.

If the warrior has an opportunity to perform a Coup de Grace action (such as against an opponent that has been Seriously Injured in close combat), they instead make a Feed action. **FEED (BASIC): (Starving Warriors Only)**

The warrior feeds on the flesh of a wounded adversary. The action can be performed in place of a Fight or Coup de Grace action. It can only be made against warriors who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table for the warrior and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). **Note**, the Seriously Injured warrior remains on the battlefield, and may be fed on again, unless they roll a Critical Injury (61-65) or Memorable Death (66) result, in which case, they are removed from the battlefield and considered to have been taken Out of Action. A warrior who successfully fed using the Feed action loses their Starving condition

STRIDER

Some well-trained warriors or naturally skilled creatures can traverse unhindered through the densest terrain.

Warriors with the Strider special rule are rare - normally, a warrior will have a subset of Strider, such as *Obstacle Strider* or *River Strider* and the rule only applies in terrain of the specified type. Warriors with the Strider rule do not have any movement penalties when moving across or through this terrain type.

STUBBORN

Whether because they hold themselves to the elite, or because they are too slow-witted to flee, some troops fight on almost regardless of casualties.

Warriors with Stubborn are immune to Panic tests.

UNDEAD

All warriors with the *Undead* special rule have the following rules:

- **Already Dead:** friendly warriors do not need to take a Panic check if this warrior is Seriously Injured or taken Out of Action.
- **Cannot Run:** warriors with the *Undead* special rule cannot run. The action MOVE (Simple) becomes MOVE (Basic). They can always make a CHARGE (Double) action.
- **Expendable:** Henchmen and Veterans with the Undead special rule do not role on the Lasting Injury table. Instead, roll a D6, on a result of 1-2 is a Memorable Death. On a result of 4-6 is an Out Cold result.
Champions, Raw Recruits and Leaders with the Undead special rule roll on the Lasting Injury table as normal.
- **Fear:** the warrior causes fear.
- **Immune to Psychology:** the warrior doesn't take any psychology tests.
- **Immune to poison:** Poisons, drugs, and healing equipment have no effect on the warrior.
- **No pain:** ignores Pinned.
- **Unstable:** instead of taking Panic tests, the warrior must take an Unstable check (see Unstable below).

UNSTABLE

Creatures such as Undead, and Daemons, which do not naturally belong to the planes of the real world, are subject to instability. Shifts between the different planes can seriously affect these creatures, sometimes even destroying them.

Warriors with this special rule must take an Unstable check when a friendly warrior with the Undead or Daemon trait is Seriously Injured or taken Out of Action within 3" of them. All warriors must check regardless of their Status and Secondary Status.

To make an Unstable check, make a Willpower check for the warrior, add +1 to their Willpower for each friendly warrior within 3" of them that is not Broken and is not Prone and Seriously Injured. If the check is passed, nothing happens. If the check is failed, the warrior loses 1 wound with no armour saving throws or ward saves allowed.

Friendly warriors in 3" do not need to take an Unstable check if a warrior is Seriously Injured or taken Out of Action because of a failed Unstable check.

VAMPIRIC

The warrior counts as Undead and has the same special rules above but doesn't have Already Dead, Cannot Run, Expendable and Unstable rules.

WAR BEASTS

The following covers any warriors with the War Beasts special rules:

- War Beasts are activated and fight in exactly the same way as a henchman of your warband.
- They cannot use weapons, equipment or armour.
- War beasts cannot climb walls, they can only climb ladders at half movement rate.
- War beasts cannot open doors or interact with objects such as switches.
- Warriors with the Flaming Attack weapon trait cause *Fear* in War Beasts.
- War beasts never gain experience.
- Recovery is the same as henchmen.
- War Beasts count towards the maximum number of warriors allowed in your warband.
- If a War Beast is Seriously Injured or taken Out of Action friendly warriors do not have to take a Panic check (see Psychology).

WIZARD

The warrior is a Wizard and can perform the action Cast Spell (X). A Wizard may NOT perform the Cast Spell (X) action while wearing armour. See the Magic section below for details.

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.

In Mordheim we commonly refer to spell casters as Wizards. Some races use different names, such as warlock, magister, shaman, priest or seer, but all of these are considered to be types of Wizard.

Wizards can cast Spells and Priests can use Prayers. Prayers are essentially the same as Spells, they use the same actions, the only difference is items and abilities that protect against spells will not protect Prayers. And priests can wear armour and still use prayers. When we refer to Spells this also includes Prayers (unless stated).

During a battle, wizards are activated just like any other warrior, with the exception that they may perform 'Cast Spells (X)' actions, which enable them to manifest their abilities.

A Cast Spells (X) action may be (Simple), (Basic) or (Double), depending upon the complexity of the Cast Spell the wizard is attempting to manifest. This will always be shown in brackets after the name of the Cast Spell itself. When a wizard is activated, they may choose to perform one or more Cast Spells (X) actions.

Regardless of the Cast Spell(s) that a wizard knows, all wizards are able to perform the following actions:

MAINTAIN CONTROL (Simple/free)

This is a free action. The Wizard can still make two actions on a turn they are activated. Some CAST SPELL (X) actions are noted as being a Continuous Effect. Such a power lasts from when the warrior performs the action until the start of their next activation when it will expire. In order to maintain a Continuous Effect, the warrior must perform this action. The warrior immediately makes a Willpower check, applying the Difficulty modifier of the spell, and then applying -1 to the result of the dice roll (it's easier to maintain the spell once cast). If they do not perform this action, or they fail the Willpower check, the Continuous Effect expires at the beginning of this warrior's activation and the spell ends. A Wizard can only ever have one

Continuous Effect in play. If a Wizard is Seriously Injured or taken Out of Action, any Continuous Effects will immediately expire.

CONCENTRATE (BASIC)

If the warrior makes a Willpower check in their subsequent action, apply a -1 to the result of the dice roll.

Casting Spells

When a wizard makes a Cast Spells (X) action, they must make a Willpower check to see if the action is successful. If the check is passed, the Cast Spell takes immediate effect. If it is failed, the Cast Spell has no effect and the action is wasted.

MAGIC MISSILES

When a wizard casts a ranged spell at an enemy warrior, they must follow the same rules as shooting. The target must be an Eligible target and Target Priority still counts (see shooting above). The spell takes immediate effect and hits automatically (unless stated).

A warrior targeted by a magic missile spell is Pinned.

CAST SPELL (X) –(This action is also used for Prayers). To see if the action is successful the spell caster must make a Willpower check with the Spell's Difficulty modifier applied. If the check is passed, the spell takes immediate effect. If it is failed, the Spell has no effect and the action is wasted. However, using magic is not without risk. If the Willpower check is failed on the roll of a double 6, the spell caster must immediately roll on the Magical Mischief table (see below). If the Willpower check is passed on the roll of a double 1, the Spell takes effect, cannot be Dispelled (see Magic below) and the Wizard must immediately roll on the Magical Mischief table.

WIZARDS AND ARMOUR

A Wizard cannot perform the action Cast Spell (X) if the warrior is wearing armour or has a shield or buckler, they cause too much magical interference. Priests are an exception and may wear armour and still cast spells.

Magical Miscasts

However, using Cast Spells is not without risk. If the Willpower check is failed on the roll of a double 6, the wizard must immediately roll on the Magical Miscasts table (see overleaf). If the Willpower check is passed on the roll of a double 1, the Cast Spell takes effect, cannot be Disrupted (see below) and the wizard must immediately roll on the Magical Miscasts table.

Dispel

Whenever a wizard is activated to make a Cast Spells (X) action or to make a Maintain Control (Simple) action, if there is a Standing and Active or Prone and Pinned enemy wizard within 18", they may attempt to Dispel the wizard's successful Cast Spell. A Standing and Engaged or Prone and Seriously Injured wizard may not attempt to Dispel a Cast Spell.

To Dispel a successful Cast Spells (X) action, a wizard must roll 2D6. If the total is **lower** than the total rolled for the Willpower check made to successfully perform the action, the Cast Spell is Dispersed and fails as if the wizard making the action had failed their own Willpower check. If the total is equal to or higher than the total of the Willpower check made to successfully perform the action, the Dispel attempt fails and the Cast Spells (X) action is resolved.

However, Dispel attempts can be just as risky as casting spells.

If a double 1 is rolled, the Cast Spell is cancelled, but the wizard making the Dispel attempt must immediately roll on the Magical Miscast table.

If a double 6 is rolled, the Dispel attempt fails and the wizard making the Dispel attempt must immediately roll on the Magical Miscast table.

Allocated Spells

The chart below summarises the different kinds of magic and explains who can use what spells.

Wizard	Type of Magic
Chaos Magisters	Chaos Rituals
Mercenary wizards and Warlocks	Lesser Magic
Skaven Grey Seer Apprentice Sisters of Sigmar & Warrior-Priests of Sigmar	Magic of the Horned Rat Prayers of Sigmar
Necromancers	Necromancy
Orc Shaman	Power of da Waaagh!

Each wizard starts with one randomly determined spell, but may gain more. Roll a D6 and consult the appropriate chart below. If you get the same spell twice, roll again or lower the spell's difficulty by 1.

Magical Mischasts

Magic is fickle, and writhes like a thing alive even whilst a Wizard shapes it to his will. Magic always strives to be free of constraint, and should the Wizard mispronounce a single word, or otherwise miscast the spell, the magic will shatter its bindings in a burst of incredible energy. Wizards can therefore be described as not trying to empower their spells, but to hold that same energy in check lest it prove to be their undoing.

Whenever a Wizard rolls a double 1 or a double 6 when making a Willpower check to perform a Cast Spell (X) action, or when attempting to Dispel a Wizard's Spell, roll 2D6 and consult the table below:

Magical Mischasts Table

2D6 Result

2-3	A Tear in Reality! <i>The Wizard loses control and the fibre of reality itself is torn apart as a passage to the Realm of Chaos opens.</i> Centre a 5" diameter Blast marker on the Wizard; any warrior touched by the marker must pass a Willpower check or lose a wound as their flesh mutates and their soul is sucked away. The Wizard then goes Out of Action.
4-5	Immaterium Inverse. <i>The spell inverts upon those attempting to control it.</i> The Wizard becomes the target of the spell (regardless of range). If the spell is beneficial, the Wizard instead becomes Pinned and suffers a Strength 6 hit that inflicts 2 Damage ignoring armour saves. The power has no other effects.
6-8	Whispers from the Realm of Chaos. <i>The wizard's mind is filled with screaming daemonic voices.</i> The wizard becomes subject to Stupidity condition for the rest of the game. Place a marker on the wizard's Warrior card and make an Intelligence check when they activate.
9-10	Power Surge! <i>The Wizard's spell becomes overcharged with magical energy.</i> The Wizard may immediately try to manifest the same spell again as a free action, or if they were trying to disrupt a spell, they may immediately manifest one of their own spells as a free action – this additional manifestation of the spell can trigger a Magical Mischast as normal. After working out the effects of the spell, the Wizard becomes Pinned and suffers a Strength 4 hit that inflicts 1 Damage ignoring armour saves.
11-12	Daemonic Possession. <i>Daemonic energy courses through the Wizard's body.</i> The Wizard increases their Movement, Weapon Skill, Strength, Toughness and Attacks characteristics all by 3. Their unarmed attacks inflict 2 Damage and have an AP of -1. They gain the Daemonic Special rule. In the End phase of the following round, or if the Wizard generates this result again, they go Out of Action.

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 Hunters, Priests of Sigmar and Sister of Sigmar. 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 Sigmar's Fiery Hammer

Difficulty 0 (Basic), Continuous Effect:

The priest chants benedictions of Sigmar's might and the weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.

For as long as this Spell is maintained, the Priest counts as being armed with the following weapon:

Weapon	Range	Str	AP	D	Traits
Sigmar's Fiery Hammer	Melee	S+2	-	2	Flaming Attack, Stun

2 Beacon of Righteous Virtue

Difficulty -1(Basic), Continuous Effect:

As the Priest bellows prayers in Sigmar's name, they become infused with holy fire of righteousness. Waves of glory surround the servant of Sigmar and the faithful are heartened by the warrior god's presence.

For as long as this Spell is maintained, all allied warriors within 8" of the Priest become immune to Fear and Panic tests. In addition, the warband Leader can reroll the D6 when making Rout test.

3 Soulfire

Difficulty -2 (Basic)

The wrath of Sigmar comes to earth. A holy fire explodes from the Priest's body blasting outwards and wipe out those who resist the righteous fury of the God-Emperor!

All enemy warriors within 4" of the servant of Sigmar suffer a Strength 3 hit with the weapon trait Flaming Attack. No armour saves are allowed. The servants of darkness are especially susceptible to Sigmar's holy power. Undead and Daemonic warriors in range suffer a Strength 5 hit, Flaming Attack and no armour saves.

4 Shield of Faith

Difficulty +1 (Basic), Continuous Effect:

A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.

For as long as this Spell is maintained, the Priest is immune to all spells. This doesn't dispel it, the spell is still cast and effects other warriors as normal.

5 Healing Hand

Difficulty +2 (Simple)

Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.

Any one warrior within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. If the warrior was Seriously Wounded, they immediately come to their senses, stand up, and continue fighting as normal. In addition, if any friendly warriors within 2" that have any flesh wounds are healed and the flesh wounds removed.

6 Armour of Righteousness

Difficulty -2 (Basic), Continuous Effect:

Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.

For as long as this Spell is maintained, the Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes Fear (and is therefore immune to fear).

Necromancy

As the powers of Dark Magic are wielded to the purpose of necromancy, its unwholesome energies animate and invigorate the Undead. It grants Necromancers the power to raise the dead and command spirits, but also to destroy the vitality of the living.

D6 Result

1 Soul Stealer

Difficulty -3 (Basic)

The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself.

You may choose a single warrior within 6". The target suffers a wound (no armour 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 only affect living targets and will not affect any Daemonic or Undead warriors.

2 Invocation of Nehek

Difficulty 0 (Basic)

At the spoken command of the Necromancer, the dead rise to fight again.

One Skeleton Warrior that went out of action immediately returns to the battle. Place the warrior within 6" of the Necromancer. The warrior cannot be placed straight into close combat with an enemy warrior.

3 Hellish Vigour

Difficulty 0 (Basic)

The caster invigorates the creatures under his control, who attack the foe with new found speed and ferocity.

The wizard can choose one friendly warrior in 6" with the Undead (not Vampiric) special rule. The warrior can immediately perform the action FIGHT (Basic). Does not need line of sight.

4 Gaze of Nagash

Difficulty -2 (Basic)

Bolts of Dark Magic leap from the caster's eyes, withering flesh and blackening the bone beneath.

The Necromancer makes an immediate attack against one enemy warrior using the following weapon profile:

Weapon	Range	Str	AP	D	Traits
Gaze of Nagash	12	4	-1	1	D3 hits, no armour save

5 Vanhel's Danse Macabre

Difficulty +1 (Basic)

The Undead are filled with magical energy that causes them to jerk forwards on the attack with tireless and unnatural speed.

The wizard can target a single friendly Undead warrior within 6". The warrior may immediately perform the action MOVE (Simple). If this moves them into base contact with an enemy warrior, they count as charging and can perform a FIGHT (Basic) action.

6 Spell of Awakening

Difficulty: Auto (no WP check needed)

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 or one of the player's Dregs dies (the warrior rolled 66 Memorable Death on the Lasting Injury table) then the Necromancer may raise them to fight as a Skeleton Warrior in his servitude **after the battle**.

The dead Hero retains all his weapons, armour but loses any other equipment and skills. His characteristics are the same except for the following modifiers WS, BS, I are -1 and LD, CL, WII, INT are -2. The dead Hero gains the Undead special rule and is a Henchmen. This spell always succeeds. (Note: this is like hiring a skeleton warrior for free, but gaining the dead hero's equipment).

Chaos rituals

Chaos rituals employ the raw power of the darkest magic and are therefore supremely useful in bringing pain and suffering, as well as change and mutation. Chaos rituals are used by Magisters of the Cult of the Possessed, and Daemons.

D6 Result

1 Vision of Torment

Difficulty -3 (Basic)

The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.

Nominate an enemy warrior anywhere within 6" of the Chaos Mage. The nominated warrior must immediately take a Willpower check. If the check is passed, the warrior is Pinned. If the test is failed, the warrior loses 1 Wound and is Pinned. If this reduces the warrior to 0 Wounds, roll one Injury dice and apply the result. This doesn't affect warrior with Immune to Psychology.

2 Eye of God

Difficulty 0 (Basic)

The Chaos Mage implores the Dark gods to grant a boon to their servant.

Once cast successfully it cannot be cast again this battle. Choose any warrior from your warband, (only the faithful, not hired swords etc) within 6". If you choose the Chaos Mage, they may re-roll the D6 result below. Roll a D6 to see what happens to the affected warrior:

D6 Result:

- 1 The wrath of the dark gods descends upon the target. The warrior is taken *out of action* immediately, they automatically count as having the result 12-26 Out Cold.
- 2-5 The warrior gains +1 to any one of his characteristics during this battle.
- 6 The warrior gains +1 to all of its characteristics for the duration of the battle.

3 Dark Blood

Difficulty -1 (Basic)

The Chaos Mage cuts arcane symbols into 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 warrior in its path. After using this spell the Chaos Mage must make a Toughness Check, if failed then the caster gains a flesh wound.

4 Lure of Chaos

Difficulty -2 (Basic) Continuous

The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.

Select an enemy warrior that has not yet activated this round within 12" and line of sight of the Chaos Mage. The enemy warrior makes a WP check, if unsuccessful then the warrior is immediately activated (remove his ready marker), and the Chaos Mage player can control him. The warrior will not do anything suicidal (such as jumping off a building) but can charge, attack or shoot warriors on his own side. If he was engaged in close combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart. The warrior is now activated by the Chaos Mage player. The Chaos Mage continues to control the warrior until they pass a Willpower check at the start of their activation.

5 Wings of Darkness

Difficulty 0 (Basic)

A pair of large wings of shadow grow from the Chaos Mage's back allowing them to fly.

The Chaos Mage can immediately perform a MOVE (Basic) for free, up to distance of 12" and can ignore all terrain, may move freely between levels without restriction. They may not however move through impassable terrain or walls.

The Chaos mage can use this to move into base contact with an enemy, in which case he counts as charging and follows as the usual rules for being engaged and in close combat.

6 Word of Pain

Difficulty 0 (Basic)

Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who hear it.

All warriors within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.

Lesser magic

Those who have not been schooled in the ways of magic can cast only relatively simple spells. Many human wizards, lacking the tradition of sorcery and the grimoires of Necromancers and Chaos Mages, must rely on their own natural aptitude and experimentation.

Lesser Magic (or hedge magic) is used by human wizards. It may not be as awesome as the mighty spells of Necromancers and Chaos Mages, but it is still dangerous.

D6 Result

1 Fires of U'Zhul

Difficulty 0 (Simple)

The wizard summons a fiery ball of flames and hurls it upon his enemies.

The wizard makes an immediate attack using the following weapon profile:

Weapon	Range	Str	AP	D	Traits
Fires of U'Zhul	18	4	-1	1	Flaming attack

2 Flight of Zimmeran

Difficulty 0 (Basic)

Calling upon the power of the winds of magic, the wizard flies through the air.

The Wizard can immediately perform a MOVE (Basic) for free, up to distance of 12" and can ignore all terrain, may move freely between levels without restriction. They may not however move through impassable terrain or walls. The Wizard can use this to move into base contact with an enemy warrior, in which case he counts as charging and follows as the usual rules for being engaged and in close combat.

3 Dread of Aramar

Difficulty -1 (Basic)

The wizard places a sense of mind-numbing fear into the minds of his opponents.

Choose an enemy warrior within 12" of the Wizard. The enemy warrior must make a Panic check with or become subject to the Broken condition. Note that this spell does not affect any warrior with Immune to Psychology.

4 Silver Arrows of Arha

Difficulty 0 (Basic)

Silvery arrows appear from thin air and circle around the wizard, shooting out to strike his foes.

The Wizard makes an immediate attack against one enemy warrior using the following weapon profile:

Weapon	Range	Str	AP	D	Traits
Silver Arrows of Arha	24	3	-	1	D3+2 hits

5 Luck of Shemtek

Difficulty +1 (Basic)

The wizard summons the fickle power of magic to manipulate chance.

The wizard may re-roll all his failed dice rolls, can only re-roll them once, and the second results stand. The effect lasts until the Wizard's next activation.

6 Flaming Sword of Rhuin

Difficulty -1 (Basic) Continuous

A flaming sword appears in the hand of the wizard, promising red ruin to all who stand in his way.

The wizard can make close combat attacks with the following weapon profile:

Weapon	Range	Str	AP	D	Traits
Flaming Sword of Rhuin	Melee	S+2	-1	1	+1 Attack dice, +2 WS, Parry, Flaming attack.

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. The number thirteen is of particular significance in Skaven rituals.

D6 Result

1 Warp Lightning

Difficulty -1 (Basic)

The sorcerer points a fleshy paw and bolts of greenish-black lightning arc outwards.

The Wizard makes an immediate attack against one enemy warrior using the following weapon profile:

The spell also causes one Strength 3 hit on each warrior within 2" of the original target.

Weapon	Range	Str	AP	D	Traits
Warp Lightning	9	4	-1	1	D3 hits

2 Skitterleap

Difficulty 0 (Basic)

With a 'Bamf' the Skaven sorcerer disappears in a puff of smoke to reappear elsewhere on the battlefield.

The Sorcerer may immediately move anywhere in 13", but not within 1" of an enemy warrior. If engaged in close combat, the Sorcerer counts as having performed the action RETREAT (Basic) but doesn't need to make an Initiative check.

Warriors engaged with the Sorcerer deduct one from their Initiative when making the Initiative check.

3 Vermintide

Difficulty +1 (Basic)

The hapless victim is attacked by a swarm of rats and soon is covered from head to foot in small, bleeding wounds.

Choose a single warrior in 8" of the sorcerer. Vermintide causes 2D6 Strength 1 hits with a -1 save.

4 Black Fury

Difficulty -1 (Basic) Continuous

With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, and attacks with an insane fury.

The Sorcerer may immediately perform the action CHARGE (Double) at an enemy warrior within 13" and gains +2 Attacks and +1 Strength until their next activation.

5 Eye of the Warp

Difficulty -1 (Basic)

"Gaze into the eye of the warp and despair!"

All enemy warriors engaged with the Sorcerer must take a Cool check. Any enemy warrior that fails this check suffers a Strength 3 hit and is immediately Broken and runs for cover. Warriors that are Immune to Psychology do not become Broken.

6 Sorcerer's Curse

Difficulty +1 (Basic)

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 13" and affects a single warrior within range and line of sight. The sorcerer doesn't need to choose the closest target. The target must re-roll any successful armour saves and to hit rolls until the sorcerer's next activation.

Prayers of Ulric

Ulric is the god of battles, wolves, and winter. He has been worshipped since ancient times, indeed was the patron of Sigmar himself. His priests are as fierce as wolves, and they use spells to win more glorious victories in Ulric's name. Those who call upon Ulric often find that they prefer cold to heat, and seldom feel at home in civilised areas.

The wolf priests of Ulric hail from Middenheim, the city of the White Wolf. It is believed that Ulric himself struck the top off of it with a mighty blow from his fist to create a plateau where his followers could build a stronghold. The priests of Ulric see the hammer-like blow of the comet on Mordheim as Ulric's judgment on the decadent Sigmarites that lived in the city.

A warrior may use the divine power of Ulric while wearing armour. Prayers of Ulric are not regarded as spells, so any special protection against spells does not affect them.

D6 Result

1 Winter's Chill

Difficulty +1 (Basic) Continuous

The priest radiates a coldness that chills to the bone.

Any warrior Engaged with Priest suffers a -1 to hit penalty.

2 Ice Blast

Difficulty -3 (Basic)

The Priest summons up a fierce storm of lashing ice.

The Priest makes an immediate attack against one enemy warrior using the following weapon profile:

Weapon	Range	Str	AP	D	Traits
Ice Storm	12	3	-6	1	Blast (5") no armour save

3 Battle Fury

Difficulty 0 (Basic) Continuous

Ulric's spirit fills the Priest, and their bloodlust is unleashed.

The Priest can make close combat attacks with Strength +2 and the Hack weapon trait. If the Priest already has a weapon with Hack trait, then it gains +1 Strength if the hit roll is a natural 5 or a 6.

4 Ulric's Gift

Difficulty 0 (Basic)

The Priest's words awakens the slumbering berserker in an ally.

The Priest can cast this spell on one friendly warrior in 12" (not hired swords). The warrior now has Frenzy special Rule.

5 Heart of the Wolf

Difficulty -1 (Basic) Continuous

The Priest howls like one of Ulric's wolves and it instils their allies with a lust for battle.

For as long as this Spell is maintained, all friendly warriors within 8" of the Priest become immune to Fear and Panic tests. In addition, the warband Leader can reroll the D6 when making Rout test.

6 Call of Ulric

Difficulty -1 (Basic) Continuous

The Priest lets out a cry of agony as his body re-shapes itself into that of a huge slavering wolfman.

The Priest may immediately perform the action CHARGE (Double) at an enemy warrior within 12" and gains +2 Attacks and +1 Strength until their next activation.

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 beard 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.

Prayers of Taal work like Prayers of Sigmar although the Taal Priest never wears armour.

D6 Result

1 Stags Leap

Difficulty 0 (Basic)

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.

2 Blessed Ale

Difficulty +2 (Basic)

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 Daemonic) within 2" of the Priest will lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bears Paw

Difficulty 0 (Basic)

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 Earth shudder

Difficulty -2 (Basic)

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 (replace with rubble which counts as an area of difficult ground).

5 Tanglefoot

Difficulty -1 (Basic)

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 0 (Basic)

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.

Power of Da Waaagh!

These spells are used by Orc Shamans. The power of a Shaman comes not just from the winds of magic, or 'da Great Green' as greenskins call it, but also from the raw energy radiated by their fellow Orcs.

The magical powers of Orc Shamans are boosted by the positive energies of Orcs fighting nearby. Conversely, if nearby Orcs are running away, their negative energy weakens a Shaman. To represent this, if a Spell of da Waaagh! Has a Strength value or grants a Strength bonus, that value or bonus is increased by +1 as long as there are more friendly warriors engaged in close combat than there are Broken and fleeing. If there are more friendly warriors Broken and Fleeing than there are engaged in close combat, then the strength is decreased by -1 instead.

D6 Result

1 'Ere we go!

Difficulty: -2 (Continuous)

As the Shaman chants his gibberish, he seems to visibly leak fighthy energy, which boosts the aggressive zeal and close combat prowess of nearby mobs of Goblinoids.

Any Orc or Goblin within 4" of the Shaman gain the Strike First weapon trait.

2 The Hand of Gork

Difficulty: 0 (Basic)

The Shaman's eyes roll back and an enormous, ghostly green hand materialises and flicks the enemy away.

The Shaman can target an enemy warrior in range 8". Normal line of sight rules apply. The enemy warrior is moved D6" directly away from the Shaman. If the target collides with another warrior or terrain, both suffer 1 S3 hit.

Note: Very handy for dropping people from high buildings. May not be cast on warriors engaged in close combat.

3 Brain Bursta

Difficulty: -2 (Basic)

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.

The Shaman makes an immediate attack against one enemy warrior using the following weapon profile:

Weapon	Range	Str	AP	D	Traits
Brain Bursta	12	4	-6	1	D3 hits, no armour save

4 Fooled Ya!

Difficulty: +1 (Basic)

The Shaman disappears in a green mist, confusing his enemies.

No enemy warrior may charge the Shaman during their next activation. If the Shaman is engaged in close combat he may immediately move 4" away. Last until the Shamans next activation.

5 Fists of Gork

Difficulty: 0 (Continuous)

In a fit of fighting fury the Shaman's gnarled fists grow large, becoming harder than iron.

The Shaman can make close combat attacks with the following weapon profile:

Weapon	Range	Str	AP	D	Traits
Fists of Gork	Melee	S+2	-1	1	+1 attack dice, Stun

6 Gaze of Mork

Difficulty: -1 (Basic)

Twin bolts of green flame shoot from the Shaman's eyes to strike the nearest enemy warrior.

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. The Shaman makes an immediate attack using the following weapon profile:

Weapon	Range	Str	AP	D	Traits
Gaze of Mork	12	3	-	1	Two D3 hits, Flaming attack

Weapons And Armour

This section of the rulebook describes the different weapons which warriors carry as well as other items such as armour and equipment. In addition to commonplace weapons and easily obtained items of equipment there are many unusual or exotic weapons and rare items of various kinds. These much sought after and expensive items are carried only by the richest and most successful warbands, but they have been collated here for ease of reference.

A warband may be equipped with any weapons it can afford within the limits discussed later. Models are available with a wide variety of weaponry, and are always assumed to carry the weapons they are depicted with. Holstered pistols can obviously represent any pistol weapon, whilst knives can be assumed to be concealed, so a model not depicted with knives can still carry them.

TYPES OF WEAPON

All weapons are divided into one of the following broad categories.

CLOSE COMBAT WEAPONS

These are weapons designed for use purely at close quarters such as swords, knives, axes and crude clubs. Most of these weapons cannot be used for shooting but only in close combat.



MISSILE WEAPONS

Missile weapons cover bows and crossbows. You can shoot in the shooting phase with such a weapon but it confers no advantage in close fighting (with a certain few examples).

BLACK POWDER WEAPONS

Blackpowder weapons are only a very recent invention in the Warhammer world. They are often unreliable and temperamental but they do hit exceedingly hard and armour offers almost no protection, as their lead bullets can penetrate even the strongest breastplate or shield. Most blackpowder weapons are bought from Dwarfs at great expense, though some of the forges of Nuln and Altdorf have started to experiment with making handguns.

ARMOUR

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

POISONS AND DRUGS

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

EQUIPMENT

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

Equipping Warriors

A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed trait take up the space of two weapons. A shield or a parrying weapon count as one weapon each.

Close Combat Weapons

Life and death in Mordheim is decided by the quality not the quantity of the weapons a warrior carries. This section describes the different weapons and other equipment such as armour and shields.

Aspergilla Morning star

An Aspergilla is an instrument used to sprinkle holy water. Common priests use a tube with a perforated end, but warrior priests of Ulric and Sigmar incorporate these devices into flails and morning stars, replacing the stout head with the sprinkler. Each hit splashes blessed water on the target. It is a one-handed weapon, but very destructive and requires great skill to wield effectively.

Weapon	Range	Str	AP	D
Morning Star	Melee 2	S+1	-	1

Traits: Blessed, Entangle, Tiring, Training (3), Unwieldy

These paired daggers are the preferred weapons of assassins, brigands, and thieves. These are better quality than ordinary fighting daggers, with proper balance. Warriors that use these often coat them in blade venom, just to be sure.

Weapon	Range	Str	AP	D
Assassin's Blades	Melee 1	S	+1	1

Traits: Backstab, Paired

Axe

The axe is the traditional weapon of Empire woodsmen and is also used as a weapon in poorer rural areas. This is because are cheaper than swords and require less training to use. Axes have a sharp heavy blade and can cause horrific wounds.

Weapon	Range	Str	AP	D
Axe	Melee 2	S	-	1

Traits: Hack

Bastard sword

The 'Bastard' sword is a hybrid sword. Its longer grip makes it suitable for use with one or two hands, depending on what is required in battle. The Bastard Sword can be used for thrusting or cutting and has fearsome capabilities on the battlefield. It is capable of striking a massive blow and its thrusts are deadlier, which improves their effectiveness when attacking plate armour. The blades of such swords are often acutely pointed, which helps them to find the gaps in plate armour. The blade can be the same length as a single-hand sword, but the tang and the grip are long enough to accommodate two hands, which provides better leverage and more power!.

Weapon	Range	Str	AP	D
Bastard Sword	Melee 3	S+1	-1	1

Traits: Parry, Unwieldy

Billhook

A bill is a farming tool, which was repurposed for use as an infantry polearm called a billhook. Quality can vary from a crude farm tool to an improved version with a long thrusting spike in addition to the cutting blade. The billhook is similar in size, function, and appearance to the halberd, and fills a niche: a polearm with a point to thrust with, a hook to drag with, and a spike/axe to cut with.

Weapon	Range	Str	AP	D
Billhook	Melee 4	S+1	-1	1

Traits: Disarm, Two Handed

Club

Perhaps the simplest type of weapon is the wooden club. Although crude, a blow from this weapon can still break bones or knock a man unconscious.

Weapon	Range	Str	AP	D
Club	Melee 2	S	+1	1

Traits: Stun

Dagger

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

Weapon	Range	Str	AP	D
Dagger	Melee 1	S	+1	1

Traits: Backstab

Eshin fighting claws

The martial arts practised by Clan Eshin employ many unusual weapons. The most famous of these are the Eshin Fighting Claws: sharp metal blades attached to the paws of a Skaven warrior. It takes a real expert to use them effectively, but an adept of Clan Eshin is a fearsome opponent when armed this way.

Weapon	Range	Str	AP	D
Eshin Fighting Claws	Melee 1	S	-	1

Traits: Paired, Parry, Cumbersome, Training (4)

Flail

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

Weapon	Range	Str	AP	D
Flail	Melee 3	S+2	-	1

Traits: Entangle, Training (3), Tiring, Two Handed

Flaming torch

Warriors lacking the funds for a lantern may have to make do with torches. A flaming torch or fire brand is basically a club that is set on fire. Good for hunting down and revealing hidden heretics.

Weapon	Range	Str	AP	D
Flaming Torch	Melee 2	S	+1	1

Traits: Flaming Attack,

In the gloomy dark of Mordheim, the light from a torch helps boost the warrior's morale. All friendly warriors in 3" gain +1 Cool (to maximum of 10). If a warrior with a Flaming Torch is a sentry in a scenario that uses the Sentries special rule, the D6 roll to see whether a warrior is spotted has a +1 modifier (a natural 1 still fails).

Great axe

These include double-handed axes, scythes, etc. A blow from a great weapon can cut a foe in half and break armour apart. It takes a long time to learn how to use these weapons and even then only extremely strong men are able to wield them effectively.

Weapon	Range	Str	D	AP
Great Axe	Melee 3	S+2	2	-2

Traits: Hack, Pulverise, Strike Last, Two Handed

Great hammer

These include double-handed hammers, maces, clubs, etc. A blow from a great weapon can crush a man even if he wears armour. It takes a long time to learn how to use these weapons and even then only extremely strong men are able to wield them effectively.

Weapon	Range	Str	D	AP
Great Hammer	Melee 3	S+2	2	-1

Traits: Knockback, Pulverise, Strike Last, Stun, Two Handed

Great sword

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

Weapon	Range	Str	D	AP
Great Sword	Melee 3	S+2	2	-1

Traits: Parry, Pulverise, Strike Last, Two Handed

Gromril axe

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

Weapon	Range	Str	AP	D
Gromril Axe	Melee 2	S	-1	1

Traits: Hack,

Gromril great axe

Only a Dwarf Runesmith can forge a weapon from gromril, a rare meteoric iron. It is rare to find a gromril weapon of this size.

Weapon	Range	Str	D	AP
Gromril Great Axe	Melee 3	S+2	2	-3

Traits: Hack, Pulverise, Strike Last, Two Handed

Halberd

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

Weapon	Range	Str	AP	D
Halberd	Melee 4	S+1	-1	1

Traits: Hack, Knock back, Two Handed

Hammer

(This covers maces, hammers, warhammers, etc). These brutal, bludgeoning instruments range from simple maces to elaborately forged Dwarf hammers made from the finest steel. A blow from this weapon can easily crush a skull or knock a man unconscious.

Weapon	Range	Str	D	AP
Hammer	Melee 2	S	1	-

Traits: Stun

Ithilmar Dagger

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

Weapon	Range	Str	AP	D
Ithilmar Dagger	Melee 1	S	+1	1

Traits: Backstab, Strike First

Ithilmar sword

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

Weapon	Range	Str	AP	D
Ithilmar Sword	Melee 2	S	-	1

Traits: Parry, Strike First

Morning star

A morning star consists of a wooden or steel shaft with a heavy chain that has a large, spiked steel ball attached. It is a one-handed weapon, but very destructive and requires great skill to wield effectively.

Weapon	Range	Str	AP	D
Morning Star	Melee 2	S+1	-	1

Traits: Entangle, Tiring, Training (3), Unwieldy

Natural weapons

Teeth and claws. Creatures such as Zombies, animals, monsters etc, use this.

Weapon	Range	Str	AP	D
Natural Weapons	Melee 2	S	-	1

Traits: None.

Note: The Disarm trait and skill has no effect on this weapon.

Orc Choppa

Orc weapons are considerably more crude and far heftier than those of other races. The Orcs wield these weapons with such violent joy that they can turn their foes into a fine red mist long before their chopping arms get tired.

Weapon	Range	Str	D	AP
Orc Choppa	Melee 2	S+1	1	-

Traits: Rending, Tiring

Pickaxe

The pickaxe, or pick, is often used by miners. Some Dwarf miners use these as weapons. These heavy two-handed mining picks and mattocks are commonly used to laboriously carve out tunnels. As it turns out, these well balanced and sturdily made tools work equally well whether digging into bedrock or hacking apart Goblins.

Weapon	Range	Str	D	AP
Pickaxe	Melee 3	S+2	2	-2

Traits: Pulverise, Strike Last, Two Handed

Rapier

The rapier is a long thin blade commonly used by dualists. It is a deadly, sharp weapon capable of delivering a multitude of blows but lacks the power of a broadsword. Designed for cut-and-thrust, the rapier is characterized by a long double-edged blade with an acute point and an elaborate guard for the hand. The guards, usually of iron or steel, were subject to a variety of embellishment.

Weapon	Range	Str	D	AP
Rapier	Melee 3	S	1	+1

Traits: Parry, Fencing, Strike First, Training (4)

Sigmarite warhammer

One of the traditional weapons of cult of Sigmar, the warhammer echoes Ghal-Maraz, the great hammer of Sigmar himself.

Weapon	Range	Str	D	AP
Sigmarite Warhammer	Melee 2	S	1	-

Traits: Blessed, Stun

Spear

As one of the oldest weapons in history, it has not gone out of style mainly because of its versatility. Spears are decent melee weapons that don't require much training.

Weapon	Range	Str	D	AP
Spear	Melee 4	S	1	-

Traits: Strike First, Unwieldy

Staff

A staff, or quarter staff, is easy to manufacture and available just about anywhere. The quarter staff is common amongst travellers, wizards and outlaws. The best staves are made of hickory or oak, with metal caps to prevent splitting at the ends, and a leather grip about midway along the shaft.

Weapon	Range	Str	D	AP
Staff	Melee 3	S	1	+1

Traits: Parry, Stun, Two Handed

Sword

The sword is often referred to as the 'king of weapons'. The most common sword available, the broadsword of the Empire, is a masterpiece by the standards of any smith; four full feet of gleaming steel, double-edged and razor-sharp. Swords are much more versatile weapons than crude clubs and axes, though learning to use a sword is a long and difficult process. It takes years to truly master this weapon – most warriors in Mordheim die long before they get this far!

Weapon	Range	Str	D	AP
Sword	Melee 2	S	1	-

Traits: Parry

Tail Blade

Tail blades are small bladed, barbed, or spiked weapons designed to be worn or strapped to a Skaven's tail. Tail blades that are used by more affluent Skaven are often ornamental as well as deadly, etched with glyphs and studded with small crystal shards and bits of Warpstone. In comparison, those used by Clanrats are almost always homemade.

Weapon	Range	Str	D	AP
Tail Blade	Melee 1	S	1	+1

Traits: Additional Attack- The warrior gains one additional attack with the weapon in close combat.
Does not count as a weapon when equipping warriors (they can still take 3 weapons).

Unarmed

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

Weapon	Range	Str	D	AP
Unarmed	Melee 0	S-1	1	+1

Traits: None

Note: The following rule only apply to warriors who have lost their weapons. Creatures such as Zombies, animals, monsters etc, ignore these rules and use Natural Weapons. Does not take up a weapon slot (it is not a weapon) and a warrior can only make 1 attack, he does not get an extra attack for his left arm!

Weeping blades

The adepts of Clan Eshin use weapons called Weeping Blades; a pair of murderous swords constructed with a small amount of warpstone in their structure. A Weeping Blade constantly sweats a deadly corrosive venom.

Weapon	Range	Str	AP	D
Weeping Blades	Melee 2	S	-	1

Traits: Paired, Parry, Poison, Training (4)

Whip

A whip is a thick leather or rope cord dealing negligible damage, but with it, you can entangle your foes. Coupled with the fact it cannot be parried the whip is a dangerous weapon in the hands of a skilled wielder. The Sisters of Sigmar use whips that have steel barbs that the Priestesses use with great expertise.

Weapon	Range	Str	D	AP
Whip	3"	3	1	+1

Traits: Knock back, Training (3), Entangle, Two-Handed, Versatile
(Melee reach 4)

Blackpowder Weapons

Blackpowder weapons are only a very recent invention in the Warhammer world. They are often unreliable and temperamental, but they do hit exceedingly hard, and armour offers almost no protection, as their lead bullets can penetrate even the strongest breastplate or shield. Most blackpowder weapons are bought from Dwarfs at great expense, though some of the forges of Nuln and Altdorf have started to experiment with making handguns.

Blunderbuss

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

Weapon	Range	Str	AP	D
Blunderbuss	Temp	3	-	1

Traits: Blackpowder, Template, Reload (2)

Bomb

A bomb is a hollow shell of ceramic, or this metal filled with gunpowder, stopped with wax and armed with a fuse. Bombs are crude and dangerous weapons best used with care.

Weapon	Range	Str	AP	D
Bomb	8	3	-2	1

Traits: Balanced, Blast (3"), Knockback, Blackpowder (If a Misfire is rolled treat a result of 5 (Cough cough), as a result of 3 (Click) instead).

Duelling pistol

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

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

Weapon	Range	Str	AP	D
Duelling Pistol	10	4	-1	1

Traits: Accuracy, Blackpowder, Penetrating, Pistol, Reload (2)

Dwarf Handgun

The handguns used by Dwarf Thunderers feature many improvements over the cruder firearms used by other races, including wheel-lock firing mechanisms.

Weapon	Range	Str	AP	D
Dwarf Handgun	24	4	-1	1

Traits: Blackpowder, Penetrating, Reliable, Reload (2)

Dwarf pistol

They are the ideal weapon to drop a charging Orc at close range. The pistols used by Dwarfs feature many improvements over the cruder firearms used by other races, including wheel-lock firing mechanisms.

Weapon	Range	Str	AP	D
Dwarf Pistol	8	4	-1	1

Traits: Blackpowder, Penetrating, Pistol, Reliable, Reload (2)

Cathay smoke bomb

Skaven smoke bombs are found among clan Eshin. Using craftsmanship techniques learned in Cathay and Nippon, these small fragile grenades are filled with an explosive powder that detonates with a flash on impact.

Weapon	Range	Str	AP	D
Cathay Smoke Bomb	8	0	-	-

Traits: Balanced, Blast (3"), Smoke

Handgun

A handgun is a simple firearm. Most are crude match-lock designs. Handguns are not terribly reliable weapons; the gun barrel occasionally tends to explode violently, or the powder fails to ignite. But the weapon has a great range, the crack of gunfire followed by gouts of smoke and confusion can be terrifying, and it has tremendous penetrating power, making a mockery of even the thickest armour.

Weapon	Range	Str	AP	D
Handgun	24	4	-1	1

Traits: Blackpowder, Penetrating, Reload (2)

Hochland long rifle

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

Weapon	Range	Str	AP	D
Hochland Long Rifle	48	5	-2	2

Traits: Accuracy, Blackpowder, Knockback, Penetrating, Pick Target, Reload (2).

Pistol

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

Weapon	Range	Str	AP	D
Pistol	6	4	-1	1

Traits: Blackpowder, Penetrating, Pistol, Reload (2)

Warplock musket

A warplock musket is a rifle built along the same lines as the warplock jezail, although not as long of barrel and doesn't require a two-man team.

Weapon	Range	Str	AP	D
Warplock Musket	36	5	-2	2

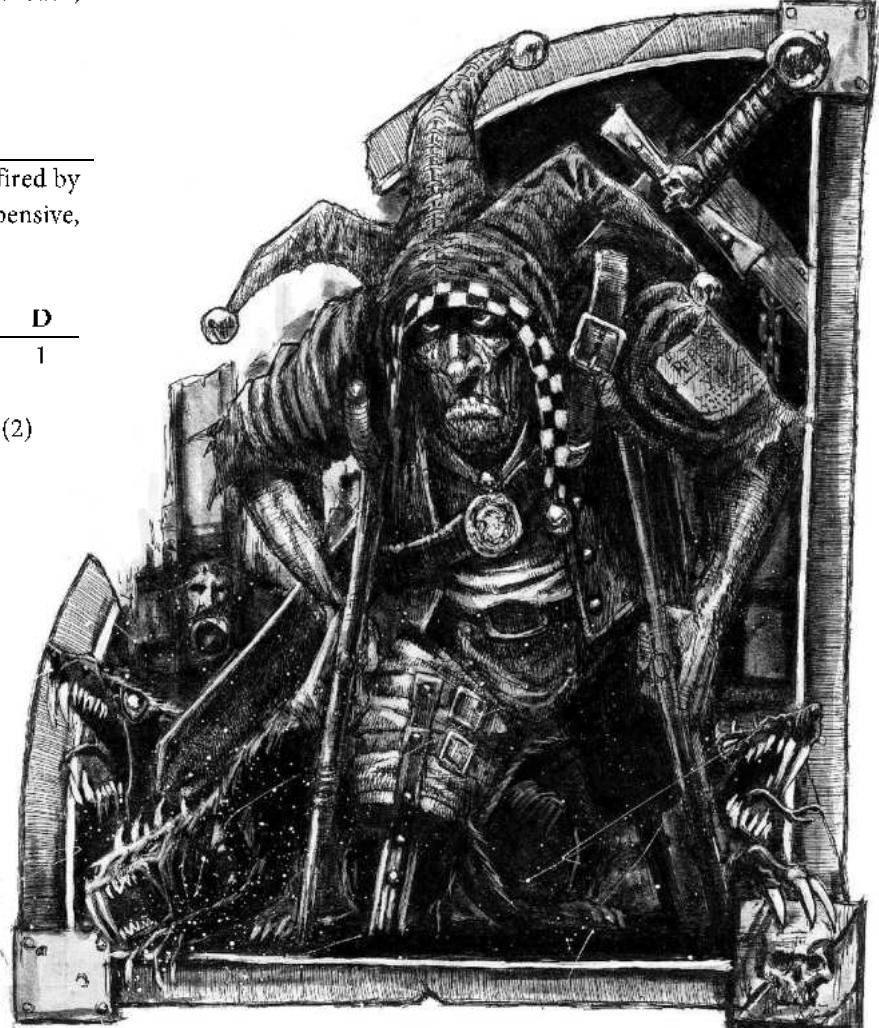
Traits: Blackpowder, Knockback, Penetrating, Pick Target, Reload (2).

Warplock pistol

Warplock pistols are terrifying weapons, testimony to the mad genius of Clan Skryre engineers. Warplock pistols shoot ammunition made of magically treated warpstone and wounds caused by warplock pistols are horrible to behold and often cause infections.

Weapon	Range	Str	AP	D
Warplock Pistol	8	5	-2	1

Traits: Blackpowder, Pistol, Penetrating, Reload (2), Rending.



Missile Weapons

Blowpipe

The blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison used can cause searing agony and eventual death. The other advantage of a blowpipe is that it is silent, and a well-hidden shooter can fire the darts undetected.

Weapon	Range	Str	AP	D
Blowpipe	8	3	+1	1

Traits: Poison, Silent

Bow

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

Weapon	Range	Str	AP	D
Bow	24	3	-	1

Traits: none

Crossbow

A crossbow consists of a short, strong bowstave mounted on a wooden or steel stock. It takes a relatively long time to prepare a crossbow, but a bolt fired from one has a tremendous range and can penetrate armour easily. A crossbow takes less training to learn how to use than a bow or handgun.

Weapon	Range	Str	AP	D
Crossbow	30	4	-	1

Traits: Penetrating, Reload (1)

Crossbow Pistol

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

Weapon	Range	Str	AP	D
Crossbow Pistol	10	4	-	1

Traits: Penetrating, Pistol, Reload (1)

Dwarf Crossbow

Whether an older model with a wooden stock, or one of the newer steel bow weapons, all Dwarf crossbows are precision crafted instruments, able to accurately deliver death from afar.

Weapon	Range	Str	AP	D
Dwarf Crossbow	30	4	-	1

Traits: Accuracy, Penetrating, Reload (1)

Elf Bow

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

Weapon	Range	Str	AP	D
Elf Bow	36	3	-1	1

Traits: Accuracy, Penetrating

Heavy Crossbow

A heavy crossbow, or Arbalest, is a type of crossbow with a steel bow and prod. This means it is a very powerful weapon, capable of tremendous range and easily capable of punching through plate armour. However, they have a winding mechanism to draw back the string, and are very slow to load.

Weapon	Range	Str	AP	D
Heavy Crossbow	30	4	-1	1

Traits: Knockback, Penetrating, Rending, Reload (2)

Long Bow

A long bow is made of alternating layers of either yew or elm. Though its performance is somewhat superior to a normal bow, its true strength lies in its ability to send arrows punching through armour.

Weapon	Range	Str	AP	D
Long Bow	30	3	-	1

Traits: Penetrating

Net

Heavy corded nets, such as those used by Pit Warriors and Night Goblins, can be used in battles to ensnare the enemy.

Weapon	Range	Str	AP	D
Net	8	-	-	-

Traits: Balanced, Ensnares, One Use

Repeater Crossbow

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

Weapon	Range	Str	AP	D
Repeater Crossbow	24	3	-	1

Traits: Rapid Fire (2), Reload (1)

Short Bow

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

Weapon	Range	Str	AP	D
Short Bow	16	3	-	1

Traits: None

Sling

Slings are rarely used, mainly because they are no more powerful than bows and have very little penetrating power versus armour. Even leather armour can provide enough protection. Slings also require training and are difficult to aim. A sling is little more than a looped strip of cloth or leather into which a stone is placed. The sling is whirled about the slinger's head and the sling stone is then released towards the target.

Weapon	Range	Str	AP	D
Sling	16	3	+1	1

Traits: none

Throwing Axe

These weapons are keenly balanced so they can be thrown accurately despite their weight. Even so, the strongest warrior cannot throw such a weapon very far, but if a throwing axe hits its target, the effect is devastating. A warrior is assumed to have sufficient axes to last the battle.

Weapon	Range	Str	AP	D
Throwing Axe	8	S	-	1

Traits: Balanced, Hack

Throwing Knives

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

Weapon	Range	Str	AP	D
Throwing Knives	8	S	+1	1

Traits: Balanced, Rapid Fire (2)

Armour and Defence

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

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

Note: A warrior can only wear one suit of armour at a time.

A Buckler, Main Gauche, Sword Breaker and Shield all take up one weapon slot each when equipping warriors (max 3 weapons).

Light armour

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

Armour Save: Light armour grants a 6+ save roll.

Heavy armour

Typical heavy armour consists of chainmail covering most of the body, and perhaps a piece of plate armour such as a breast plate or arm braces.

Armour Save: Heavy armour grants a 5+ save roll.

Encumbered: due to the extra weight of this armour, the warrior's Initiative is reduced by 1 and their movement by 1" when making a Charge action.

Full plate armour

For the elite, full-body plate armour is custom-made for the individual, most other armour is bought off the shelf and modified to fit the wearer. Plate armour provides significant protection against arrows, sword slashes and provides decent defence against blunt trauma.

Armour Save: Full plate armour grants a 6+ save roll.

Encumbered: due to the extra weight of this armour, the warrior's Initiative is reduced by 1 and their movement by 1" when making a Charge action.

Shield

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

Armour Save: A shield grants a 6+ save roll. This is increased to a 5+ save roll against attacks who are within the warrior's vision arc (the 90 degree arc to their front).

A warrior that carries a shield and is wearing armour has its save roll improved by +1. For example, a warrior with light armour and a shield will have a saving throw of 5+.

Buckler

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

Weapon	Range	Str	D	AP
Buckler	Melee 0	S-2	1	+1

Traits: Parry, Stun, Training (3)

Main Gauche

A left-hand dagger, or main gauche, are defensive weapons that are designed for parrying or deflecting blows. They are thicker than normal daggers for they need to be tremendously durable to survive the brutal blows of close combat. Using these weapons requires great skill, but a nimble warrior can protect himself from blows which would otherwise cripple him.

They can be used as an off-hand weapon, but aren't really designed to do damage.

Weapon	Range	Str	D	AP
Main Gauche	Melee 1	S-1	1	+1

Traits: Parry, Training (4)

Sword breaker

The swordbreaker is a dagger that has large, deep serrations along one side of the blade, resembling the barbed teeth of a comb and designed to entrap an opponent's blade, allowing a variety of follow-up techniques. The swordbreaker is a rare form of parrying dagger, partly due to the difficulty of crafting such a specialised weapon.

Despite the name swordbreaker, it is uncertain whether they could in fact break sword blades as suggested by some scholars, as swords of this era were intended to stand up to substantial forces, well in excess of what could be generated by a warrior's off-hand.

Weapon	Range	Str	D	AP
Sword Breaker	Melee 2	S-1	1	+1

Traits: Disarm, Parry, Training (4)

Gromril plate armour

Known by other races as Silverstone or hammernought armour, the metal the Dwarfs call gromril is the toughest and sturdiest in the world. Armour forged of pure gromril is highly coveted for its protective value and such suits are treasured heirlooms, many of which date back to the Golden Age.

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

Armour Save: Gromril armour grants a 4+ save roll.

Ithilmar mail

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

Armour Save: 5+ armour save.

Sigmarite armour

Sigmarite armour is a type of heavy plate armour that also bears the Seal of Sigmar.

Armour Save: Sigmarite armour grants a 5+ armour save.

Nullify Spell: The warrior gains the Magic Resistance (5) special rule.

Encumbered: due to the extra weight of this armour, the warrior's Initiative is reduced by 1 and their movement by 1" when making a Charge action.

(Priests of Sigmar, Witch Hunters, or Sister's of Sigmar only.)

Chaos armour

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

Armour Save: Chaos armour grants a 5+ save roll.

Gift of Chaos: Chaos armour becomes fused to the body of its wearer. It can never be removed.

Ensorcelled- The warrior wearing Chaos Armour can still perform the action Cast Spell (X).

(Possessed Warbands only)

Fur cloak

Fur cloaks range from the wolf cloaks of the warriors of Ulric, to bear cloaks of Kislev warriors. These grim warriors are famously contemptuous of missiles fired at them.

Armour Save: A warrior wearing a Wolf Cloak will gain +1 to their armour saves against all shooting attacks, as long as they are not using a shield.

Miscellaneous Equipment

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

Note: A warrior can only own one item of each type. For example, a warrior cannot own two Lucky Charms.

Aethyric repository

An Aethyric Repository is an object enchanted by a wizard and used to store his magical power. They can take many forms, an enchanted skull, a wand, a staff or other arcane item. A Wizard with a Aethyric Repository can focus the winds of magic and store Aethyric power within it to be used later.

If a Wizard with a Aethyric Repository casts a spell or is the target of a spell, place a token on their Warrior card after working out the effects of the spell. Once there is at least one token on the warrior's card, they can attempt to use the Aethyric Repository whenever they cast a spell.

To trigger the Aethyric Repository, the warrior makes a **TAP AETHYRIC REPOSITORY (Basic)** Action and rolls a D6. If the result is equal to or lower than the number of tokens on their Warrior card, the Aethyric Repository is triggered, otherwise there is no effect.

When the Aethyric Repository is triggered, remove all Aethyric Repository tokens from the warrior's card and immediately use one of the warrior's spells just as if they had taken the Cast Spell (X) action. This action does not require the warrior to make a Willpower check.

If there are ever six tokens on the warrior's card, the Aethyric Repository immediately explodes! Remove all the tokens and the Aethyric Repository from the warrior's card and roll an Injury dice for the warrior.

Amulet of protection

A common custom in the Old World is to wear amulets to ward away harm. These take many shapes; a few bones from fallen comrades, evil idols, religious symbols, warpstone amulets or carved heads of ancient Dwarf gods. For the really desperate and gullible, such oddities can usually be purchased from pedlars and minor hedge wizards, but they are often fakes.

The warrior gains the Magic Resistance (6) special rule. If the warrior already has the Magic Resistance special rule, then they can add +1 to it. For example, Magic Resistance (5) would become Magic Resistance (4).

Blessed water

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

A warrior with Blessed Water can make a missile weapon attack with the following profile:

Weapon	Range	Str	AP	D
Blessed Water	8	4	-6	1

Traits: Balanced, Blessed,
Blessed water only affects Undead and Daemonic warriors. No armour saves are allowed. After using it, remove from their Warrior card.
Undead, Skaven or Possessed warbands (and any other evil race) may not use blessed water.

Bodkin arrows

A bodkin point is a type of arrowhead. A typical bodkin is a square-section arrowhead tapering down the tip. Bodkin point arrows were designed to punch through Mail and Plate armour.

A warrior with Bodkin Arrows has an extra -1AP. Bodkin arrows can only be used with bows; Bow, Short Bow, Long Bow, Elf Bow.

Chain cilice

The cilice is an "instrument of mortification". It is a chain or strap with small spikes on it that point inwards worn by Priests and very devout followers around their thigh as a form of penance. The pain helps them to focused.

A warrior with a Chain Cilice may reroll any failed Willpower check. But each time it is used must make a Toughness check or gain a flesh wound.

(Priest or Sisters of Sigmar only.)

Concealed blade

If the warrior is captured at the end of a battle, they can attempt to escape. Roll a D6:

- 1 or 2, they are unsuccessful.
- 3 or 4, they can escape but are injured in the process – make a Lasting Injury roll for them.
- 5 or 6, they escape.

A warrior who escapes is no longer Captured, however, their Concealed Blade is lost and deleted from their Warrior card.

Dispel scroll

A wizard with a Dispel Scroll may attempt to Dispel an enemy wizard's successfully Cast Spell. An Engaged, Broken or Seriously Injured wizard may not attempt to Dispel a Cast Spell (See Magic section above). Priests cannot use Dispel Scrolls.

To Dispel a successfully Cast Spells (X) action, a wizard must roll 2D6 and can subtract -2 from the roll. If the total is **lower** than the total rolled for the Willpower check made to successfully perform the action, the Cast Spell is Dispelled and fails as if the wizard making the action had failed their own Willpower check. If the total is equal to or higher than the total of the Willpower check made to successfully perform the action, the Dispel attempt fails and the Cast Spells (X) action is resolved. There is no chance of a Magical Miscast when using a Dispel Scroll.

Once a Dispel Scroll has been used it crumbles to dust and is deleted from the Warrior's card. A wizard can only own one Dispel Scroll.

Elven cloak

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

If the wearer of an Elven cloak did not move during their activation, ranged attacks made against them suffer a -2 to hit until the start of their next activation.

Garlic

Garlic is a common herb grown in most gardens of the Empire, although hard to find in Mordheim. It is said to ward off Vampires and other denizens of the dark.

A warrior with the Vampiric Special Rule must pass a Willpower check or it will be unable to charge a warrior carrying a clove of garlic.

Garlic lasts for the duration of one battle only.

Impressive cloak

Some rich warband warriors like to flaunt their wealth and purchase clothes made out of silk from distant Cathay, or exotic furs, or something else eye-catching and expensive.

Should this warrior make a Trade action in the post-battle sequence, they add an additional +1 modifier to the dice roll to determine the rarity of the items on offer.

However, if the warrior is taken out of action, roll a D6. On a roll of 1-2 the clothes are ruined and deleted from their Warrior card.

Holy tome

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

Any Priest with a holy tome can apply -1 to the 2D6 roll when determining whether they can cast a Prayer successfully or not.

Hunting arrows

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

A warrior using a short bow, bow, long bow or Elf bow may use these arrows. The weapon gains the Rending weapon trait.

Lantern

In the gloomy dark of Mordheim, the light from a lantern helps boost the warrior's morale.

All friendly warriors in 6" gain +1 Cool (to maximum of 10). If a warrior with a Lantern is a sentry in a scenario that uses the Sentries special rule, the D6 roll to see whether a warrior is spotted has a +1 modifier (a natural 1 still fails).

A lantern counts as an off-hand weapon, the warrior may not use an additional hand weapon in close combat. And it takes up the space of one weapon when equipping warriors.

Lucky charm

These folk charms take many shapes; a rabbit's foot, a pebble with a natural hole in it, a four-leaf clover, a bullet with the warrior's name on it, a pierced playing card attached to their helmets, a horseshoe, etc.

A lucky charm allows the warrior wearing it to re-roll one dice that directly affects this warrior, during the battle.

Luck is fickle, chance it too many times and your luck will eventually run out. If the re-roll fails, then the Lucky Charm it is a fake, it's no longer lucky, or maybe the warrior just lost it. Remove it from the warrior's card.

Priests and Sisters of Sigmar may not own a Lucky Charm, they disdain such pagan objects, and instead put their faith in their god.

Man trap

A warrior with a Man Trap can perform the following action Set Trap (Double)

SET TRAP (DOUBLE) Place a marker in base contact with the warrior. The warrior now moves D3+1 inches in the direction of the players choice, but must stop 1" away from any enemy warriors.

When a warrior, friend or foe, moves within 2" of the marker they risk settings off the trap. Roll a D6, on the score of a 3+ the warrior has triggered the trap (remove the marker) and suffers a S4 hit -1AP D1 and is Pinned.

Mordheim map

Some survivors of the cataclysm still remain in the many settlements around Mordheim and make a living by preparing maps of the city from memory. Many of these maps are faked, and due to the ever-changing layout of the city due to buildings falling down, even real maps are often crude and inaccurate.

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

When you buy a map, roll a D6:

D6	Result
1	Fake. The map is a fake and is completely worthless. It leads you on a fool's errand. Your opponent may automatically choose the next scenario you play. The map is then discarded.
2-3	Vague. Though crude, the map is generally accurate (well... parts of it are... perhaps!). You may re-roll any one dice during the next exploration phase if you wish but you must accept the result of the second roll. The map is then discarded.
4	Catacomb map. The map shows a way through the catacombs into the city. You may automatically choose the scenario next time you fight a battle. The map is then discarded.
5	Accurate. The map is recently made and very detailed. You may re-roll up to three dice during the next exploration phase if you wish. You must accept the result of the second roll. The map is then discarded.
6	Master map. This is one of the twelve master maps of Mordheim made for Count von Steinhardt of Ostermark. From now on you may always re-roll one dice when rolling on the Exploration chart as long as the Hero who possesses this map was not taken <i>out of action</i> in the battle.

Opulent jewellery

The warrior wears very expensive and rare jewellery, or perhaps trinkets and trophies taken from enemy warriors. If this warrior makes a Medical Escort action in the post-battle sequence, they will attempt to impress the Physician with their visible wealth. Sometimes this works, sometimes it does not...

You may re-roll the dice when determining the fee the Physician charges, but you must accept the second result, even if it is worse.

Religious symbol

In this age of superstition and religious fanaticism holy objects are an important part of life. They take many forms, from prayer beads to pendants of the Horned Rat. All are sold to those needing encouragement during battle. Often worn on thong or chain around the neck, a warrior only needs touch the symbol to reassert their faith and courage.

The warrior may reroll any failed Fear check.

Rope & hook

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

An Active warrior with a Rope and Hook can perform the following actions:

Grapnel (Double) – The warrior can move up to 12" in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain. This may also be used to move the warrior into base-to-base contact with another warrior, in which case they become Engaged, but do not immediately perform close combat attacks.

An Active warrior with a Rope and Hook can make the following action while they are within 1" of the edge of a platform:

Descend (Basic) – The warrior makes a move of up to 3" horizontally and up to 12" vertically. Any vertical movement must be downwards, i.e. towards the ground.

Sacred relic

Relics are often of particular religious significance, like a bone fragment of a saint, a scrap of Sigmar's clothing, teeth of a Daemon Prince or maybe the holy prepuce. Relic boxes are often hung on cords or chains and worn around the neck. All are sold to men needing encouragement before battle and as charms against sorcery.

Only one warrior in a warband may carry a Sacred Relic, this must be either the warband Leader or a Champion. This symbol of dedication and devotion serves to inspire warband members to greater acts in battle. When the Leader or Champion carrying the relic makes a group activation, they may activate one additional Readied warrior within 3", meaning that the Leader may activate three additional warriors whilst a Champion may activate two additional warriors.

War trophies

Trophies are a popular device and charm for warriors, these can range from taking body parts to taking trinkets and tokens from those the warrior has slain.

The intent may be to demonstrate dominance over the deceased (such as necklaces of severed ears, knuckle bones or teeth), to humiliate or intimidate the enemy (such as shrunken heads or skull cups). It is usually done to prove the warrior's body count in battle, or to boast their prowess and achievements. This represents the warrior with the most, and the most impressive, war trophies in your warband.

A warrior with War Trophies has +1 WS. May not be used by warriors that are Immune to Psychology. There is only one warrior who can have the most war trophies, therefore there is only one War Trophies per warband.

Superior blackpowder

The warrior has acquired a powder horn of fine grained blackpowder, which is better quality than is normally available. However, it is also more volatile.

The weapon gains the Hack and Rending weapon traits. But when rolling to hit, if a natural 1 is rolled then the weapon may have misfired. Make an INT check with a -2 penalty, if failed roll on the Blackpowder Weapon Misfires table (see Blackpowder weapon trait).

There is enough Superior Blackpowder to last for one game.

Tome of magic

A grimoire is a tome of arcane knowledge, used by wizards to study the magical arts. Usually, massive tomes bound in strange leather (sometimes Human skin or Daemon hide), they are offered for sale in the markets and dark alleys of the settlements around Mordheim. Many are fakes, or contain little useful information, but a rare few contain something useful. However, studying these books is not without risk, the wizard could lose his mind, or his life, or something far worse.

A Wizard with a Tome of Magic can make an Intelligence check with a -2 penalty, if passed they will gain an extra spell permanently. The wizard may randomly generate this new spell from their own list of spells or the Lesser Magic list. See the Magic section for details. After making the Intelligence check remove from their Warrior card.

However, when making the Intelligence check, if the Wizard rolled a double 6, then the grimoire they are reading turns out to be a forbidden tome which takes a toll on the readers sanity. The wizard reduces his Willpower by -1 permanently.

War horn

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

A warrior equipped with a War horn can perform the following action Blow Horn (Basic):

SOUND HORN (Basic) - Each friendly warrior that is currently subject to the Broken condition and within 12" can make a Leadership check if passed they immediately recover from being Broken.

A warband may only own one War Horn. Signals coming from two or more War Horns would just get confusing.

Wyrdstone pendulum

Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.

In the post-battle sequence, a warrior equipped with a Wyrdstone Pendulum can re-roll one dice in the Exploration phase, as long as the warrior is not Captured or In Recovery.

Animals

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

Animals are purchased as Wargear and should be recorded on their owner's Warrior card accordingly. However, where Animals differ to normal Wargear is that they will have their own Warrior card, which details their unique stats, skills, and weaponry. They follow all of the normal rules for a warrior, with the following exceptions:

- Whenever the warrior that owns the Animal is selected for a scenario, the Animal may also be deployed. This may take the number of warriors in a starting crew above the number specified by the scenario.
- Animals can only be activated as part of a Group Activation with their owner. Accordingly, the owner of an Animal gains the following special rule:
 - **Group Activation (Animals):** When a warrior with this special rule is activated, their controlling player must activate all Animals belonging to this warrior as well as part of a 'Group Activation':
 - The controlling player selects and activates each warrior in this group activation as normal, fully resolving each activation before selecting and activating the next. Each warrior activates individually; groups do not activate simultaneously.
 - If this warrior itself is activated as part of a Group Activation, this rule still applies, meaning any Animals this warrior owns are activated as described above when this warrior is itself activated as part of a Group Activation.
- Animals must always end their activation **within 6"** of their owner. If the Animal is **more than 6"** away at the end of its activation, it must pass a Nerve test or become Broken.
- Should an Animal become Broken, it will run towards its owner when activated rather than for cover. When an Animal makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 6" of its owner.
- An Animal that has become Broken automatically rallies if it ends an activation within 6" of its owner (note that, during Campaign play, Animals do not gain XP for rallying in this way).
- If the owner is removed from the battlefield for any reason, the Animal is also removed from play.
- If an Animal is removed from the battlefield for any reason, it is not counted for the purposes of Rout tests.
- Animals suffer Lasting Injuries as a normal Henchmen.
- Animals may not take any additional equipment. They may not use weapons other than those detailed on their profile. They may never use Wargear.
- Animals can be taken Captive, in which case the owning warrior's warband can attempt to rescue them and the capturing warband may sell them as if they were a normal warrior. Animals taken Captive cannot be put to work in any Territories.
- A warrior can own up to 2 Animals.
- Maximum of 5 Animals per warband.

Wizard's Familiar

Familiars are intelligent magical entities created to serve a spellcaster. Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. The nature of Wizards familiars can vary - some take a physical object and summon a Aetheric Spirit directly into it, bringing it to life. Other wizards create the familiar from their own imagination, literally fashioning it via magic power. Others bind small animals and pets to their will.

All Wizard's Familiars are treated as ordinary Equipment and should be recorded on their owner's Warrior card accordingly. All Wizard's Familiars have the following rules:

- Wizard's Familiars must be represented by a separate model that must stay within 2" of the owning warrior. This is not a warband warrior or friendly model; it is purely a marker representing the wizard's Familiar and matters only for its own line of sight and targeting purposes. Nor will they give away their owner's location as they are assumed to be aware enough of stealthy movement to emulate it and remain very low and close when needed.
- When the owner activates it, the Wizard's Familiar will move with them. Wizard's Familiars ignore all terrain, and can never fall.
- Wizard's Familiars cannot be targeted by shooting or melee attacks and can never be Engaged in combat – they simply move away.
- Wizard's Familiars may be caught by a Blast marker or Flame template. If a wizard's Familiar is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to move clear of the area of the attack. Leave the model where it is and assume it has bobbed around and returned to where it was. If a wizard's Familiar is hit in this way, the owning player rolls a D6. On a 1, it is destroyed and should be removed from the owning warrior's Warrior card. On a 2-6, it is taken Out of Action and plays no further part in the game, but otherwise suffers no long-term effects.
- If a familiar is taken Out of Action the Aetheric shock is so great it can cause the wizard to temporarily lose his mind. The wizard suffers from *Stupidity* for the remainder of the game.
- If the owning Wizard leaves the table for any reason, including being taken Out of Action, the Wizard's Familiar will accompany them and takes no further

part in the game.

- Any warrior with a *Hatred* to *Daemons* will also hate the Wizard that owns the familiar.
- Wizards only ever have a single familiar.
- Only warriors with the Wizard Special rule can own a familiar.

WARRIOR FAMILIAR

These familiars act as bodyguards and squires to their masters. This magical bodyguard usually takes the form of a diminutive warrior in full plate armour or a tiny monstrous creature. Despite their small stature they can carry full sized swords and axes and are fully capable of using them.

Special Rules: When the Wizard is engaged in close combat the Warrior Familiar can make one WS6 attack with S5 Weapon Traits: Magical. Simply roll one extra hit dice the Warrior Familiar, ideally of a different colour to those being used for the warrior, to represent the Familiar making a close combat attack.

POWER FAMILIAR

A power familiar attracts raw magic power to it's owner. They are magical energy reservoirs who can assist their masters to cast spells and understand magic. They tend to be shy and retiring who seek safety at the slightest hint of danger.

Special Rules: A wizard with a power familiar is allowed to re-roll one D6 when performing the action Cast Spell (X).

SPELL FAMILIAR

A spell familiar memorises a spell on it's master's behalf, offering its master a better choice of deadly spells to unleash in battle. Spell Familiars are usually curious and affectionate creatures that enjoy being fussed over.

Special Rules: The owner knows one more spell than he is normally allowed. Roll on the Lesser Magic chart or the same chart the wizard uses.

Trained Bear

The men of the Empire have used trained bears for entertainment for many years; They are used as Dancing bears and even bear baiting. The poor animals are often dressed up in human clothes sometimes with musical instruments tied to their paws. A great many bears were brought into the city for the festivities before the comet struck. After the destruction of Mordheim these beasts were sometimes found roaming the streets without their owners, they were rounded up and sold onto warband leaders. These animals are extremely strong and tough, but somewhat unreliable due to their animalistic nature.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	3	0	5	4	2	2	2	6	6	6	3

Special Rules: Fear, Stupidity, War Beast

Skills: Bull Charge, Bear Hug (use Headbutt Skill)
(Only Human Warbands may hire)

Dire Wolves

COST TO HIRE: 45 Gold Crowns

Dire Wolves are slavering Undead hounds, the animated remains of the giant wolves of the Worlds Edge Mountains. Their chilling howls can strike fear into the hearts of even the bravest warriors or most ruthless Dwarf mercenaries. They prowl the streets of Mordheim like shadows, and many men have died with the cold jaws of a Dire Wolf around their neck.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
9	3	0	3	3	1	3	1	5	5	5	3

SPECIAL RULES:

Race (Undead), War Beasts, Undead

Skills: Bull Charge

Wardog

The men of the Empire have always been experts at raising ferocious bloodhounds to guard their cattle and holdings against roaming Goblins and Beastmen. A highly trained wardog is a dangerous opponent, trained to bite down on an opponent's weapon hand, good at sniffing out enemy in hiding, and worth its weight in gold in Mordheim.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	4	0	3	3	1	4	1	5	5	5	4

Special Rules: War Beast, Acute Senses

Skills: Disarm

(Only Human Warbands may hire)

Giant Wolves

Warbands may only purchase Giant Wolves if they have a Priest of Ulric. The wolves often act as guard dogs for the priest, or they are used to scout ahead for danger.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
9	4	0	3	3	1	3	1	3	4	4	4

SPECIAL RULES:

Acute Senses, War Beasts

Giant Rats

Cost to hire: 15 gold crowns

Giant Rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	2	0	3	3	1	3	1	4	5	5	4

SPECIAL RULES:

Race (Giant Rat) War Beasts

(Only Skaven Warbands may hire)

Poisons, potions and Drugs

The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of envenomed blades. Poisons need to be ingested or injected into the victim's bloodstream, by a bladed weapon or arrow to have any effect.

Note: rules for poisons, drugs and healing:

- Poisons can only be applied to any one-handed weapons with a blade, such as a Dagger, Sword, Eshin Fighting Claws, Rapier, and Tail Blades. And spears, whips, and to most missile weapons (bows and crossbows).
- Poison may not be used with Blackpowder weapons or blunt weapons (maces, hammers, clubs etc) or Great Weapons.
- You can only poison a single weapon with one vial of poison.
- When you buy a vial of poison, there is always only enough to last the duration of one battle.
- Witch Hunters, Priests and Sisters of Sigmar will not use poisons.
- Unless stated these have no effect on any warrior with Undead or Daemonic trait.

Apothecary Kit

When a warrior with an Apothecary Kit assists a friendly warrior's Recovery test, roll an extra injury dice then choose one to discard.

Black Lotus

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

If the hit roll for a weapon coated Black Lotus is a natural 6, the wound roll is considered to automatically succeed (no wound roll needs to be made). Take armour saves as normal.

Bottle of Rotgut

Rotgut is a particularly foul spirit made in stills in many places in the Empire. People drink rotgut for one reason only; to get stinking drunk! But distillation is a tricky process, and the results are often unpredictable. Poor rotgut has a good chance of permanently blinding the drinker.

At the start of the warrior's activation (before other checks such as Stupidity), if this warrior is not Engaged, the warrior takes a swig from the bottle. The player can make a WP check to avoid this if they wish.

Every time a warrior makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. Lasts one battle.

The effects of the booze are dependent on how many markers they have on their card:

Intoxicated Markers	Effect
1	Feeling Good: -1 to ranged attack hit rolls, +1 to the result of Cool checks
2	Getting Unsteady: -2 to ranged attack hit rolls, +2 to the result of Cool checks. If the warrior makes two Move actions in a row, they must pass an Initiative check after completing the second action or become Prone.
3-4	Blind Drunk: -3 to ranged attack hit rolls and -1 to melee attack hit rolls, +3 to the result of Cool checks. The warrior suffers from Stupidity.
5+	Wasted: The warrior passes out. The warrior goes Out of Action, but counts as having the Out Cold result.

Crimson Shade

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

Once per game, a warrior with Crimson Shade can use it when they are activated. The warrior can perform a Smoke Pipe (Basic) action. The warrior gains +2 Movement, +2 Initiative, and +1 Strength for the rest of the battle. Once used remove it from the warrior's card.

Side Effects: After the battle, roll 2D6. On a roll of 2-3, the model becomes addicted to Crimson Shade (make a note on the warrior's card) and the player must try to buy them a new batch before every battle from now on. If you fail to buy any, the warrior will leave your warband.

Bugman's ale

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

(Side note: if Mordheim is set 500 years before the current timeline, that makes Josef Bugman over 500 years old! Either that or he is a time traveller.)

A warrior with a keg (a small keg) of Bugman's Ale can perform the Take a Swig (Simple) action. Roll a D6, on a roll of a 1 or 2 the keg runs out and is empty, remove from the warrior card. Every time a warrior makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. The effects of the booze are dependent on how many markers they have on their card:

Intoxicated Markers	Effect
1	A Good Buzz: -1 to ranged attack hit rolls, +2 to the result of Cool checks.
2	Seeing Double: -1 to ranged attack hit rolls, +3 to the result of Cool checks. When making ranged attack hit rolls after choosing a target, randomise the actual target of the attack between the intended target and any model (friend or foe) within 6" of them.
3+	Trollslayer Courage!: -2 to ranged attack hit rolls, gains the Fearless Special rule.

Elves cannot drink Bugman's ale as they are far too delicate to cope with its effects.

Dark Venom

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

Any hit caused by a weapon coated with Dark Venom counts as having +1 Strength, so, for example, if a warrior with Strength 3 wielding a poisoned sword hits an opponent, he will cause a Strength 4 hit instead.

Essence of Garlic

Garlic is a common herb grown in most gardens of the Empire, although hard to find in Mordheim. It is said to ward off Vampires and other denizens of the dark.

Essence of Garlic only affect warriors with the Vampiric special rule. If the hit roll for a weapon coated in Essence of Garlic is a natural 6, the wound roll is considered to automatically succeed (no wound roll needs to be made). Take armour saves as normal.

Healing draught

Various healing draughts are made Herbalists, Apothecaries and witches. They can vary in quality with some being not much better than flavoured water. Some races even have their own concoctions, Skaven for instance, have Skalm, a mixture of healing herbs and a dash of Warpust.

A warrior with a healing draught, that is not Engaged, can perform the action Swig (Simple). This restores D3 wounds he has previously lost during the game. Once used remove it from the warrior's card.

Laudanum

A soothing tincture to inure one's mind against the horrors of the dark. Laudanum is a mixture of opium and alcohol, used as a pain killer and cure all, but also used to treat delirium.

A warrior with a vial of Laudanum can reroll failed Stupidity tests. However, the warrior's reactions are slower, and the warrior suffers -1 Initiative. Lasts one battle.

Mad Cap Mushrooms

The hallucinogenic mad cap mushrooms are popular with the Goblin tribes of the World's Edge Mountains. When consumed before battle, the warrior slips into a mad and destructive rage.

Any warrior who takes Mad Cap Mushrooms before a battle will gain the Frenzy Special Rule. Once used remove it from the warrior's card.

Side Effects: After the battle, roll a D6. On a roll of a 1 the warrior gains the Stupidity Special Rule permanently.

Mandrake Root

The man-shaped Mandrake Root grows in the rotting swamps of Sylvania. It is a noxious, deadly plant which is highly addictive and slowly kills its users but makes a man almost oblivious to pain. It is an even better way to numb the pain of a tortured life than alcohol.

Once per game, a warrior with Mandrake Root can use it when they are activated. The warrior can perform a Chew Mandrake Root (Basic) action. Immediately discard one Flesh Wound from the warrior's card, if any are present. The warrior gains +1 Toughness and ignores *Pinned* results for the rest of the battle. Once used remove it from the warrior's card.

At the start of the End phase, roll a D6. On a 1, the drug is too much – roll an Injury dice and apply the result to the warrior.

Side Effects: After the battle, roll 2D6. On a roll of 2-3, the model becomes addicted to Mandrake Root (make a note on the warrior's card) and the player must try to buy them a new batch before every battle from now on. If you fail to buy any, the warrior will leave your warband.

Spider Spittle

Spider spittle comes from the giant spider's that live in the forests and mountains of the Old World. It is extracted by using the carcasses of small animals bitten by the poisonous spider. Spider spittle is a dangerous paralytic poison that is usually applied to weapon.

Instead of making an Injury Roll for a weapon coated in Spider Spittle, roll a 2D6. The target's controlling player rolls a D6 and adds the target's toughness. If the target's roll is higher, they shrug off the toxin's effects. If the rolls are equal, the target is Seriously Injured. If the 2D6 roll is higher, the target goes out of action.

Tears of Shallaya

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

A warrior who drinks a vial of the Tears of Shallaya will be completely immune to all poisons for the duration of the game. Once used remove it from the warrior's card.

Only Humans, Dwarfs and Elves may use the Tears of Shallaya.

Weapon Traits

ACCURACY When a warrior with this weapon performs the action AIM (Basic) they gain an extra +1 to the result of any hit rolls they make for a total of +2 to hit. This is applied to a subsequent Shoot (Basic) action.

BACKSTAB If the attacker is not within the target's vision arc, add 1 to the attack's Strength.

BLAST (3"/5") The weapon uses a Blast marker. As described in the Shooting section above. Since it does not specifically target a warriors, weapon with Blast trait bypasses the rules for target priority, does not suffer penalty for cover and can hit warriors that are prone and in cover.

BLESSED The weapon has a +1S bonus on all to wound rolls against any Daemonically possessed warriors, Daemons and Undead. And ignores any ward saves they may have.

BLACKPOWDER Weapons with trait have the following rules:

Pinned- The crack of gunfire followed by gouts of smoke and confusion can be terrifying. Black Powder weapons cause the targeted warrior to be Pinned (see above).

Training- these weapons are complicated to use and require maintenance and cleaning to function. A warrior must have an INT of 6 or more to use a weapon with this trait.

Misfire- when rolling to hit, if a natural 1 is rolled then make an INT check, if failed roll on the Blackpowder Weapon Misfires table below.

BLACKPOWDER WEAPON MISFIRES TABLE

- | | |
|---|--|
| 1 | BOOM! The weapon explodes in the warrior's hand with a deafening roar! The shooter suffers a hit from the weapon and the weapon is destroyed. Remove from roster sheet. |
| 2 | Jammed. The weapon is jammed, or the powder is damp, the weapon is useless for the remainder of the battle. You may use it as normal in the next battle. |
| 3 | Phut. The weapon fails to fire and you must remove the shot and reload. The weapon has the Out of Ammo condition (A warrior with a bomb needs to replace the defective or damp fuse). |
| 4 | Click. The weapon fails to fire, but there is no additional effect. The weapon can be fired again next turn. |
| 5 | Cough cough! The weapon fires as normal, in addition a thick cloud of smoke emanates from the gun. Place a Smoke blast marker (3") centred on the shooter (see Smoke trait below). |
| 6 | KA-BOOM! The weapon roars and spits a cloud |

of black smoke and flame! The shot hits the intended target and counts as having +1 Strength.

BALANCED No penalty for shooting over half range.

CUMBERSOME A warrior armed with this weapon may not use any other weapons in the entire battle.

DISARM If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons when making attacks during that combat – they make unarmed attacks instead.

ENSNARED This weapon can only be used on man-sized warriors or smaller (not warriors with Large Target). If the hit roll for the weapon is successful, no wound is inflicted, and no save roll or Injury roll is made. Instead, the target automatically becomes Ensnared. Place a marker on the Warriors card as a reminder. An Ensnared warrior can only perform the following action: **BREAK FREE (Basic)**.

BREAK FREE (Basic): The warrior makes a Strength check, if successful they are no longer Ensnared, remove the marker. If failed, the warrior continues to be Ensnared.

A friendly warrior in 1" can assist in freeing them, the warrior can perform the action **BREAK FREE (Basic)**

If the Ensnared warrior is engaged in close combat the warrior fights with a WS of 1 and counts as unarmed. The Ensnared warrior can also be targeted by missile fire and spells as usual.

A warrior that is Ensnared at the end of the game does not succumb to their Injuries and will automatically recover. However, during the Wrap Up, when rolling to determine if any enemy warriors are Captured at the end of the game, add +1 to the dice roll for each enemy warrior currently Ensnared and include them among any eligible to be Captured.

ENTANGLE Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, any Reaction attacks made by the target have an additional -2 hit modifier.

FENCING The weapon requires concentration to use and cannot be used as an additional hand weapon. Only a Dagger, Buckler, Main Gauche, Sword Breaker and weapons with the Pistol Trait can be used as additional hand weapons. The warrior cannot use a shield.

FLAMING ATTACK Whilst Flaming Attacks do not give bonuses against most troops (the weapon blow is likely to be far deadlier than the flames that wreath it), they can be Fear-inducing in wild creatures, as well as prove fatal against exotic creatures.

Warriors with Flaming Attacks cause *Fear* in creatures with the Special Rules -War Beasts and Cavalry. Flaming Attacks also have special rules against creatures that have Flammable and Regeneration special rules, as explained in the Special Rules section.

HACK If the hit roll for an attack made with a Hack weapon is a natural 6, add 1 to the attack's Strength.

KNOCK BACK If the hit roll for a weapon with the Knockback trait is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking warrior. If the warrior cannot be moved the full 1" because of impassable terrain or another warrior, they move as far as possible and the attack's Damage is increased by 1.

If a Melee weapon has the Knockback trait, the attacking warrior can choose to follow the target up, moving directly towards them after they have been knocked back to remain in base contact. If the attack was made across a barricade, the attacker cannot do this.

If knocked back warrior's base comes within 1" of the edge of a roof or building, there is a chance that it will slip and fall off. Make an Initiative check. If the test is failed, the warrior falls over the edge to the ground and takes falling damage.

MAGICAL A magical weapon can ignore some ward saves, for instance a Daemons Aura ward save. If the ward save can be ignored it is stated in the Special Rule or Trait.

MELEE This weapon can only be used during close combat attacks.

ONE USE This weapon can only be used once per game. The warrior can use it again in the next game.

PAIRED This weapon can only be used in a pair. A warrior that is armed with Paired weapons counts as being armed with dual weapons with the Melee trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a **CHARGE (Double)** action, they add +1 attack dice.

When equipping warriors this counts as two weapons.

PARRY After an enemy makes close combat attacks against a warrior armed with a Parry weapon, the defending warrior's owning player can force the attacking player to re-roll one successful hit. If the defending warrior is armed with two Parry weapons, their owning player can force the

attacking player to re-roll two successful hits instead.

PENETRATING These weapons are very good at punching through armour. Missile weapons have an extra -1 AP at short range. Melee weapons have an extra -1 AP in close combat.

PICK TARGET A warrior armed with this missile weapon can target any enemy warrior in sight, not just the closest one.

PISTOL Weapons with this Trait can be used to make ranged attacks and can also be used in close combat to make a single attack. This bonus attack can be used only once per combat. When used in close combat the attack is resolved with a warrior's Weapon Skill like any normal close combat attack, and the attack may be parried (the pistol knocked aside). Successful hits are resolved at the weapon's Strength and AP, instead of the warrior's Strength. After the pistols have been fired (they now have the Out of Ammo condition) the warrior can swap weapons, this is an exception to the rule.

POISON Strictly speaking, this is blade venom, poisons are ingested. The weapon is always coated in Black Lotus poison unless noted (see Equipment section above). No additional poison may be applied to the weapon.

PULVERISE After making an Injury roll for an attack made by this weapon, the attacking player can roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, they can change one Injury dice from a Flesh Wound result to a Serious Injury result.

RAPID FIRE (X) The warrior may choose to shoot up to the number in the brackets (for example, when using a **Rapid Fire (2)** weapon, up to two shots can be made per turn). There is an extra -1 to hit penalty on all shots.

RELIABLE If the warrior is using a weapon with the Blackpowder trait and rolls a natural 1 to hit, then the warrior can reroll any failed INT check when testing to see if it is a Misfire.

RELOAD (X) After making an attack with a weapon with the Reload (X) trait, the weapon itself becomes subject to the Out of Ammo condition. The attack that caused the check is resolved as normal, but the weapon cannot be used again until it is reloaded by performing a **RELOAD (Simple)** action for it.

When a weapon is Out of Ammo a marker is placed on the appropriate weapon profile on their Warrior card as a reminder that the weapon cannot be used until it has been reloaded. The weapon needs to be reloaded even if the hit

roll is not made (e.g., if the target is out of range, the attack automatically misses, etc) and including when using a weapon with the Sidearm trait in close combat.

The (X) number in the brackets is the number of RELOAD (Simple) actions it takes to reload the weapon. For example, Reload (2) will take 2 actions (or in other words a (Double) action).

RENDING If the roll to wound with a Rending weapon is a natural 6 the attack causes 1 extra point of damage.

SILENT In scenarios that use the Sneak Attack special rules, there is no test to see whether the alarm is raised when this weapon is fired. Additionally, if using the Pitch-Black rules, a warrior using this weapon that is Hidden does not become Revealed.

SMOKE Smoke weapons do not cause hits on warriors – they do not cause Pinning and cannot inflict Wounds. Instead, mark the location where they hit with a counter. They generate an area of dense smoke, which extends 2.5" out from the centre of the counter; a 5" Blast marker can be used to determine this area, but it should be considered to extend vertically as well as horizontally. Warriors can move through the smoke, but it blocks line of sight, so attacks cannot be made into, out of or through it. In the End phase, roll a D6. On a 4 or less, the cloud dissipates, and the counter is removed.

STRIKE FIRST A weapon with this trait always strikes first in the first turn of close combat. If the enemy has a weapon with this trait then it makes its Reaction Attacks first before the attacker. If the warrior is fighting an enemy with the same trait, two cancel each other out and combat is fought as normal.

STRIKE LAST These weapons are so heavy that the warrior using them always strikes last, even when charging. In close combat enemy warriors make their Reaction Attacks first. If the warrior is fighting an enemy with the same trait, the two cancel each other out and combat is fought as normal.

STUN These weapons are excellent to use for striking your enemy senseless (or crushing his skull). If the roll to wound with a Stun weapon is a natural 6, enemy warriors have -1 to hit when making reaction attacks.

TEMPLATE The weapon uses the flame template instead of the usual rules to hit. Place the Flame Template in the warrior's vision arc, with the narrow end touching the warrior's base. You can rotate the template anywhere in the warrior's vision arc using the narrow end as the pivot. All warriors that lie even partially under the template are hit

automatically.

TIRING The weapon is extremely tiring to use, so its Strength bonus applies only in the first turn of each close combat.

TRAINING (X) These weapons require great skill or training to wield effectively. The warrior must have a minimum Weapon Skill (X) to be able to use it. For example, Training (3) requires a minimum WS of 3 to be able to use the weapon.

TWO HANDED This weapon requires two hands to use it. A warrior armed with this weapon may not use a shield, buckler or additional weapon in close combat. If the warrior is equipped with a shield, they will still get the usual armour save against shooting.

UNWIELDY A warrior with this weapon may not use a second weapon or buckler in their other hand because it requires all their skill to wield it. If it is a one-handed weapon, then they may carry a shield as normal.

VERSATILE The wielder of a Versatile weapon does not need to be in base contact with an enemy warrior in order to Engage them in melee during their activation. They may Engage and make close combat attacks against an enemy warrior during their activation, so long as the distance between their base and that of the enemy warrior is equal to or less than the distance shown for the Versatile weapon's Long range characteristic.

The enemy warrior is considered to be Engaged, but may not in turn be Engaging the warrior armed with the Versatile weapon unless they too are armed with a Versatile weapon or a weapon with the Pistol trait, and so may not be able to make attacks. (The enemy warrior cannot make Reaction attacks, unless armed with a weapon with the Versatile or Pistol trait.)

For example, a warrior armed with a Versatile weapon with a range of 2" may Engage an enemy warrior that is up to 2" away.

Skills

This section lists all the skills that are available to warriors. The following table summarises each of the skills sets and can be used (by rolling a D6) to determine a random skill from one of the sets.

D6	AGILITY	BRAWN	COMBAT	CUNNING	FERO CITY
1	Catfall	Bull Charge	Combat Master	Backstab	Berserk Charge
2	Scale Sheer Surface	Strongman	Counter-Attack	Flee!	Impetuous
3	Dodge	Crushing Blow	Disarm	Evade	Righteous Fury
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel
5	Reaction Strike	Hurl	Step Aside	Lie Low	True Grit
6	Sprint	Iron Jaw	Rain of Blows	Stalker	Very Resilient
D6	LEADERSHIP	RESILIENCE	SAVAGERY	ACADEMIC	SHOOTING
1	Commanding Presence	Fists Of Steel	Implacable	Identify Weakness	Fast Shot
2	Inspirational	Tenacious	Bloodlust	Streetwise	Pistoleer
3	Iron Will	Shield wall	Crimson Haze	Trader	Nimble
4	Mentor	Relentless	Ferocious Assault	Healer	Marksman
5	Overseer	Beat Back	Killing Blow	Wyrdstone Hunter	Precision Shot
6	Regroup	Walk It Off	Momentum	Haggle	Trick Shot

Agility

CATFALL

When this warrior falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured, or taken Out of Action by a fall, make an Initiative check for them – if it is passed, they remain Standing rather than being Prone and Pinned.

SCALE SHEER SURFACE

When the warrior climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

DODGE

If this warrior suffers a wound from a ranged or close combat attack, roll a D6. On a 6, the attack is dodged and has no further effect; otherwise, continue to make a save or resolve the wound as normal. If the warrior dodges a weapon that uses a Blast marker or Flame template, a roll of 6 does not automatically cancel the attack – instead, it allows the warrior to move up to 2" before seeing if they are hit. They cannot move within 1" of an enemy warrior.

MIGHTY LEAP

When measuring the distance of a gap this warrior wishes to leap across, ignore the first 2" of the distance. This means that a warrior with this skill may leap over gaps of 2" or less without

testing against their Initiative. All other rules for leaping over gaps still apply.

REACTION STRIKE

If the warrior is charged by an enemy in their vision arc, then make an Initiative check. If passed the warrior gains the Strike First special rule and can make their reactions attacks first. If failed fight the combat as usual.

SPRINT

If this warrior makes two Move (Simple) actions when activated during a round, they can use the second to Sprint. This lets them move at double their Movement characteristic for the second Move (Simple) action. 122

Brawn

BULLCHARGE

When this warrior makes close combat attacks as part of a Charge (Double) action, any weapons with the Melee trait they use gain the Knockback Trait and are resolved at +1 Strength. This includes natural weapons such as teeth and claws.

STRONGMAN

When using a weapon with Strike Last trait, this trait can be ignored. The order of combat is worked out as usual.

CRUSHING BLOW

Before rolling to hit for the warrior's close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. This cannot be a dice that is rolling for a weapon with the Pistol trait. If that dice hits, the attack's Strength and Damage are each increased by one.

HEADBUTT

If the warrior is Standing and Engaged, they can make the following action:

HEADBUTT (Basic) – Pick an Engaged enemy warrior and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equals to this warrior's Strength +2 resolved at Damage 2. However, if both dice score lower than the enemy warrior's Toughness, this warrior instead suffers a hit equal to their own Strength, resolved at Damage 1.

HURL OPPONENT

If the warrior is Standing and Engaged, they can make the following action:

THROW OPPONENT (Basic) – Pick an enemy warrior (not a Large Target) Engaged by, and in base contact with this warrior or a Seriously Injured enemy warrior within 1" of this warrior. Make an Initiative check for the enemy warrior. If failed, the enemy warrior is hurled. Move the enemy warrior D3" in a direction of your choice – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing warrior or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another warrior, that warrior also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

IRON JAW

This warrior's Toughness is treated as being two higher than normal when another warrior makes unarmed attacks against them in close combat. Editor's Alternative Suggestion: When this warrior would be Seriously Injured in close combat, roll a D6 and then add this warrior's current Toughness (including modifiers such as from Flesh Wounds or a drug). On a 7+ this warrior is not Seriously Injured, and takes a Flesh Wound instead.

Combat

COMBAT MASTER

The warrior never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy warriors they are Engaged with.

COUNTER-ATTACK

When this warrior makes Reaction attacks in close combat, they roll one additional Attack dice for each of the attacker's

Attacks that failed to hit (whether they missed, were parried, etc)

DISARM

Any weapons with the Melee trait used by the warrior also gain the Disarm Trait (see page 116). If a weapon already has this Trait, then the target will be disarmed on a natural roll of 5 or 6, rather than the usual 6. Editor's Suggestion: If you disarm a warrior whose weapons have the Paired trait, they lose the benefits of the Trait, fighting with only a single weapon and/or unarmed attacks.

PARRY

The warrior can parry attacks as though they were carrying a weapon with the Parry Trait (see page 118). If they already have one or more weapons with this Trait, they can parry one additional attack.

RAIN OF BLOWS

This warrior treats the Fight action as Fight (Simple) rather than Fight (Basic). In other words, this warrior may make two Fight (Simple) actions when activated (or more if they have surplus activations).

STEP ASIDE

If the warrior is hit in close combat, the warrior can attempt to step aside. Make an Initiative check for them. If the check is passed, the attack misses. This skill can only be used once per enemy in each round or close combat – in other words, if an enemy makes more than one attack, the warrior can only attempt to step aside from one of them.

Cunning

BACKSTAB

Any weapons used by this warrior with the Melee trait also gain the Backstab Trait. If they already have this Trait, add 2 to the attacker's Strength rather than the usual 1 when the Trait is used.

FLEE!

When this warrior makes a Retreat (Basic) action, add 2 to the result of the Initiative check (a natural 1 still fails).

Additionally, if this warrior is Captured at the end of a battle, and if they are equipped with a skin blade, they may add 1 to the result of the dice roll to see if they can escape.

EVADE

If an enemy targets this warrior with a ranged attack, and this warrior is Standing and Active and not in partial cover or full cover, there is an additional -1 modifier to the hit roll, or a -2 modifier if the attack is at Long range.

INFILTRATE

If this warrior should be set up at the start of a battle, they may instead placed to one side. Then, immediately before the start of the first round, their controlling player may set them up anywhere on the battlefield that is not visible to any enemy warriors, and not within 6" of any of them. If both players have warriors with this skill, take turns to set one up, starting with the winner of a roll-off.

LIE LOW

While this warrior is Prone, enemy warriors cannot target them with a ranged attack unless they are within the attacking weapon's Short range. Weapons that do not have a Short range are unaffected by this rule.

STALKER

If this warrior is Standing and Active, and has a Ready marker on them, they can interrupt a visible enemy warrior's action as soon as it is declared, but before it is carried out. This warrior loses their Ready marker, then immediately makes a Shoot (Basic) action, targeting the enemy warrior whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately – their action(s) are not made.

Ferocity

BERSERK CHARGE

When this warrior makes close combat attacks as part of a Charge (Double) action, they roll one additional Attack dice.

RIGHTEOUS FURY

The warrior feels cold fury and utter contempt towards their enemies. Roll a D6, on a 1-3 the warrior suffers *Hatred* to a particular race of the player's choice (not their own race or any race in their own warband). On a 4-6 the warrior suffers *Hatred* to a particular type of warband (e.g., Sisters of Sigmar) of the player's choice (not their own type of warband).

IMPETUOUS

When this warrior consolidates at the end of a close combat, they can move up to 4", rather than the usual 2".

RESOLUTE

Whether through absolute faith, bravery or foolishness, the warrior faces dangers unflinchingly. The warrior may re-roll any Cool checks, for example Fear tests and Panic tests. When the warrior is hit by a ranged attack that causes Pinned, make a Cool check for them. If it is passed, they may choose not to be Pinned.

TRUE GRIT

When making an Injury roll for the warrior, roll one less Injury dice (for example, a Damage 2 weapon would roll one

dice). Against attacks with Damage 1, roll two dice – the player controlling the warrior with True Grit, can then choose one dice to discard before the effects of the other are resolved.

VERY RESILIENT

Before making a Recovery test for this warrior in the End phase, roll a D6. If the result is 4 or more, one Flesh Wound they have suffered previously is discarded. If they do not have any Flesh Wounds, and the results is 4 or more, roll one additional dice for their Recovery check and choose one to discard.

Leadership

COMMANDING PRESENCE

When this warrior activates to make a group activation, they may include one more warrior than normal as part of the group (i.e., a Champion could activate two other warriors instead of one, and a Leader could activate three). If they cannot normally activate other warriors (e.g. a Hired Sword) then they can activate one other warrior.

INSPIRATIONAL

If a friendly warrior within 6" of this warrior fails a Cool check, make a Leadership check for this warrior. If the Leadership check is passed, then the Cool check also counts as having been passed.

IRON WILL

Subtract 1 from the result of any Rout rolls whilst this warrior is on the battlefield and is not Seriously Injured.

MENTOR

Make a Leadership check for this warrior each time another friendly warrior within 6" gains a point of Experience. If the check is passed, the other warrior gains two Experience instead of one.

OVERSEER

If the warrior is Active, they can attempt to make the following action:

ORDER (Double) – A friendly warrior within 6". That warrior can immediately make two actions as though it were their turn to activate, even if they are not Ready. If they are Ready, these actions do not remove their Ready marker. Editor's Suggestion: The warrior performing Order must pass a Leadership check in order to do the action. If passed, proceed as normal. If the check is failed, this warrior may make a single (simple) action, but otherwise cannot do anything else.

REGROUP

If this warrior is Standing and Active at the end of their activation, the controlling player may make a Leadership check for them. If this check is passed, each friendly warrior that is

currently subject to the Broken condition and within 6” immediately recovers from being Broken.

Academic

IDENTIFY WEAKNESS

If the warrior is Active, they can attempt to make the following action:

IDENTIFY WEAKNESS (Basic) –The warrior makes an Intelligence check. If the check is passed, they may reroll one damage dice when making a shooting or close combat attack. The warrior can perform this action even if Engaged.

STREETWISE

This warrior can make a Trade action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Trade actions). They cannot do this if they are unable to make actions during the post-battle sequence.

TRADER

In the Receive Rewards step of the post-battle sequence, as long as the warrior is not Captured or In Recovery, their warband earns an additional D3x10 Gold Crowns. Note that they do not need to have taken part in the battle to gain this bonus.

HEALER

When this warrior assists a friendly warrior who is making a Recovery test, re-roll any Out of Action results. If the result of a re-rolled dice is also Out of Action, the result stands.

WYRDSTONE HUNTER

The warrior has an uncanny ability to find hidden shards of wyrdstone. If a warrior with this skill is searching the ruins in the Post Battle - exploration phase, you may re-roll one dice when rolling on the Exploration Chart.

HAGGLE

When this warrior makes a Trade action in the post-battle sequence, add 1 to the result of the dice roll to determine the availability of Rare items on offer at the Trading Post on this visit. Additionally, the cost of **one item** may be reduced by 20 Gold Crowns on this visit.

Shooting

FAST SHOT

This warrior treats the Shoot action as (Simple) rather than (Basic), as long as they do not attack with a weapon that has the Blackpowder trait as Blackpowder weapons still need to be reloaded.

PISTOLEER

If the warrior uses the BRACE OF PISTOLS rule to attack with two weapons with the Pistol trait, they do not suffer the -1 penalty to their hit rolls and can, if they wish, target a different enemy warrior with each weapon with the Pistol trait.

NIMBLE

If the warrior is Standing and Active, they can make the following action:

Move and Fire (Double) – The warrior may move up to double their Movement characteristic and then make an attack with a ranged weapon.

MARKSMAN

The warrior is not affected by the rules for Target Priority. In addition, if the hit roll for an attack made by the warrior with a ranged weapon (that does not have the Blast trait) is a natural 6, they score a critical hit, and the weapon's Damage is doubled (if they are firing a weapon with the Rapid Fire trait, only the Damage of the first hit is doubled).

PRECISION SHOT

If the hit roll for a ranged attack made by this warrior is a natural 6 (when using a weapon that does not have the Blast Trait), the shot hits an exposed area and no armour save can be made.

TRICK SHOT

When this warrior makes ranged attacks, they do not suffer a penalty for the target being Engaged or in partial cover. In addition, if the target is in full cover, they reduce the penalty to their hit roll to -1 rather than -2

Resilience

FISTS OF STEEL

Unarmed attacks made by this warrior count as having a Strength 2 higher than normal and inflict 2 damage.

TENACIOUS

This warrior's Toughness is not reduced by Flesh Wounds. However, if this warrior suffers a number of Flesh Wounds equal to their Toughness characteristic, they will go Out of Action as normal.

SHIELDWALL

This warrior may perform the BRACE (Double) action during their activation:

BRACE (Double) – Until the start of this warrior's next activation, this warrior increases their armour save by +2 to a maximum armour save of 2+ and cannot be moved from their current location by any skills such as Hurl or Overseer, or any weapon traits such as Knockback or Drag, nor can they be Pinned.

RELENTLESS

During this warrior's activation they may attempt to perform a third action after completing their first two. Roll a D6. If the dice roll is equal to or less than their Toughness then they perform the action. If the roll is greater than their Toughness, or is a 6, their activation ends immediately. Whether or not they were successful, when their activation ends, this warrior is automatically Pinned (this Pinning cannot be negated by skills such as Nerves of Steel).

BEAT BACK

The warrior lets out a roar of rage and throws off all those attacking them. Opponents are forced to jump back away from the wild sweeps of the warrior's weapon. This warrior may perform the MAKE ROOM (Basic) action while they are Active and Engaged:

MAKE ROOM (Basic) The warrior makes a Strength check, if passed, all warriors (friend or foe) in base contact with this warrior are pushed D3" directly away from this warrior, stopping only if they come into contact with another warrior or an impassable terrain feature. If there are multiple enemies being pushed, the player controlling this warrior chooses in which order they are moved.

WALK IT OFF

Should this warrior perform two or more Move (Simple) actions during their activation, they can make a Toughness check at the end of their activation. If this check is passed, this warrior may recover one lost Wound or discard a single Flesh Wound.

Savagery

IMPLACABLE

For every unsaved wound this warrior inflicts on an enemy warrior with a weapon with the Melee trait, they may immediately discard one Flesh Wound they have previously suffered.

BLOODLUST

After performing a Coup de Grace, this warrior may Consolidate as well, moving up to 2" in any direction. They may engage an enemy but do not count as charging and do not fight this turn.

CRIMSON HAZE

If this warrior is Engaged with one or more enemy warriors, they automatically pass any Panic tests they are required to take.

FEROCIOUS ASSAULT

When this warrior makes a Charge (Double) action, they gain an additional D3 Attacks. However, all their hit rolls suffer a -1 modifier.

KILLING BLOW

Before rolling to hit for the warrior's close combat attacks, the controlling player can opt instead to make a single Killing Blow attack. This attack cannot be made with a weapon that has the Pistol trait. If the attack hits, the attack's Strength and Damage are doubled and no Armour Save roll is allowed.

MOMENTUM

For every unsaved wound this warrior inflicts on an enemy warrior with a weapon with the Melee trait, increase their Movement by 1" for the duration of the warrior's next activation.

Starting a warband

Before the campaign or skirmish begins, each player must found a warband. When founding a campaign, players will have a maximum budget of Gold Crowns to spend on warriors, weapons, and wargear chosen from the entries on the following pages. How much this budget is will depend upon whether the warband is founded for Skirmish play or Campaign play. In either case, this budget may not be exceeded. Any unspent Gold Crowns will be added to the warband's Stash if the warband has been founded for Campaign play. However, if a warband has been founded for Skirmish play, any unspent Gold Crowns are simply lost.

CAMPAIGN PLAY

When founding a warband for Campaign play, the budget available is **1,000 Gold Crowns**. Note, however, that should they wish, a Games Master can increase or decrease this budget.

SKIRMISH PLAY

When founding a warband for Skirmish play, the budget available should be agreed upon by the players. This can be as much or as little as they think appropriate, but as a general outline, a budget between 1,250 and 2,000 Gold Crowns is recommended.

WARRIOR NAMES, CATEGORIES AND TYPES

Each type of warrior available to a warband is of a named type; this is the name given to that warrior's rank within the parlance of their race or warband.

Very often, the rules will refer to warriors by category (Leader, Champion, Henchmen or Raw Recruit, for example). In such cases, the rule is universal to all such warriors, regardless of their type.

WARBAND COMPOSITION

The first step is to choose and purchase the warriors that make up the warband. Each warband lists details of all the warriors available to the warband. These warriors are purchased by paying the Gold Crowns cost shown in their entry from the budget available. All warbands must always follow these rules:

- There must be one warrior with the Leader special rule.
- The total number of Henchmen (including Veterans) in the warband must always be equal to or higher than the total number of other warriors (Leaders, Champions and Raw Recruits) in the warband, not counting Hangers-On or Hired Guns.

Should it occur during the course of a campaign that the number of Henchmen warriors (including Veterans) is more than the number of other warriors (Leaders, Champions and Raw Recruits), the controlling player must either:

- Retire a number of warriors without the Henchmen or Veteran special rule during the post-battle sequence in order to correct the imbalance
- Or Recruit fresh Henchmen warriors during the post-battle sequence in order to correct the imbalance.

WEAPONS AND WARGEAR

The next step is to choose and purchase the weapons and wargear each warrior will be equipped with. Each warrior's entry in some warband lists includes a detailed list of the weapons and Wargear that warrior may purchase; others list the types of weapons and Wargear a warrior may purchase from a general warband list.

EQUIPPING A WARRIOR

All warriors can be equipped as follows:

- A warrior can be equipped with a maximum of three weapons purchased from those listed in their entry.
- Weapons with the two-handed trait (marked with an asterisk (*)) take up the space of two weapons.
- Any warrior may purchase Wargear that is listed in their entry.
- If the warband is founded for Campaign play, warriors will be limited to equipment lists in their entry, whereas warriors in a warband founded for Skirmish play may also have access to some items of equipment from the Trading Post and Black Market. This should be agreed upon by the players.

NEW EQUIPMENT

During a campaign, warbands may gain new equipment by purchasing it from the Trading Post. These items are added to the warband's Stash, and may be distributed among warriors during any post-battle sequence:

- Any warrior may discard any Wargear they are equipped with in favour of new Wargear. Any Wargear discarded in this way is placed in the warband's Stash and may be given to other warriors.
- No warrior may discard a weapon. Mordheim warriors become attached to their weapons of choice and would rather horde weapons than discard them.
- Warriors with the Tools of the Trade special rule (Usually Leaders) can be given more than three weapons as they can have multiple Warrior cards, each representing a different 'equipment set', as described below.

WARRIOR CARDS & WARBAND ROSTER

Finally, a blank Warrior Card should be completed for each warrior when they are all added to the warband, the characteristics of the warrior and any equipment they now have should be noted down in the appropriate sections of the Warrior Card. A warband roster sheet is also completed for the warband as a whole.

EQUIPMENT SETS

Senior warband members, enjoying the privilege of rank, often maintain a cache of weapons that allow them to equip themselves appropriately for each battle. As such, warriors with the Tools of the Trade special rule can have multiple Warrior cards, each representing a different set of equipment.

- The controlling player can make an additional warrior card for a warrior with the Tools of the Trade special rule at any time.
- An appropriate model should be available for each different set of equipment and/or Warrior card a warrior has.
- There is no additional cost for having multiple equipment sets. The weapon is only purchased and paid for once.

Regardless of the number of equipment sets a warrior has, they still have a single entry in the warband roster. This entry should include the total value of the individual weapons and items of Wargear that warrior owns. But remember, each individual weapon or item of Wargear is only counted once.

- If the warrior suffers any Lasting Injuries or gains any Advancements, they should be recorded on all their Warrior cards.
- Only one of a warrior's cards can be used for a battle.
- If a battle uses random warriors from the warband, all of the warrior's cards should be shuffled together and one should be drawn at random and added to the rest of the warband's Warrior cards before any cards are drawn. This means that only one of this warrior's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

- When distributing equipment from the warband's Stash, it can be moved onto any or all of a warrior's cards, and even be moved to more than one.

DEATH OF A LEADER

If a warband's leader is killed, a new leader must be nominated from among the warbands Champions. If it has no Champions, the new Leader must be either a Veteran or Raw Recruit. If it has no Veterans or Raw Recruits then the new Leader is a Henchman.

If two or more eligible warriors have the same Leadership characteristic, use Advancements as a tiebreaker; if there is still a tie, the controlling player can decide which warrior will become the new warband leader.

When a warrior is promoted in this way, they gain the Warband Leader special rule, and from now on they count as a Warband-specific Leader type for the purposes of determining which equipment and skill sets they can access. Their existing characteristics and special rules do not change, but they gain the special rules associated with the Leader type of their warband: Group Activation (X), etc.

UNDEAD LEADERS

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. An Undead warband **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 and abilities.

OTHER LEADER TYPES

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 gains the Wizard special rule and rolls for a prayer/spell from the appropriate list.

Warband Rules

In this section we take a detailed look at each of the warbands and provide the information you need to recruit a warband of that type.

Use the lists that follow to recruit and equip your warband. You have a maximum budget of Gold Crowns to spend. Each model and their equipment (if you choose to buy any) costs a set amount of money. As you make your choices, subtract the money 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.

When founding a warband, players will have a maximum budget of Gold Crowns to spend. How much this is will depend upon whether they are founding a warband for Skirmish or Campaign play. In either case, this budget may not be exceeded. Any unspent Gold Crowns will be added to the warband’s Stash if the warband has been founded for Campaign play. However, if a warband has been founded for Skirmish play, any unspent Gold Crowns are simply lost.

The next step is to choose the warriors that make up the warband. The following Warband lists show the warriors available to each warband. A warrior’s entry in their Warband list will detail the weapon types they may be armed with, as well as listing any Wargear they have when added to the warband. Whenever a warrior is added to a warband, weapons and Wargear are purchased for them. If the warband is being founded for a campaign, warriors will be limited to equipment selected from their Warband Equipment List, whereas warriors in a warband founded for a Skirmish may also have access to some items of equipment from the Trading Post. In either case, a warrior may discard any Wargear they have in favour of something else purchased from the Warband Type Equipment list (most commonly this will be armour). Wargear discarded when a warband is founded is placed in the warband’s Stash and may be given to other warriors.

Finally, a blank Warrior card is completed for each warrior when they are added to the warband; the characteristics of the warrior and any equipment they now have should be noted down in the appropriate sections of the Warrior card. A warband roster sheet is also completed for the warband as a whole.

SPLINTER GANGS

Players may wish to found a splinter warband from a previous or present campaign. A splinter warband is formed when one of a warband’s Champions goes it alone and takes some of their favoured Henchmen with them to form the core of a new warband.

Forming a splinter warband is easy – players simply choose one Champion from a warband they have played in a previous campaign and hire them as the Leader in a new warband, keeping all of their equipment, Advancements and permanent injuries, and paying their Gold Crowns value to hire them. This champion then simply has their type changed to Leader and is treated as such in all regards.

Further to this, players may wish to retain other old favourites.

- Veterans can be recruited from an old warband into a new one in this way, changing their type to Champion (bearing in mind limits to Champions)
- Raw Recruits can be recruited also, changing their type to Henchmen.
- Any favoured Henchmen can be hired again as Henchmen into a new warband.

New warriors can be hired to fill out the ranks and help keep the cost down.

One of the old Henchmen, or a new one, may be promoted to Veteran as well, although they do not roll for a skill – note a Raw Recruit may not be promoted to Henchmen to Veteran in this way.

All that must be remembered is that the splinter warband must abide by the same warband composition rules as a freshly founded warband, and is limited to the same Gold Crowns as new warbands.

Reikland Mercenaries

This is a time of unremitting war, civil strife, violence and famine. A time of orphan children and wanton slaughter. For warriors these are good times! Since the discovery of wyrdstone, Mordheim has become a magnet for fighting men from all over the Empire. Nobles, merchants, and the Temple of Sigmar itself offer rich rewards for shards of the mysterious stone. Foremost amongst the patrons of mercenary warriors are the three most powerful contenders for the Emperor's throne: the Grand Prince of Reikland, the Count of Middenheim, and Lady Magritta of Marienburg – favourite of the merchant guilds.

Reikland lies at the heart of the Empire and its greatest city is Altdorf, home of the Grand Theogonist and seat of the Temple of Sigmar. Reiklanders are devout followers of Sigmar, the founder, first Emperor, and patron god of the Empire. The Grand Prince of Reikland (as Siegfried, the ruler of Reikland, styles himself) is supported in his claim to the throne by the Grand Theogonist and opposed most strongly by the Count of Middenheim and the Priests of Ulric.

Throughout the Empire Reiklanders are commonly supposed to embody the discipline and loyalty of the professional warrior. Brave and well-versed in the arts of war, Reiklanders disdain fashionable clothing in favour of well-made and practical wargear. In battle they often wear coloured ribbons as marks of identification or authority. They are justly proud of their dynamic and ambitious Grand Prince and contemptuous of other claimants to the throne, especially the Count of Middenheim, Mannfred Todbringer, whom they sneeringly call the 'lap-dog of Ulric'.

Reiklander Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

The warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Mercenary Captain) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- Some warrior types have a maximum amount which is shown before the name. For example, 0-1 Priest of Ulric. The maximum number of Priests of Ulric in a warband is therefore 1.

Heroes

1 Mercenary Captain

COST TO HIRE: 125 Gold Crowns.

A Mercenary Captain is a tough professional warrior, a man who will fight for anyone or against anything so long as the price is right. Mordheim offers such a man the chance to become rich beyond his dreams, though at great risk. But as ruthlessness and lack of mercy and pity are the hallmarks of a successful Mercenary Captain, it is no wonder that they flock to Mordheim.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	4	3	3	2	4	3	9	8	7	7

WEAPONS AND EQUIPMENT:

A Mercenary Captain starts with no equipment. They have no equipment restrictions.

SPECIAL RULES:

Race (Human), Leader, extra skill

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets.

In addition, a Reikland Mercenary Captain can choose one extra skill from the Leader skill set.

These skills do not cost any XP and does not increase the warrior's credit value.

Sergeants

COST TO HIRE: 80 Gold Crowns.

Some captains are merchants or nobles that are looking for a chance at making some extra money. The brighter captains hire the service of a veteran as his sergeant, and leave all the practical decision to him. A veteran can be recognised by his many battle-scars and the cynicism that marks a soldier of the army.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	2	4	2	8	7	7	7

WEAPONS AND EQUIPMENT:

A Sergeant starts with no equipment. They have no equipment restrictions.

SPECIAL RULES:

Race (Human), Champion,

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Youngbloods

COST TO HIRE: 20 Gold Crowns.

These are young warriors who are still inexperienced, but eager to win their spurs in the savage fighting in and around the ruins of Mordheim.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	3	1	6	6	6	6

WEAPONS AND EQUIPMENT:

A Youngblood starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Reiklander Equipment List.

SPECIAL RULES:

Race (Human), Raw Recruit.

Henchmen

Foot Soldiers

COST TO HIRE: 35 Gold Crowns

These dogs of war are grim, seasoned warriors, fearing no man as long as they have their weapons and armour. They form the core of any Mercenary warband.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Man at Arms starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Reiklander Equipment List.

SPECIAL RULES:

Race (Human), Henchman

0~7 Marksman

COST TO HIRE: 40 Gold Crowns

A strong tradition of martial training is also responsible for the high standards of archery amongst the people of Reikland, it is said that they can hit a coin from 300 paces with a long bow. In the savage street fights of Mordheim they snipe at the enemy from the windows of ruined buildings and pick out enemy leaders with their arrows.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	4	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Marksman starts with no equipment. They may purchase Close combat weapons, Marksman weapons, Armour, and Wargear from the Reiklander Equipment List.

SPECIAL RULES:

Race (Human), Henchman

0~5 Swordsmen

COST TO HIRE: 65 Gold Crowns

Swordsmen are professional warriors, experts at taking on and beating several opponents at once. They are much sought after by warband leaders, as their skills are ideally suited for fighting in Mordheim.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Swordmen starts with a sword but no other equipment. They may purchase Close Combat Weapons, Armour, and Wargear from the Reiklander Equipment List.

SPECIAL RULES:

Race (Human), Henchman, Counter Attack (Skill)

Reiklander Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Axe	20
Billhook	30
Club	15
Dagger	10
Great Axe	55
Great Hammer	50
Great Sword	40
Halberd	25
Hammer Or Mace	20
Spear	15
Sword	20

MISSILE WEAPONS

ITEM	PRICE
Bow	15
Crossbow	30
Pistol	20

SPECIAL WEAPONS

ITEM	PRICE
Bastard Sword	30
Buckler	10
Duelling Pistol	35
Hochland Long Rifle	90
Main Gaucher	20
Morning Star	30
Rapier	30

MARKSMAN WEAPONS

ITEM	PRICE
Blunderbuss	25
Bow	15
Crossbow	30
Handgun	40
Long Bow	20
Pistol	20

ARMOUR

ITEM	PRICE
Light Armour	20
Heavy Armour	50
Shield	20

WARGEAR

ITEM	PRICE
Bodkin Arrows	10
Lantern	35
Rope And Hook	30

Reiklander skill access

Reiklanders have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic
Mercenary Captain			Primary		Secondary	Primary	Primary	Secondary
Sergeants	Secondary	Primary		Secondary	Secondary	Primary		
Youngblood		Primary		Secondary			Secondary	
Foot Soldiers	Secondary	Primary		Primary			Secondary	
Swordsmen	Secondary	Primary		Primary			Secondary	
Marksman	Secondary		Secondary	Primary			Primary	

Middenheim Mercenaries

This is a time of unremitting war, civil strife, violence and famine. A time of orphan children and wanton slaughter. For warriors these are good times! Since the discovery of wyrdstone, Mordheim has become a magnet for fighting men from all over the Empire. Nobles, merchants, and the Temple of Sigmar itself offer rich rewards for shards of the mysterious stone. Foremost amongst the patrons of mercenary warriors are the three most powerful contenders for the Emperor's throne: the Grand Prince of Reikland, the Count of Middenheim, and Lady Magritta of Marienburg – favourite of the merchant guilds.

Middenheim stands on a mountain pinnacle surrounded by dark forest in the centre of Middenland, and is also known as the City of the White Wolf after Ulric, the old god of wolves and winter. The Priesthood of Ulric is still strong in Middenheim where Ulric is venerated as the patron of the city. The tradition of rivalry between Middenheim and Reikland goes back hundreds of years, and the Count of Middenheim, Mannfred Todbringer, is one of the chief contenders for the Emperor's throne. As a result there has always been a great deal of friction between Middenheimers and the Temple of Sigmar.

Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favour long hair and beards their lack of headgear makes them look especially fierce when they charge upon their enemies howling their brutal battle-cries.

Middenheimer Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

The warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Mercenary Captain) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- Some warrior types have a maximum amount which is shown before the name. For example, 0-1 Priest of Ulric. The maximum number of Priests of Ulric in a warband is therefore 1.

Heroes

1 Mercenary Captain

COST TO HIRE: 125 Gold Crowns.

A Mercenary Captain is a tough professional warrior, a man who will fight for anyone or against anything so long as the price is right. Mordheim offers such a man the chance to become rich beyond his dreams, though at great risk. But as ruthlessness and lack of mercy and pity are the hallmarks of a successful Mercenary Captain, it is no wonder that they flock to Mordheim.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	4	4	3	2	4	3	8	8	7	7

WEAPONS AND EQUIPMENT:

A Mercenary Captain starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Armour, and Wargear from the Middenheimer Equipment List.

SPECIAL RULES:

Race (Human), Leader

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

0~1 Priest of Ulric

COST TO HIRE: 55 Gold Crowns.

The wolf priests of Ulric hail from Middenheim, the city of the White Wolf, built on a plateau that according to legend was created by a mighty blow from Ulric's fist. Ulric is the god of battles, wolves and winter, and his priests see the fist-like blow of the comet on Mordheim as Ulric's judgment on the decadent Sigmarites.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	2	3	1	7	8	8	8

WEAPONS AND EQUIPMENT:

A Priest of Ulric starts with no equipment. They may purchase Priest Weapons, Armour, and Wargear from the Middenheim Equipment List.

SPECIAL RULES:

Race (Human), Champion, Priest (Cast Spells Prayers of Ulric), Hatred (Witch Hunter and Sister of Sigmar warbands).

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Chosen Men

COST TO HIRE: 80 Gold Crowns.

In any Mercenary warband there is one warrior who is bigger, stronger (and often uglier) than his comrades. These men are called Chosen Men (or berserkers, first swordsmen and various other names). Chosen men are amongst the toughest and the best warriors in the warband. They often answer challenges issued to the warband and, after the Captain, they get the pick of any equipment and loot.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	4	3	2	4	2	8	7	7	7

WEAPONS AND EQUIPMENT:

A Chosen Man starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Armour, and Wargear from the Middenheimer Equipment List.

SPECIAL RULES:

Race (Human), Champion

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Youngbloods

COST TO HIRE: 20 Gold Crowns.

These are young warriors who are still inexperienced, but eager to win their spurs in the savage fighting in and around the ruins of Mordheim.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	3	1	6	6	6	6

WEAPONS AND EQUIPMENT:

Race (Human), A Youngblood starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Middenheimer Equipment List.

SPECIAL RULES:

Raw Recruit.

Henchmen

Foot Soldiers

COST TO HIRE: 35 Gold Crowns

These dogs of war are grim, seasoned warriors, fearing no man as long as they have their weapons and armour. They form the core of any Mercenary warband.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Man at Arms starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Middenheimer Equipment List.

SPECIAL RULES:

Race (Human), Henchman

0~5 Huntsmen

COST TO HIRE: 35 Gold Crowns

A strong tradition of martial training is also responsible for the high standards of archery amongst the people of the Empire. In the savage street fights of Mordheim they snipe at the enemy from the windows of ruined buildings and pick out enemy leaders with their arrows.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Huntsman starts with no equipment. They may purchase Close Combat Weapons, Huntsman Weapons, Armour, and Wargear from the Middenheimer Equipment List.

SPECIAL RULES:

Race (Human), Henchman

0~5 Warriors of Ulric

COST TO HIRE: 40 Gold Crowns

Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favour long hair and beards their lack of headgear makes them look especially fierce when they charge upon their enemies howling their brutal battle-cries.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	3	1	3	1	7	7	7

WEAPONS AND EQUIPMENT:

A Warrior of Ulric starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Middenheimer Equipment List.

SPECIAL RULES:

Race (Human), Henchman

Middenheimer Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Axe	15
Billhook	30
Club	15
Dagger	10
Great Axe	50
Great Hammer	45
Great Sword	45
Halberd	25
Hammer Or Mace	20
Spear	20
Sword	25

ARMOUR

ITEM	PRICE
Light Armour	20
Heavy Armour	50
Shield	20
Fur Cloak	15

MISSILE WEAPONS

ITEM	PRICE
Bow	15
Crossbow	30
Pistol	20

PRIEST WEAPONS

ITEM	PRICE
Aspergilla Morning Star	50
Axe	15
Club	15
Dagger	10
Great Axe	50
Great Hammer	45
Great Sword	45
Hammer or Mace	20
Staff	25
Giant wolf	25

WARGEAR

ITEM	PRICE
Lantern	35
Rope And Hook	30
War Horn	55

Middenheimer skill access

Middenheimer Warriors have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic
Mercenary Captain		Primary	Secondary		Primary	Primary	Secondary	
Priest of Ulric		Secondary	Secondary		Secondary	Primary		Primary
Chosen Men		Secondary	Primary		Primary	Secondary	Secondary	
Youngblood			Secondary	Secondary	Primary			
Foot Soldiers		Secondary	Primary		Primary		Secondary	
Warriors of Ulric		Secondary	Primary		Primary		Secondary	
Huntsman	Secondary			Primary	Secondary		Primary	

Averlander Mercenaries

Averland lies in the south of the Empire, between the rivers Aver and Upper Reik and borders upon the Black Mountains and the huge range that is the World's Edge Mountains. It's a prosperous province, though it's neither one of the largest or most influential in the Empire. The Black Mountains and the World Edge Mountains harbour plenty of mines, many are in Dwarf possession. The metal ore is sold at a good profit in Averheim, the provincial capital, to merchants from Nuln, who transport it on barges down the river Aver. The mountains contain several ancient Dwarf strongholds but Night Goblins or Skaven have overrun several of them, while others have been lost in violent volcanic eruptions.

The Black Fire Pass guards an important trade route between the Borderlands and the Empire, it divides the World Edge Mountains from the Black Mountains. The route is an old Dwarf road and extends past Averheim and further north into the Empire. Goods from the Black Fire pass are usually shipped along the Aver River to Nuln. The pass is the only place to cross the mountains, as the mountainsides are extremely steep and almost impossible to pass. Not to mention that the weather is notoriously unpredictable and few dare risk being caught in a snow blizzard or avalanche. As if things weren't bad enough the mountains are home to fierce tribes of Night Goblins, Trolls, Skaven and legendary monsters. Some daring adventurers have made a living off stealing eggs from the tallest peaks and selling them to the Imperial Zoo. These beasts will be brought up to become mounts for famous generals.

Averland is a rich province and as a result exorbitant sums of money are spent on the uniforms of the state soldiers. Seasoned veterans prefer flamboyant uniforms to make them stand out compared to the peasant, but also to reflect their seniority. This tradition has seeped down through the ranks to a point where even the militia and mercenary bands strive to have as flamboyant clothing as they can afford. The Averlander army is said to employ enough tailors to supply a small city!

Outsiders joke that the Averlanders are such great archers because they do not want to get up close and personal as they risk tearing or bloodying their clothes. Such remarks are hushed down in the presence of a veteran of the Black Fire Pass though, or else the jester will soon find himself in the gutter

with a few missing teeth. The practice of wearing outrageous clothing has certainly appealed to the diminutive race of Halflings and tailors are constantly being asked to shorten sleeves and add a little extra width to the waist. Many young recruits are disheartened to learn that they are disallowed from wearing the stunning uniform until they have served at least a year in the army. These 'Youngbloods' are by no means regarded as professional soldiers yet and have to make do with more simple clothing.

Averlander Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

The warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Mercenary Captain) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- Some warrior types have a maximum amount which is shown before the name. For example, 0-1 Priest of Ulric. The maximum number of Priests of Ulric in a warband is therefore 1.

Heroes

1 Mercenary Captain

COST TO HIRE: 125 Gold Crowns.

The Captain of a mercenary warband is typically a middle aged veteran soldier of the Imperial army, most likely he was a sergeant or other petty officer. The survival of a mercenary warband relies more on the wit and experience of its captain, than on how good a warrior he is. It's all too common that an inexperienced captain will lead his men into an ambush, or lead them on a long journey with no food or supplies. Being a successful captain means that your men will follow you to hell and back, and plenty of gold crowns and feasting. A captain that fails in his duty to keep his men alive and well fed will at best find himself deserted and worst end up with a knife in his back.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	4	4	3	2	4	3	8	8	7	7

WEAPONS AND EQUIPMENT:

A Mercenary Captain starts with no equipment. They may purchase Close Combat Weapons, Mountainguard Equipment, Special weapons, Armour, and Wargear from the Averlander Equipment List.

SPECIAL RULES:

Race (Human), Leader

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Sergeant

COST TO HIRE: 80 Gold Crowns.

Some captains are merchants or nobles that are looking for a chance at making some extra money. The brighter captains hire the service of a veteran as his sergeant, and leave all the practical decision to him. A veteran can be recognised by his many battle-scars and the cynicism that marks a soldier of the army.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	2	4	2	8	7	7	7

WEAPONS AND EQUIPMENT:

A Sergeant starts with no equipment. They may purchase Close Combat Weapons, Mountainguard Equipment, Special weapons, Armour, and Wargear from the Averlander Equipment List.

SPECIAL RULES:

Race (Human), Champion

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

0~2 Bergjaeger

COST TO HIRE: 80 Gold Crowns.

The Bergjaeger are trappers and rangers from the mountains that surround the Black Fire pass. They are experts at moving silently through terrain and are used as scouts. In addition, they make good use of animal traps to delay or divide a group of enemies. Bergjager are not professional soldiers and rely more on stealth and cunning than a strong sword-arm to survive.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	4	3	3	2	4	2	7	8	7	7

WEAPONS AND EQUIPMENT:

A Bergjager starts with no equipment. They may purchase Close Combat Weapons, Bergjager Equipment, Armour, and Wargear from the Averlander Equipment List.

SPECIAL RULES:

Race (Human), Champion,

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Youngbloods

COST TO HIRE: 20 Gold Crowns.

Although Empire armies are comprised of mature men there are plenty of jobs for youths as there is always a demand for extra help in the kitchens or as fetchers. Some of these youths actually join a band of mercenaries or regiment in pursuit of a romantic dream of fame and adventure. Some are herdsmen who hoped to find an easier way of filling their belly than the hard and uncertain business of looking after animals, not to mention that its quite dull!

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	3	1	6	6	6	6

WEAPONS AND EQUIPMENT:

A Youngblood starts with no equipment. They may purchase Close Combat Weapons, Mountainguard Equipment, Special weapons, Armour, and Wargear from the Averlander Equipment List.

SPECIAL RULES:

Race (Human), Raw Recruit.

Henchmen

Mountainguard

COST TO HIRE: 35 Gold Crowns

The Mountainguard is the famous garrison of the Black Fire Pass that has repelled countless greenskin invasion attempts. Their traditional uniform is yellow and black and it's a merit in the Averland armey to have served a few years at the mountain-pass. The Mountain guard train both with the traditional Imperial weapons, the halberd and the sword, and with the crossbow and bow. Veterans are often employed by mercenary warbands who know that their presence will certainly boost their chances in the battles to come. Some of these veterans advance to become sergeants or even captains themselves. There are a few warbands that consists solely of Mountainguard veterans, often from the same regiment or the survivors of a great battle.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Mountainguard starts with no equipment. They may purchase Close Combat Weapons, Mountainguard Equipment, Armour, and Wargear from the Averlander Equipment List.

SPECIAL RULES:

Race (Human),Henchman

Marksmen

COST TO HIRE: 35 Gold Crowns

Being a Marksmen is not as simple as picking up a bow and try to hit your enemies. A Marksman has to train for years to master his chosen weapon, Imperial enlisters often visit archery competitions to try and enlist a couple of expert archers. Some Marksmen are trained with black powder weapons instead of the traditional bow or crossbow.

Marksmen often own their own weapons, as the cost of a handgun is as high as hiring the Marksman himself! Thus the Marksmen are not forced to do as much hard labour as the militia.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Marksman starts with no equipment. They may purchase Close Combat Weapons, Marksman Equipment, Armour, and Wargear from the Averlander Equipment List.

SPECIAL RULES:

Race (Human),Henchman

0~3 Halfling Scouts

COST TO HIRE: 20 Gold Crowns

Averland is neighbour to the Moot, the Halfling province. In 1707 the Orc Warlord Gorbad Ironclaw invaded through the Black Fire pass and the Moot was devastated. Ever since then the Moot urge their gamekeepers to serve at least a few years in the garrison that guard the pass. If another warlord tries to invade the Moot, they will meet the fierce resistance of the Halflings in the mountain Pass..

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	2	4	2	2	1	5	1	6	7	8	7

WEAPONS AND EQUIPMENT:

A Halfling Scout starts with no equipment. They may purchase Close Combat Weapons, Scout Equipment, Armour, and Wargear from the Averlander Equipment List.

SPECIAL RULES:

Race (Halfling), Henchman

Averlander Equipment List

BERGJAGER EQUIPMENT

ITEM	PRICE
Bow	15
Long Bow	20
Man Trap	15
Hunting Arrows	10

SPECIAL WEAPONS

ITEM	PRICE
Buckler	10
Duelling Pistol	35
Hochland Long Rifle	90

ARMOUR

ITEM	PRICE
Light Armour	20
Shield	20

MOUNTAINGUARD WEAPONS

ITEM	PRICE
Bow	15
Crossbow	30
Great Axe	50
Great Hammer	45
Great Sword	45
Halberd	30
Morning star	30
Pistol	20
Spear	20
Heavy Armour	50

WARGEAR

ITEM	PRICE
Lantern	35
Rope And Hook	30

Averlander skill access

Averlander Warriors have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic
Mercenary Captain	Secondary		Primary		Primary	Primary	Secondary	
Sergeant		Secondary	Primary		Secondary	Primary	Secondary	
Bergjager	Secondary			Primary	Secondary	Secondary	Primary	
Youngblood	Secondary		Primary		Secondary			
Mountainguard	Secondary	Secondary	Primary		Primary			
Marksman	Secondary		Primary	Secondary			Primary	
Halfling scout	Secondary		Secondary	Primary			Primary	

Ostlander Mercenaries

'My only crime was to get in a brawl with some pig farmer outside of the Donkey's Nut Tavern - the next thing I knew a dozen of his brothers were after my blood!'

-Udo Verkonnen, Freesword

The principality of Ostland is the most sparsely inhabited of all of the Empire's Electoral provinces. Its people have more ties with the land of Kislev to the north than they do with their countrymen to the south. This is because the Forest of Shadows and the Middle Mountains form two natural barriers between Ostland and the rest of the Empire. Within the Forest of Shadows are vast amounts of wild game but also darker creatures such as Chaos Beastmen and Forest Goblins. The Middle Mountains themselves are the highest point in the Empire and their peaks are inhabited by a large number of Ogres.

Ostland's isolation has greatly shaped its inhabitants and they are a poor but hardy folk. Each small village lives barely above subsistence levels and is usually composed of one large extended family. The men of Ostland are tall and broad-shouldered while the women tend to either be tall and whippet thin or short and stout. Married men are usually dirt farmers who also gather roots, tubers and nuts in the forests, while unmarried men spend their lives as trappers and hunters. The worship of Taal, the god of Forests and Beasts, is very popular in the region, although there is also some worship of Taal's wife Ryha, and his brother Ulric in the the more westerly villages.

While not warlike by nature, Ostlanders are never opposed to a good honest drunken brawl and with their love of dark ales these sorts of scraps are not uncommon. During the Great War against Chaos, Ostlanders rallied in great numbers to wield bow and spear in defence of their Kislevite neighbours. More than any other part of the Empire, Ostland has tasted the lash of Chaos and their hatred of the evil ones knows no bounds.

Ostlander Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

The warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Elder) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- Some warrior types have a maximum amount which is shown before the name. For example, 0-1 Priest of Ulric. The maximum number of Priests of Ulric in a warband is therefore 1.

Heroes

1 Elder

COST TO HIRE: 125 Gold Crowns.

In Ostland, the oldest (or more often biggest) man in the village is given the title 'Elder'. His word is greatly respected and only at his urging would the manhood of an entire village pack up and travel to Mordheim to seek their fortune.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	4	4	3	2	4	3	8	8	7	7

WEAPONS AND EQUIPMENT:

An Elder starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Special Weapons, Armour, and Wargear from the Ostlander Equipment List.

SPECIAL RULES:

Race (Human), Leader

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Blood Brothers

COST TO HIRE: 80 Gold Crowns.

Ostland villages are usually composed of a single extended family. Everyone is everyone else's uncle, cousin or brother (and sometimes their own!). Rather than trying to keep all of these relations straight, the most respected men in the village (aside from the Elder) are referred to simply as Blood-brothers.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	2	4	2	8	7	7	7

WEAPONS AND EQUIPMENT:

A Sergeant starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Special Weapons, Armour, and Wargear from the Ostlander Equipment List.

SPECIAL RULES:

Race (Human), Champion

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

0-1 Priest of Taal

COST TO HIRE: 50 Gold Crowns.

It is said that every priest of Taal is born during the darkest phase of the moon. Those who are accepted into the service of Taal are loners by nature and spend their time wandering the untamed forests of the Northern Empire. It is unclear why the priests of the forest have begun to join bands of Ostlanders in their delving into the ruined city of Mordheim — for the servants of Taal keep their own counsel. Suffice to say that the Forest-God is clearly building a strong presence both in and around the darkened ruins as more animals begin to fill the surrounding forests.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	3	3	3	3	2	3	1	7	8	8

WEAPONS AND EQUIPMENT:

A Priest of Taal starts with no equipment. They may purchase Close Combat Weapons, from the Ostlander Equipment List.

SPECIAL RULES:

Race (Human), Champion, Priest (Cast Spells Prayers of Taal), may never wear armour.

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Youngbloods

COST TO HIRE: 20 Gold Crowns.

These are young warriors who are still inexperienced, but eager to win their spurs in the savage fighting in and around the ruins of Mordheim.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	3	1	6	6	6	6

WEAPONS AND EQUIPMENT:

A Youngblood starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Special weapons, Armour, and Wargear from the Ostlander Equipment List.

SPECIAL RULES:

Race (Human), Raw Recruit.

Henchmen

Kin

COST TO HIRE: 35 Gold Crowns

Most of the warriors in an Ostlander warband are brothers and cousins of the Elder. Many are marred men with children to support and the ruins of Mordheim are a lure that few poor villagers can resist.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Kin starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Ostlander Equipment List.

SPECIAL RULES:

Race (Human), Henchman

O'7 Jaeger

COST TO HIRE: 35 Gold Crowns

Some Ostlander men choose not to marry but instead spend their time alone in the forests of the Old World. While these rangers do not share the close family bonds of a typical Ostlander blood-kin they are well respected for their knowledge of the woods and their rugged determination. Poor Jaeger usually wield a simple home-made bow but it is every jaeger's dream to one day own a blackpowder weapon and hunting rifle, especially double-barrelled versions, as these are a sign of great prestige amongst the hunters of the deep woods.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Jaeger starts with no equipment. They may purchase Close Combat Weapons, Jager Weapons, Armour, and Wargear from the Ostlander Equipment List.

SPECIAL RULES:

Race (Human), Henchman

0~5 Ruffians

COST TO HIRE: 25 Gold Crowns

Although every Ostlander loves his ale, a few men in every village take this love to extremes. Never sober and rarely conscious, these buffoons stagger their way through the streets of Mordheim yelling slurred insults at whomever they meet, committing petty acts of vandalism and generally making a mess of things. This comic behaviour is often misconstrued into a false belief that they are harmless, a belief that many live to regret. Fuelled by vast quantities of booze these are very dangerous, unpredictable men indeed who will shove a broken bottle into your face as soon as laugh heartily and burst into song!

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	2	1	6	7	6	6

WEAPONS AND EQUIPMENT:

A Ruffian starts with a **Bottle of Rotgut**.

They may purchase Close Combat Weapons, Armour, and Wargear from the Ostlander Equipment List.

SPECIAL RULES:

Race (Human), Henchman

O'1 Ogre

COST TO HIRE: 120 Gold Crowns

More than anywhere in the Empire, Ogres are most commonplace within the hilly, pine forested landscape of Ostland. These brutish creatures are very much sought after by the rough mountain men of Ostland as muscle in the warband. An Ogre's strength is near legendary and their ability to sustain an awful lot of punishment during a fight makes these the perfect shock troops of any warband. Of course, an Ogre's appetite is nearly as well-renowned as their fighting abilities and so they are rather expensive to keep.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	3	2	4	4	3	3	2	7	5	7	4

WEAPONS AND EQUIPMENT:

An Ogre starts with no equipment. They may purchase Ogre Equipment from the Ostlander Equipment List.

SPECIAL RULES:

Race (Ogre), Hired Sword, Fear, Large Target, Henchman

Ostlander Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Axe	15
Club	15
Dagger	10
Hammer Or Mace	20
Sword	25
Great Axe	50
Great Hammer	45
Great Sword	45
Spear	20
Staff	25

JAGER WEAPONS

ITEM	PRICE
Blunderbuss	25
Bow	15
Handgun	40
Pistol	20

OGRE EQUIPMENT

ITEM	PRICE
Axe	15
Club	15
Hammer Or Mace	20
Sword	25
Great Axe	50
Great Hammer	45
Great Sword	45
Light Armour	20

MISSILE WEAPONS

ITEM	PRICE
Bow	15
Pistol	20

ARMOUR

ITEM	PRICE
Light Armour	20
Shield	20

SPECIAL WEAPONS

ITEM	PRICE
Hochland Long Rifle	90
Heavy Armour	50

WARGEAR

ITEM	PRICE
Lantern	35
Rope And Hook	30
Bottle of Rotgut	15

Ostlander skill access

Ostlander Warriors have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic	Resilience
Elder		Primary	Secondary		Primary	Primary	Secondary		
Priest of Taal			Secondary	Secondary	Secondary	Primary		Primary	
Blood Brother		Primary	Primary		Secondary	Secondary			Secondary
Youngblood	Secondary		Secondary		Primary				
Kin		Primary	Secondary		Secondary		Secondary		
Jaeger				Secondary	Secondary		Primary		
Ruffian		Primary			Secondary			Secondary	
Ogre		Primary			Secondary			Secondary	

Cult of the possessed

There is never any shortage of men willing to risk their lives for a chance of real power: men whose ambitions lie beyond the scope of their birthright, or whose sorcerous skills or physical deformities place them in constant danger of persecution. What do such men have to lose if they pledge their souls to the dark gods of Chaos! In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters.

Now a leader has appeared, a new Dark Emperor, who claims lordship of the City of the Damned. He is called the Shadowlord, Master of the Possessed, and followers of the cults of Chaos gather from all over the Empire to pledge their souls to him. Though none know whether he is man or Daemon all proclaim him their saviour and eagerly seek to do his bidding. As all students of the dark arts know, it is by the power of magic that creatures such as Daemons and spirits are able to stalk the mortal world. The wyrdstone that proliferates in Mordheim grants unnatural life to many vile things that by all natural rights should never exist. The Possessed were once men but by surrendering themselves wholly to the dark gods they have allowed Daemons to possess their bodies. Their appearance is horrific – corrupted from within, their flesh is twisted into a new and monstrous form.

With the power of the Possessed behind them the followers of the Shadowlord have grown powerful in Mordheim. In the Massacre of Silver Street the Cult of the Possessed ambushed and destroyed a large force sent in to hunt them down. Now the streets of Mordheim belong to the Shadowlord and his servants. The contaminated air does not affect them at all or, more likely, it nourishes their inner corruption. Men who venture into Mordheim alone are hunted down and sacrificed to the dark gods. All warbands of the Possessed gather wyrdstone for the Shadowlord who remains hidden in the Pit where he is said to be guarded by titanic Possessed the size of houses. A few shards of the precious stone are kept by the warbands and used to create more of the Possessed.

The leaders of cult warbands are called Magisters and each leads a group of cultists: minions of the dark gods of Chaos. These are men whose hunger for power knows no bounds, who willingly give their bodies over to possession. All take part in the blood sacrifices, dark rituals, and worship of Daemons –

nothing is too base for them! These degenerate humans are joined by other creatures as vile as they – things half-man half-beast that call themselves Gors, and which men refer to as Beastmen.

There are few sights as horrific as a cult warband. Deranged warriors smeared with blood and dirt wave jagged weapons and chant blasphemous rites as they throw themselves upon their foes. Many are hardly recognisable as human, their bodies are so scarred and disfigured. The stigmata of mutation is borne by most, but the most unsettling of all are the Possessed themselves – melded flesh made of men, beasts, and metal driven by the implacable will of a Daemon.

Possessed Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

The warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Magister) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- Some warrior types have a maximum amount which is shown before the name. For example, 0-1 Priest of Ulric. The maximum number of Priests of Ulric in a warband is therefore 1.

Mutations

Those who dwell in Mordheim soon develop horrible mutations, and the Cult of the Possessed seem to be especially susceptible. In addition, Mordheim attracts mutants from all over the Empire, who are always quick to join the Chaos covens. Most mutations are simply inconvenient or hideous, but some make their bearers extremely dangerous in combat.

MUTATION

A warrior with this special rule must purchase a Mutation when they are recruited. Possessed Warriors must take 2 Mutations. You may not buy new mutations for a model after recruitment. A warrior may only have one Mutation and it is rare for a Mutation to be duplicated within the same warband. The nature of Chaos is never consistent. To represent this, the first warrior to take a Mutation pays the cost shown for it. The second warrior to take the same Mutation pays double the cost shown, the third one to take the same Mutation pays triple the cost shown and so on.

- Mutations cannot be disarmed.
- Mutations do not count as a weapon when equipping warriors.

daemon soul

COST: 25 GOLD CROWNS.

A Daemon lives within the warrior's body. The warrior gains the special rule Magic Resistance (4+). Note, this doesn't dispel the spell, which may still affect other warriors.

great claw

COST: 40 GOLD CROWNS.

One of the warrior's arms ends in a huge claw, this may be shaped like a crab claw, or another beast. He may carry no weapon or shield in this arm, it counts as an additional hand weapon, the warrior can make close combat attacks with the following weapon profile:

Weapon	Range	Str	D	AP
Great Claw	Melee	S+1	1	-1

Traits: Hack, Rending

bestial legs

COST: 10 GOLDCROWNS

The warriors' legs are like that of animal, most commonly a goat with cloven hooves. The warrior gains +1 Movement to its base profile.

tentacle

COST: 25 GOLD CROWNS

One of the warrior's arms is replaced with a tentacle. It counts as an additional hand weapon and the warrior can make attacks with the following profile:

Weapon	Range	Str	D	AP
Tentacle	Melee	S	1	-

Traits: Disarm, Entangle

blackblood

COST: 30 GOLD CROWNS

If the warrior loses a wound in close combat, any warrior in base contact (friend or foe) with the model suffers a Strength 3 hit from the spurting corrosive blood. Make armour saves as normal.

spines

COST: 35 GOLD CROWNS

Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. The warrior cannot wear armour.

scorpion tail

COST: 45 GOLD CROWNS

The warrior has a long-barbed tail with a venomous tip. The warrior can make an extra close combat attack with following weapon profile:

Weapon	Range	Str	D	AP
Scorpion Tail	Melee	4	1	-1

Traits: Poison

extra arm

COST: 45 GOLD CROWNS

The warrior gains an additional +1 attack in close combat, just like an additional weapon in the offhand.

Alternatively, the warrior may carry a shield or a buckler in the extra arm. Possessed cannot use weapon or armour but can still gain the extra attack.

hideous appearance

COST: 40 GOLD CROWNS

The warrior causes *fear*.

long tongue

COST: 40 GOLD CROWNS

The warrior has very long tongue which it can flick out to attack enemies from a distance.

Weapon	Range	Str	D	AP
Long Tongue	3"	3	1	+1

Traits: Knock back, Entangle, Versatile

horns

COST: 25 GOLD CROWNS

The warrior has a huge pair of sharp horns growing from its head. The warrior gains the skill Bull Charge.

soporific musk

COST: 20 GOLD CROWNS

The warrior exudes a heady and unnatural scent that ensnares the mind and slows the limbs.

Any enemy warriors engaged in close combat must make a WP check or have -1 to hit. Has no effect on Undead.

gaping maw

COST: 20 GOLD CROWNS

If the warrior is Standing and Engaged, they can make the following action:

RETRACTABLE JAW (Basic) – One Engaged enemy warrior must make an Initiative Check. If failed the warrior suffers a hit with a Strength equal to this warrior's Strength +2 resolved at Damage 2.

suckers

COST: 20 GOLD CROWNS

The warrior gains the Scale Sheer Surface skill.

eyestalks

COST: 10 GOLD CROWNS

The warrior has a 180 degree vision arc instead of 90 degrees and can make attacks within this arc.

scaly skin

COST: 25 GOLD CROWNS

The warrior has a 6+ Armour Save. If the warrior is wearing armour, then its save roll is improved by 1. For example, a warrior with light armour and a Scaly Skin will have a saving throw of 5+.

spiked tail

COST: 45 GOLD CROWNS

The warrior gains an extra close combat attack with the following weapon profile:

Weapon	Range	Str	AP	D
Club	Melee	S	+1	1

Traits: Stun

chameleon skin

COST: 30 GOLD CROWNS

Any enemy warriors making a ranged attack against this warrior incurs an extra -1 to-hit penalty at long range. If the warrior wears armour this ability is lost.

bloated

COST: 45 GOLD CROWNS

The warrior's Wound characteristic is increased by +1 to its base profile.

manifold eyes

COST: 20 GOLD CROWNS

The mutant has eyes like that of a fly.

The warrior has a 360 degree vision arc instead of 90 degrees. Backstab trait has no effect on this warrior.

acute senses

COST: 20 GOLD CROWNS

The warrior has animal-like vision, hearing, or sense of smell. The warrior gains the Acute Senses special rule.

double jointed

COST: 10 GOLD CROWNS

The warrior has no penalty for Turn to Face in close combat.

Heroes

1 Magister

COST TO HIRE: 110 Gold Crowns.

Magisters lead the covens of the Possessed. They have been granted magical powers by their patron gods. They are fanatical followers of the Dark gods, utterly dedicated to bringing Chaos to the world.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	2	3	2	8	8	8	8

WEAPONS AND EQUIPMENT:

A Magister starts with no equipment. They have no equipment restrictions.

SPECIAL RULES:

Race (Human), Leader, Wizard (Cast Spells Chaos Rituals)

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

0-2 The Possessed

COST TO HIRE: 130 Gold Crowns.

The Possessed have committed the greatest of heresies: they have given their bodies to Daemons. As a result, they are nightmarish creatures, a melding of flesh, metal and black magic. Inside them lives a supernatural thing of evil, a Daemon from the dark reaches of the Realm of Chaos. The powerful spirit of a Daemon can meld several creatures together, be they men or animals, into a multi-faceted horror. These monstrous Possessed are perhaps the most dangerous of the creatures of Mordheim, and certainly the most loathsome and dreadful.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5	4	1	4	4	3	4	3	7	7	8	6

WEAPONS AND EQUIPMENT:

None. Natural Weapons

SPECIAL RULES:

Race (Possessed) Champion, Daemonic, Mutation, Large Target

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Darksouls

COST TO HIRE: 70 Gold Crowns

Darksouls are men who have been driven insane by the daemonic possession which became all too common after the destruction of Mordheim. The Daemons have left the bodies of these men, but their minds have been scarred by the horror of the experience.

Their insane strength makes Darksouls dangerous warriors. The Cultists regard them as holy men, and let them work out their unreasoning rage in battle. In their tortured minds the Darksouls believe themselves to be Daemons. They wear leering daemonic masks and garb themselves in armour and clothing resembling the scaled skin of Daemons.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	2	4	3	2	4	2	7	7	6	6

WEAPONS AND EQUIPMENT:

A Darksoul starts with no equipment. They may purchase Close Combat Weapons, Darksouls Weapons, Armour, and Wargear from the Possessed Equipment List.

SPECIAL RULES:

Race (Human), Champion, Fearless

Mutants

COST TO HIRE: 20 Gold Crowns.

Mutants are revered as the favoured ones of the Dark gods, their physical disfigurements marking out the vileness of their soul. They come in many shapes and sizes, each more bizarre than the next.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	2	1	6	6	6	6

WEAPONS AND EQUIPMENT:

A Mutant starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Possessed Equipment List.

SPECIAL RULES:

Race (Human), Raw Recruit.

Henchmen

Brethren

COST TO HIRE: 35 Gold Crowns

Brethren are the crazed human followers of the cults of the dark gods, eager to descend into damnation. Their vile deeds and unspeakable acts have driven them to the brink of insanity.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Brethren starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Possessed Equipment List.

SPECIAL RULES:

Race (Human), Henchmen

0~3 Beastmen

COST TO HIRE: 45 Gold Crowns

Beastmen are mutated monstrosities that infest the forests of the Empire: massive horned creatures with an inhuman resistance to pain. The destruction of Mordheim brought many Beastmen into the ruined city to prey upon the survivors. They readily ally with the Magisters of the Possessed warbands.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5	4	3	3	4	1	3	1	6	7	7	6

WEAPONS AND EQUIPMENT:

A Beastman starts with no equipment. They may purchase Close Combat Weapons, Darksouls Weapons, Armour, and Wargear from the Possessed Equipment List.

SPECIAL RULES:

Race (Beastman), Henchmen



The Possessed Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Axe	15
Club	15
Dagger	10
Flaming Torch	25
Great Axe	50
Great Hammer	50
Great Sword	45
Hammer Or Mace	20
Spear	15
Sword	25

MISSILE WEAPONS

ITEM	PRICE
Bow	15
Short bow	10

ARMOUR

ITEM	PRICE
Light Armour	20
Heavy Armour	50
Shield	20

DARKSOULS WEAPONS

ITEM	PRICE
Flail	30
Morning Star	30

SPECIAL WEAPONS

ITEM	PRICE
Morning Star	30
Staff	25

WARGEAR

ITEM	PRICE
Lantern	40
Rope And Hook	30

Possessed skill access

Possessed warband Warriors have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic	Resilience	Savagery
Magsiter			Secondary	Secondary	Primary	Primary		Primary		
The Possessed	Secondary	Secondary			Secondary			Primary	Primary	
Darksoul		Primary			Primary	Secondary			Secondary	Secondary
Mutants		Secondary	Secondary		Primary					
Brethren		Secondary	Primary	Secondary	Primary					
Beastmen		Secondary			Primary			Primary	Secondary	

Rewards of the Shadowlord

When a Magister, Dark soul or Mutant from a Possessed warband has accumulated enough experience, instead of picking a skill, they may roll on the Rewards table below. This represents the pilgrimage of the Mutant or Magister to the Pit, where he can beseech a favour from the Shadowlord himself.

2D Result

6

-
- 2 **Wrath of the Shadowlord!** The warrior is mutated beyond recognition and vanishes into the ruins, joining the many other horrors that roam Mordheim.
- 3-6 **Nothing Happens.** The capricious Shadowlord ignores the pleas of his servant.
- 7-8 **Mutation.** The warrior develops a severe mutation. Roll a D6. On a roll of 1 you lose a single point from one of your warrior's characteristics (chosen by you), due to atrophy, or some such degrading mutation. On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.
- 9-10 **Chaos Armour.** The warrior's body becomes encrusted with an arcane, all enveloping suit of armour. This confers an armour save of 4+ but does not affect the model's ability to cast spells or move in any way.
- 11 **Daemon Weapon.** The warrior receives a weapon with a bound Daemon inside it. The weapon has the following profile:

Weapon	Range	Str	AP	D
Daemon Weapon	Melee 3	S+1	-1	1

Traits: Accuracy (grants a +1 bonus on all to hit rolls when using it), Magical.

The user may choose the weapon's form (a sword, an axe, etc), though it will not have any of the Weapon Traits normally associated with common weapons of that type.

- 12 **Possessed!** A Daemon takes over the soul and body of the warrior. The warrior immediately gains the following:

- +1 Weapon Skill, +1 Strength, +1 Attacks +1 Wounds.
- The warrior's race is changed to Race (Possessed). The Maximum Characteristics are now those of the Possessed.
- The warrior loses D3 of his skills (chosen by the player).
- The warrior gains the Daemonic special rules.
- The warrior may no longer use weapons, armour, or equipment, except for Chaos Armour or Daemon weapons.

Witch Hunters

The Order of Templars of Sigmar, universally known as the Witch Hunters, is an organisation dedicated to the eradication of heretics, be they warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of the dark gods, deviants, mutants, blasphemers, sinners, utterers of profanities, servants of Daemons, or composers of corrupting music. Indeed, there are few who altogether escape the suspicions of the Witch Hunters with the possible exception of other Witch Hunters. It is wise to remember that the practice of magic in all its forms is deemed a most heinous crime in the Empire. Death by fire is the proscribed punishment for this particular heresy. Many of the Witch Hunters' victims treacherously avoid their fate by perishing under torture before making a full confession. In these troubled times the Witch Hunters are kept busy as more and more men turn to the dark arts. The most dangerous of all these heretics are the followers of the Chaos gods. These depraved individuals practise Daemon worship and (it is claimed) even offer human sacrifices in the name of their vile masters. Of all the enemies of Sigmar they are the most abhorrent!

The destruction of Mordheim has fired the Witch Hunters with a new and irresistible sense of purpose. In the light of events the Grand Theogonist has proclaimed Sigmar's punishment on the City of the Damned. The Witch Hunters rejoice that their crusade against widespread corruption has been vindicated. Now they are ready to complete Sigmar's holy purpose by destroying his enemies within the ruins of the city itself. The Grand Theogonist has commanded the Witch Hunters to go unto that place and recover the wyrdstone for Sigmar's temple. Their crusade also pits them into the same arena as their old enemies the so-called Sisters of Sigmar – those loathsome Daemon-worshipping she-heretics whose very existence is a vile affront to the majesty of Sigmar.

Witch Hunters are charismatic rabble-rousers who can soon turn a crowd to their own ends. They are universally dreaded, for everyone has something or someone to hide, and there are countless individuals who would willingly and enthusiastically hunt down and burn their own kin were a Witch Hunter to command them to do so. Bands of Witch Hunters are often accompanied by zealous citizens, Flagellants, and even holy Priests of Sigmar as well as the huge vicious warhounds which the Witch Hunters employ to track and bring down fugitives. As men accustomed to fighting Witch Hunters are well-armed and sturdy individuals. They favour hooded cloaks and

headgear which conceal their appearance from the overly curious. Some wear chains about their throats to remind them of fallen comrades and old rivalries and also, so it is said, so that the iron might serve as protection against witchcraft. The followers of the Witch Hunters, the rabble that accompany them to Mordheim, are a far more dire sight indeed – crazed and self-mutilated men who have lost or surrendered all their worldly goods and, most likely, their reason as well.

Witch Hunter Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

The warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Witch Hunter Captain) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- Some warrior types have a maximum amount which is shown before the name. For example, 0-1 Priest of Ulric. The maximum number of Priests of Ulric in a warband is therefore 1.

Heroes

1 Witch Hunter captain

COST TO HIRE: 125 Gold Crowns.

Driven by fanaticism, Witch Hunter Captains are obsessed with cleansing Mordheim and bringing the justice of Sigmar to all. Carrying the edict of the Grand Theogonist himself, they have the divine right to judge and execute warlocks, witches, Chaos worshippers... in fact all who dare to oppose them.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	4	3	3	2	4	3	8	8	7	7

WEAPONS AND EQUIPMENT:

A Witch Hunter Captain starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Armour, and Wargear from the Witch Hunter Equipment List.

SPECIAL RULES:

Race (Human), Leader

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Witch Hunters

COST TO HIRE: 80 Gold Crowns.

Witch Hunters are members of the grim Order of Witch Hunters, dedicated to eradicating Chaos and all its minions. Usually they prowl the Old World individually trying and executing the enemies of Sigmar, but the situation in Mordheim requires them to band together.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	2	4	2	8	7	7	7

WEAPONS AND EQUIPMENT:

A Witch Hunter starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Armour, and Wargear from the Witch Hunter Equipment List.

SPECIAL RULES:

Race (Human), Champion

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

0-1 Priest of Sigmar

COST TO HIRE: 55 Gold Crowns.

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exception, and the military wing of the cult is feared and respected throughout the Empire.

The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	2	3	1	7	8	8	8

WEAPONS AND EQUIPMENT:

A Priest of Sigmar starts with no equipment. They may purchase Priest Weapons, Armour, and Wargear from the Witch Hunter Equipment List.

SPECIAL RULES:

Race (Human), Champion, Priest (Cast Spells Prayers of Sigmar)

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Interrogators

COST TO HIRE: 20 Gold Crowns.

These are young Witch Hunters who are still inexperienced, but eager to hunt down and burn their first witch.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	2	1	6	6	6	6

WEAPONS AND EQUIPMENT:

An Interrogator starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Witch Hunter Equipment List.

SPECIAL RULES:

Race (Human), Raw Recruit

Henchmen

O'S Flagellants

COST TO HIRE: 50 Gold Crowns

Flagellants are fanatics and madmen obsessed with the end of the world. They are often men who have lost their families to war or the ravages of nature and have also lost their minds. With insane persistence, they travel the length and breadth of the Empire, preaching their view of the end of the world. With their rousing speeches, Witch Hunters can muster these dangerous lunatics to fight in the streets of Mordheim, where no sane man dares tread.

Flagellants are extremely dangerous opponents in close combat, for they have the strength of madmen, and their bodies have become inured to pain because of self-mutilation.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	1	3	1	7	7	7	7	

WEAPONS AND EQUIPMENT:

A Flagellant starts with no equipment. They may purchase Flagellant Weapons from the Witch Hunter Equipment List.

SPECIAL RULES:

Race (Human), Henchmen, Fearless, Frenzy
(Flagellants can never become the leader).

Zealots

COST TO HIRE: 25 Gold Crowns

When a man loses his family, home and all he cared for, religion is often the last refuge left to him. Such men become wandering pilgrims, bitter and dangerous fanatics who are prepared to avenge their loss at any cost. These men are called Zealots.

Zealots have forsaken their former lives and exist only to destroy evil and the minions of Chaos. Whilst they might have been peasants and craftsmen before, and thus may not be as dangerous in a fight as seasoned mercenaries, their determination and fanaticism should not be underestimated. Witch Hunters find ready allies in their ranks, and many a band of Zealots is led by Witch Hunters.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	3	1	7	7	6	6

WEAPONS AND EQUIPMENT:

A Zealot starts with no equipment. They may purchase Close Combat Weapons, Zealot Weapons, Armour, and Wargear from the Witch Hunter Equipment List.

SPECIAL RULES:

Race (Human), Henchmen

Witch Hunter Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Axe	20
Club	15
Dagger	10
Flaming Torch	20
Great Axe	55
Great Hammer	50
Great Sword	40
Hammer Or Mace	20
Sword	25

MISSILE WEAPONS

ITEM	PRICE
Crossbow	30

ARMOUR

ITEM	PRICE
Light Armour	20
Shield	20

FLAGELLANT WEAPONS

ITEM	PRICE
Club	15
Flail	30
Great Axe	55
Great Hammer	50
Great Sword	45
Morning Star	30

PRIEST WEAPONS

ITEM	PRICE
Aspergilla Morning Star	50
Blessed Water	20
Club	15
Dagger	10
Flaming Torch	25
Great Hammer	45
Hammer or Mace	20
Staff	25

ZEALOT WEAPONS

ITEM	PRICE
Bow	15
Short bow	10
Spear	20
Staff	25

SPECIAL WEAPONS

ITEM	PRICE
Buckler	10
Crossbow Pistol	35
Heavy Armour	50
Pistol	25

WARGEAR

ITEM	PRICE
Lantern	35
Rope And Hook	30
Wardog	15

Witch Hunter skill access

Witch Hunter Warriors have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic	Resilience	Savagery
Witch Hunter Captain			Primary	Secondary	Primary	Primary	Secondary			
Priest of Sigmar		Secondary	Secondary		Secondary	Primary		Primary		
Witch Hunters	Secondary	Primary		Primary	Secondary	Secondary				
Interrogators		Secondary		Primary		Secondary				
Flagellants	Secondary			Primary				Primary	Secondary	
Zealots	Secondary	Primary	Secondary	Primary						

The Sisters of Sigmar

For centuries the nobility of the Empire has sent its wayward or troublesome daughters to the Holy Convent of the Order of Merciful Sisters of Sigmar in Mordheim to be initiated into the only order of priestesses dedicated to the Empire's patron god. The Sisters of Sigmar, as they are commonly called, have traditionally travelled the Empire administering to the sick and poor, tending to the needs of orphans, curing the diseased and mending broken bodies. As well as the healing arts, which they practise with expert knowledge of herb-lore and prayer, their advice is frequently sought by those about to make an important decision, for the Sisters of Sigmar are famed for their ability to predict the fickle course of fate.

Though once much loved by the common people, the Sisters have seen their popularity wane in recent years. Rabble-rousing Witch Hunters have denounced them as witches and heretics, so that even in the countryside they are attacked and driven away by the very peasants they seek to help. Many of Sigmar's priests wish to disband the order altogether, claiming that women have no right to teach the holy word of Sigmar. Even the Grand Theogonist, ostensibly the chief authority over the order, has cooled towards the sisterhood, denying the throne to Magritta of Marienburg who was brought up by the Sisters and said to be sympathetic to their cause. These days the Sisters of Sigmar have retreated to their convent situated high on the craggy island of Sigmar's Rock in the river Stir in Mordheim.

Of all the inhabitants of Mordheim only the Sisters of Sigmar were prepared for its destruction. Seeress Cassandra foretold of the disaster and at their nightly vigil the Maidens of Sigmar heard the voice of Sigmar speaking in their dreaming minds. Thus they knew that they would be safe in their fortress high above the city, raised as it is above the polluted vapours, if only they were prepared to survive the fire of Sigmar's Fury.

While the rest of Mordheim fell under a spell of madness the Sisters of Sigmar offered prayer after prayer, scourging themselves to drive out all thoughts of sin, fervently accepting a punishing penitential regime to harden their minds against the wantonness running rampant outside their walls. When the blow finally came the Sisters gathered beneath the great temple dome of their convent which, well built and fortified as it was by the prayers of the Sisters, protected them from the fire and heat of their master's ire.

The Sisters believe they have a holy mission, a task that they have been set by Sigmar himself and to which they must submit themselves body and soul. Their sacred duty is to gather up the shards of wyrdstone and hide it deep beneath

Sigmar's Rock in the vaults of their convent where, shielded by a great depth of solid granite and guarded by the eternal prayers of the sisterhood, it will cause no harm to Sigmar's people. It is a nigh hopeless task, for there are few Sisters and countless shards of stone. Worse still, there are many who want the stone for themselves, to take it from Mordheim and spread its contagion amongst the cities of the Empire.

The warbands of the sisterhood are led by tough Canonesses, each accompanied by a body of warrior sisters. The training and harsh discipline of the convent includes mastery of martial as well as ecclesiastic skills, for mastery of the body is but the first step towards the mastery of the soul. Their favoured weapon is the warhammer, the instrument of Sigmar, seen as his holy symbol, alongside the twin-tailed comet.

Sisters Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

The warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Canoness) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- Some warrior types have a maximum amount which is shown before the name. For example, 0-1 Priest of Ulric. The maximum number of Priests of Ulric in a warband is therefore 1.

Heroes

1 Canoness

COST TO HIRE: 95 Gold Crowns.

The Canoness of Sigmar, of whom there is an inner circle of twelve, are answerable to the High Matriarch of the temple. Each must lead a warband of Sisters in frequent searches of the city in order to purge the ruins. Canoness are driven by a zealous devotion to the Cult of Sigmar and a relentless determination to redeem the Sisterhood in His eyes.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	2	3	3	8	8	8	8

WEAPONS AND EQUIPMENT:

A Canoness starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Armour, and Wargear from the Sisters of Sigmar Equipment List.

SPECIAL RULES:

Race (Human), Leader, Priest (Cast Spells Prayers of Sigmar)

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Sister superior

COST TO HIRE: 80 Gold Crowns.

Each of the Sisters Superior is a long-serving priestess of the Cult of Sigmar, well versed in the rituals of the temple and an example to the younger Sisters and Novices. The Sisters Superior are entrusted with maintaining the faith and fervour of the order. Any peril or foe that may lurk in the ruins of Mordheim is as nothing compared to the wrath of a Sister Superior.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	2	4	2	8	7	7	7

WEAPONS AND EQUIPMENT:

A Sister Superior starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Armour, and Wargear from the Sisters of Sigmar Equipment List.

SPECIAL RULES:

Race (Human), Champion

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

0-1 Augur

COST TO HIRE: 40 Gold Crowns.

The blind Augurs of the Sisterhood are blessed beyond their comrades. By giving up their sight they have gained something far more, second sight – a gift from their patron god. Only a very few are marked this way, and they are greatly revered by the Sisterhood. Unlike the rest of the priestesses, they shave their heads, save for a single long braid.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	2	3	1	7	8	8	8

WEAPONS AND EQUIPMENT:

An Augur starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Armour, and Wargear from the Sisters of Sigmar Equipment List.

SPECIAL RULES:

Race (Human), Champion, Blessed Sight, Wyrdstone Seeker

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Novices

COST TO HIRE: 20 Gold Crowns.

By tradition, the Sisters draw their recruits only from the most noble houses of the Empire, and families consider it a great honour to have their daughter accepted into the order. Only maidens of noble lineage can be relied upon to have the devotion to duty and innate sense of honour. Few though the recruits may be, they must endure several years as Novices during which time their devotion will be tested to the full. All are eager to prove themselves worthy to be the handmaidens of Sigmar.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	2	1	6	6	6	6

WEAPONS AND EQUIPMENT:

A Novice starts with no equipment. They may purchase Close Combat Weapons, Armour, and Wargear from the Sisters of Sigmar Equipment List.

SPECIAL RULES:

Race (Human), Raw Recruit

Henchmen

Sigmarite sister

COST TO HIRE: 35 Gold Crowns

Sigmarite Sisters know that their entire order is shamed in the eyes of their Lord Sigmar. Every one of them is sworn upon His altar to pacify the city and thereby redeem themselves. Whatever the perils and horrors that stand in their way, they will be overcome!

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

A Sigmarite Sister starts with no equipment. They may purchase Close Combat Weapons, Armour, and Wargear from the Sisters of Sigmar Equipment List.

SPECIAL RULES:

Race (Human), Henchmen



Penitents

COST TO HIRE: 25 Gold Crowns

After the destruction of Mordheim some of the citizens sought refuge in the Sisters of Sigmar convent situated high on the craggy island of Sigmar's Rock. Most were turned away, but some of the more devout women were given sanctuary. Although they have fallen short of the Sisterhood's stringent codes of service, some have been given a second chance to redeem themselves.

These women are banded together with others who have fallen from grace, and they are given the opportunity to wash away their sins with the blood of the faithless. Whilst they might have been peasants and craftsmen before, their determination and fanaticism should not be underestimated. It may even be possible for a Penitent to redeem herself through deeds of great bravery and butchery.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	3	1	3	1	7	7	6

WEAPONS AND EQUIPMENT:

A Penitent starts with no equipment. They may purchase Penitent Weapons, Armour, and Wargear from the Sisters of Sigmar Equipment List.

SPECIAL RULES:

Race (Human), Henchmen

Sisters of Sigmar Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Dagger	10
Flail	35
Great Hammer	50
Hammer Or Mace	20

PENITENT WEAPONS

ITEM	PRICE
Axe	20
Bow	15
Club	15
Dagger	10
Hammer or Mace	20
Short bow	10
Sling	5
Spear	20
Staff	25
Sword	25

SPECIAL WEAPONS

ITEM	PRICE
Aspergilla Morning Star	50
Blessed Water	20
Buckler	10
Heavy Armour	50
Holy Tome	140
Morning Star	30
Religious Symbol	30
Sacred Relic	45
Sigmarite Warhammer	40
Whip	25

ARMOUR

ITEM	PRICE
Light Armour	20
Shield	20

WARGEAR

ITEM	PRICE
Lantern	40
Rope And Hook	30

Sisters skill access

Sisters of Sigmar Warriors have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic	Resilience
Canoness			Secondary		Primary	Primary		Secondary	Primary
Augur	Primary		Primary	Secondary	Secondary				Secondary
Sister Superior		Secondary	Primary		Primary	Secondary		Secondary	
Novices		Secondary	Secondary		Primary				
Sigmarite Sister		Secondary	Primary		Primary				Secondary
Penitents	Secondary		Primary	Secondary	Primary				

The Sisters of Sigmar Special Rules

BLESSED SIGHT: A warrior with this skill may re-roll any failed characteristic checks (climbing, resisting spells or any other reason), and any rolls they make when rolling to hit in close combat or shooting.

WYRDSTONE SEEKER: In the Exploration Phase of the post-battle sequence, as long as the warrior is not Captured or In Recovery, you may roll two dice and pick either result.

The Undead

Count Vlad von Carstein and his wife Isabella have ruled the province of Sylvania for as long as anyone can remember – peasants whisper of some dark secret, Witch Hunters revile them, and the Priests of Sigmar shun their court. Indeed, Sylvania has the most dire reputation of all the provinces of the Empire. Few men sent to spy on the rulers of Sylvania have ever returned from those dark Sylvanian forests, and then rarely with their sanity intact.

In the dimly-lit chamber of the Drakenhof castle, on a throne of black obsidian, sits Vlad von Carstein, the ruler of Sylvania. He waits in shadows, having set himself apart from the politics and bickering of the Empire. For he holds a terrible secret: he, and all the ruling aristocracy of his province are Vampires, undying monsters from beyond the grave. Here he patiently waits, drinking the blood of maidens from gold goblets. For many long years Vlad has gathered his strength and mustered his Undead legions in secrecy. One day soon he will march from the forests of Sylvania at the head of an army of restless dead. The pieces of magic stone that lie scattered among the ruins of Mordheim can give the Count the power to challenge the nobles of the Empire and enslave the men of the Old World.

Wyrystone holds enough captured magical energy to unleash a great spell of doom to rival that of Nagash the Black. If the Count is successful, he will raise all the dead between the Worlds Edge Mountains and the borders of Stirland, and go to war against the divided rulers of the Empire. His plans laid out, Vlad sends his thralls, the immortal Vampires, to do his bidding.

During dark, moonless nights, black coaches arrive at the gates of Mordheim carrying coffins. Ghouls scuttle from their hiding places to greet them, and corpses are stirred by a command which the living cannot hear. Following the commands of the Vampire, they hunt for shards of wyrystone.

The night belongs to the Undead, and in Mordheim it is always night.

Undead Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

An Undead warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Vampire) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- Some warrior types have a maximum amount which is shown before the name. For example, 0-1 Necromancer. The maximum number of Necromancers in a warband is therefore 1.

Heroes

1 Vampire

COST TO HIRE: 180 Gold Crowns.

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire. Although but pale shadows when compared to the dread Vampire Lords, the immortal servants of Vlad are still some of the most powerful creatures who fight in Mordheim. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	5	3	4	4	2	5	3	8	8	8	8

WEAPONS AND EQUIPMENT:

A Dreg starts with no equipment. They may purchase Close Combat Weapons, Vampire Weapons, Armour, and Wargear from the Undead Equipment List.

SPECIAL RULES:

Race (Vampire), Leader, Undead, Vampiric.

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

0~1 Necromancer

COST TO HIRE: 60 Gold Crowns.

Necromancers are evil wizards, studying the corrupt art of Necromancy. Many of them are acolytes and servants of Vlad von Carstein, and follow the agents of their master to the city of the Damned. Others are recruited from amongst wizards and warlocks who have come under the suspicion of the various agents of Sigmar and have fled to Mordheim to avoid persecution.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	2	3	1	7	8	8	8

WEAPONS AND EQUIPMENT:

A Necromancer starts with no equipment. They may purchase Necromancer Weapons and Wargear from the Undead Equipment List.

SPECIAL RULES:

Race (Human), Champion, Wizard (Cast Spells Necromancy), Fearless.

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Grave Guard

COST TO HIRE: 100 Gold Crowns.

Although their bodies have decayed, leaving only bones and tattered flesh, Grave Guard are held together by evil magic so strong that it has endured for centuries. They wear ancient rust-gnawed armour, corroded by time and dusty with the years. These eerie, silent sentinels stand constant vigil on the crumbling battlements and at the iron-bound gates, never resting, eternally ready to defend their Vampire masters.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	2	3	3	2	2	2	6	5	5	5

WEAPONS AND EQUIPMENT:

A Grave Guard starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Undead Equipment List.

SPECIAL RULES:

Race (Undead) Champion, Undead.

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Dregs

COST TO HIRE: 20 Gold Crowns.

Dregs are very useful to their masters as they can be sent to buy equipment, weapons and supplies from the settlements around Mordheim which would often not welcome Necromancers or where Vampires would fall under the suspicion of the Witch Hunters. They can also do the bidding of their vampiric master during daylight, when the Vampires must rest in their coffins.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	2	1	6	6	6	6

WEAPONS AND EQUIPMENT:

A Dreg starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Undead Equipment List.

SPECIAL RULES:

Race (Human), Raw Recruit.

Henchmen

Crypt Ghouls

COST TO HIRE: 45 Gold Crowns

Ghouls are the descendants of evil and insane men who ate the flesh of the dead. When the lean and hungry times of famine come upon the Old World, the most depraved and destitute took to feasting on corpses to survive.

Driven by their unspeakable craving for the meat of their fellow men, these creatures have given up their human life and dwell near graveyards, crypts and tombs, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

The destruction of Mordheim attracted many Ghoul clans from the north, and now they have taken up permanent residence in the crypts and cemeteries of the ruined city.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	2	3	4	1	3	2	6	5	6	5

WEAPONS AND EQUIPMENT:

None. Natural Weapons.

SPECIAL RULES:

Race (Ghoul), Henchmen, Poisoned Attacks, Fear, Starving

Retainers

COST TO HIRE: 35 Gold Crowns

A Retainer is a vampire's loyal servant or bodyguard.

Whether out of personal gratitude, love, the blood bond, or some other means, a Retainer is intensely trustworthy and loyal to their vampire masters. Retainers often protect their masters during the day light hours, manage household or business affairs, or otherwise act in their master's stead. Manservants, coachmen, graverobbers, bodyguards, courtesans and even the Sylvanian Militia. One thing remains constant and that is their undying loyalty.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	3	1	3	1	7	7	7

WEAPONS AND EQUIPMENT:

A Retainer starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Undead Equipment List.

SPECIAL RULES:

Race (Human), Henchmen

Skeleton Warriors

COST TO HIRE: 55 Gold Crowns

Beneath the mud lie the grave-stained bones of these bitter, ancient warriors. Long held beneath the earth, they are clad in their corroded armour, their lifeless hands still gripping the swords, axes, spears and shields they held in life. Provided their remains have not been blessed by the rites of Morr, a Necromancer or Vampire can use the coiling energies of Dark Magic to instil a semblance of life and a flicker of spirit into these dormant warriors.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	2	1	5	5	5	5

WEAPONS AND EQUIPMENT:

A Skeleton Warrior starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Undead Equipment List.

SPECIAL RULES:

Race (Undead) Henchmen, Undead, No Brain, Summoned

Undead Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Axe	20
Club	15
Dagger	10
Great Axe	55
Great Hammer	50
Great Sword	45
Halberd	30
Hammer Or Mace	20
Spear	15
Sword	25

MISSILE WEAPONS

ITEM	PRICE
Bow	15
Crossbow	30

VAMPIRE WEAPONS

ITEM	PRICE
Buckler	10
Bastard Sword	35
Rapier	35

ARMOUR

ITEM	PRICE
Light Armour	20
Heavy Armour	50
Shield	20

WARGEAR

ITEM	PRICE
Lantern	40
Rope And Hook	30
Dire Wolves	45

Undead skill access

Undead Warriors have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Academic	Resilience	Savagery
Vampire	Primary		Primary		Secondary	Primary			Secondary
Necromancer	Secondary			Primary	Secondary	Secondary	Primary		
Grave Guard		Primary	Primary		Secondary	Secondary			Secondary
Dreg		Secondary		Primary	Secondary				
Ghoul	Secondary			Primary	Primary				Secondary
Skeleton		Primary	Primary		Secondary			Secondary	
Warrior									

Undead Special Rules

NO BRAIN:

A warrior with this trait cannot gain experience.

SUMMONED:

You cannot have more Skeleton Warriors than Retainers.

SKELETON MINOR HERO:

A note about Grave Guard. A Grave Guard is not actually learning new skills or truly gaining experience in the traditional sense, instead it can be thought of as becoming more powerful as the Necromancer continues to practice their dark arts on them, dark rituals that increase their strength and power. Or perhaps some of the skills they had in life are starting to return. The inverse goes for Lasting Injuries, the damage done to them weakens their magical bonds.

Skaven

Unbeknownst to man, for thousands of years he has shared his world with another and altogether different race. There have always been signs for those who cared to see them: a scurrying black shadow, an inhuman scream from the sewer, scuttling shapes at the back of the cellar. All these years these creatures have worked away in secret, burrowing beneath the world of man, undermining his great cities, infiltrating his sewers and cellars, and joining all up into a vast world spanning labyrinth of tunnels and nests. These creatures call themselves Skaven and they are ratmen, the mutant spawn of an older age of chaos and mutation.

Doubtless one day the Skaven will be ready to emerge from their tunnels and wage open war upon mankind. For centuries they have been content to feed upon his ruins, to seed plague in his cities, and spread contagion amongst his lands. At least they were content to wait and watch, for now everything has suddenly changed. Now the destruction of Mordheim has created new opportunities in the secret war against mankind.

Since ancient times the Skaven have searched the world for the stones of power that men in their ignorance call wyrdstone but which Skaven have long since known as warpstone, blackstone, or seerstone. It was as a result of gnawing upon this magic stone in ages past that commonplace rats began the slow process of mutation that spawned the Skaven race. Wyrdstone is quite literally in their blood, for they feed upon it and make use of it in their foul sorceries. Until now the ratmen's search for wyrdstone has been difficult and time-consuming as the stone has grown increasingly rare, but now a new and abundant source has appeared – a dark blessing from the skies!

For the Skaven of Clan Eshin, this is an especially opportune time for such a thing to happen, for, just as the Empire is divided, so the Skaven race is divided amongst itself. Clan fights clan the world over, each struggling for domination of the Council of Thirteen whose masters rule the Skaven race. Mordheim's secret is not yet revealed to all the clans, or else the City of the Damned would already be overrun with ratmen. The Nightmaster of Clan Eshin is keen to guard this secret, and for this reason has not sent his multitudinous armies into Mordheim. Instead, he has sent small warbands of Skaven skittering through secret tunnels into the city to gather up the shining stones and bring them back to the clan nests.

The Skaven of Clan Eshin are supremely adapted to their task. Masters of the art of bringing silent death to their foes, they are skilled in the use of poison and trained in the thousand secrets of the assassin. Since birth Skaven warriors practise martial crafts in the ruinous temples of the Horned Rat, their ever hungering and hideous god. There are none better amongst their verminous kind to gather up the treasure of Mordheim, but they must be silent, swift and efficient. Were rival Skaven clans to discover the secret of Mordheim there would come not hundreds, not thousands, but millions upon millions to contend for the wyrdstone in the City of the Damned.

Skaven Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

An Undead warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Assassin Adept) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- The maximum number of warriors is shown before the name. For example, 0-1 Necromancer. The maximum number of Necromancers in a warband is 1.

Heroes

1 Assassin Adept

COST TO HIRE: 135 Gold Crowns.

The Nightmaster of Clan Eshin has sent the Assassin to collect precious wyrdstone. Success means many breeders, wealth and a better position amongst the clan. Failure, on the other hand, is best not contemplated...

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	4	4	3	3	2	5	3	7	6	7	6

WEAPONS AND EQUIPMENT:

An Assassin Adept starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Missile Weapons, Armour, and Wargear from the Skaven Equipment List.

SPECIAL RULES:

Race (Skaven), Leader, Scurry Away! Strength in numbers

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

0~1 Apprentice Greyseer

COST TO HIRE: 50 Gold Crowns.

All potential Grey Seers are found at birth and sent to Skavenblight for training. Here, the survivors will become Grey Seer Apprentices. After a period of tutelage, they are often sent alone or with groups of agents to perform minor duties. Such things include raids, advising, and aiding in rituals or rights.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5	3	3	3	3	2	4	1	6	6	8	7

WEAPONS AND EQUIPMENT:

An Apprentice Greyseer starts with no equipment. They may purchase Greyseer Weapons and Wargear from the Skaven Equipment List.

SPECIAL RULES:

Race (Skaven), Champion, Wizard (Cast Spells Magic of the Horned Rat), Scurry Away! Strength in numbers

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Black Skaven

COST TO HIRE: 75 Gold Crowns.

Black Skaven are the most powerful warriors of Clan Eshin: black-furred killers trained in the martial arts of their clan. In Mordheim they excel at ambushing and assassinating man-things.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5	4	3	3	3	2	5	2	7	5	7	6

WEAPONS AND EQUIPMENT:

A Black Skaven starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Special Weapons, Armour, and Wargear from the Skaven Equipment List.

SPECIAL RULES:

Race (Skaven), Champion, Scurry Away! Strength in numbers

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Night Runners

COST TO HIRE: 15 Gold Crowns.

Night Runners are the young apprentices of Clan Eshin. Recently initiated into the secrets of the clan, they make up for their lack of knowledge with their ambition and energy. The strongest amongst them are initiated into the secrets of the clan and begin their training to become Assassins. All the Skaven of Clan Eshin dream of rising to the status of an Assassin one day.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5	2	2	3	3	1	4	1	5	4	6	5

WEAPONS AND EQUIPMENT:

A Night Runner starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Skaven Equipment List.

SPECIAL RULES:

Race (Skaven), Raw Recruit, Scurry Away! Strength in numbers

Henchmen

Clan Rats

Cost to hire: 30 gold crowns

Most Skaven are Clanrats, hailing from one of the many complex Skaven clans that constantly bicker, politic, backstab, and eventually war on each other. They generally act on the orders of higher-status Skaven, but are always looking for a way to secure a better position, most often by betrayal. They usually dress in mouldering leather or filthy cloth, with scraps of rusty and tarnished metal serving as makeshift armour. Clanrats are often sent out as scouts or raiders to scavenge for goods, search for warpstone, or raid for slaves.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5	3	3	3	3	1	4	1	6	5	7	6

WEAPONS AND EQUIPMENT:

A Clan Rat starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Skaven Equipment List.

SPECIAL RULES:

Race (Skaven), Scurry Away! Strength in numbers

0~1 Rat Ogre

Cost to hire: 120 gold crowns

Rat Ogres are hulking brutes, bred in the dark caverns of the Underempire by the demented ministerings of Clan Molder's packmasters. They are stupid but are fearless and unrelenting in combat. Rarely encountered on their own, they tend to accompany Grey Seers, or other ranking Skaven, serving as a bodyguard.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	3	1	5	4	3	4	3	5	5	7	4

WEAPONS AND EQUIPMENT:

None. Natural weapons

SPECIAL RULES:

Race (Rat Ogre), Fear, Monster, Large Target, Stupidity



Skaven Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Axe	20
Billhook	30
Club	15
Dagger	10
Halberd	25
Spear	15
Sword	25

SPECIAL WEAPONS

ITEM	PRICE
Blow Pipe	25
Cathay Smoke Bombs	35
Eshin Fighting Claws	50
Tail Blade	30
Throwing Stars	15
Warp Lock Pistol	40
Warlock Musket	60
Weeping Blades	60

MISSILE WEAPONS

ITEM	PRICE
Sling	5

ARMOUR

ITEM	PRICE
Light Armour	20
Shield	20

WARGEAR

ITEM	PRICE
Black Lotus	15
Rope And Hook	30
Giant Rat	15

Skaven Skill Access

Skaven Warriors have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic
Assassin	Primary		Primary	Primary	Secondary	Secondary		
Adept								
Apprentice			Secondary	Primary	Secondary	Secondary		
Greyseer							Primary	
Black Skaven	Secondary		Primary	Primary	Secondary	Secondary		
Night Runner	Secondary		Secondary	Primary				
Clan Rats	Secondary		Primary	Secondary	Primary			

Skaven Special Rules

SCURRY AWAY!

The Skaven embody the adage 'he who runs away lives to fight another day!'. All Skaven warriors that are Broken add +1 to the 2D6 roll when determining the distance they run.

STRENGTH IN NUMBERS

Skaven are not brave by nature, but do take courage from being in large packs of their own kind. When a Skaven warrior makes a Panic check, apply -2 to the dice result (instead of the usual -1) for each friendly Skaven warrior (not hired swords) within 3" of them that is not Broken or Seriously Injured.

Orcs

Among the races of the Warhammer world, none enjoy the prospect of looting and pillaging more than Orcs and Goblins. Because of this, an Orc's life is spent in constant battle – either with his fellow Orcs or some other enemy. With its abundance of opponents and loot ready for the taking, Mordheim offers the perfect opportunity for an aspiring Orc Warboss to prove himself. So, it is little wonder that they were drawn to the smoking ruins of Mordheim, like carrion to a carcass, to pick over what valuables remain.

With the Empire on the brink of civil war, the roads and areas around Mordheim are relatively lawless, so it is easy enough for small bands of Greenskins to sneak into the city.

Many Orc warbands have been drawn to the city of Mordheim and the wyrdstone that lies hidden there. Although Wyrdstone is of no use to the Orcs (can't use it as a weapon, and can't eat it as it tastes funny) they have found that other races such as Skaven, and the Undead are very interested in it. Even some desperate humans are willing to trade with the Orcs to get their hands on it. A cunning Orc boss can trade or sell it for a high price. A particularly ruthless Orc boss might make a fortune out of the loot they gather plus the trinkets and trophies from warriors they've killed, and subsequently eaten.

Of course, Orcs would much rather ambush other warbands and take their wyrdstone than spend time searching for it themselves. The Orc's goals are predictably simplistic, despoil, pillage and burn, the get out before opposition develops.

Orc Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

An Orc warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Orc Boss) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- The maximum number of warriors is shown before the name. For example, 0-1 Orc Shaman. The maximum number of Orc Shamans in a warband is 1.

Orc Special Rules

SIZE MATTERS. Orc units do not take a Panic check when a Goblin warrior is Seriously Wounded or goes Out of Action within 3" of them.

When testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior Seriously Injured or Out of Action only counts as half a warrior (rounding up).

FEAR ELVES. All Goblins dislike fighting Elves of any kind. Elves are haughty, unnatural and 'stink funny', which is more than enough to unnerve such a cowardly race. Elves cause Fear in Goblin warriors.

ANIMOSITY. Orcs and goblins enjoy nothing more than a good scrap, Greenskins will fight anyone, even each other! At the start of the Warrior's Activation, make an Animosity check if there is at least one other friendly warrior within 12" with the Animosity special rule, that is an eligible target (not Seriously Injured, Broken, or Engaged).

There is no need to take an Animosity check if:

- There are visible enemy warriors within 12".
- There are Hated enemy warriors visible at any distance.
- Warriors engaged in close combat don't test.
- Warriors that are Broken or Seriously Injured don't test.

To make an Animosity check, the warrior makes a LD check and adds +2 to the warrior's LD. Apply the following modifiers to the 2D6 dice roll:

- +1 if a friendly warrior with Animosity is in the warrior's visibility arc and charge distance.
- +1 if the friendly warrior with Animosity is a Goblin and an Orc is testing.
- -1 enemy warriors visible.
- -1 Leader is in 12" (or is the Leader).

If LD check is passed, then nothing happens, and the warrior can make their turn as usual. If the LD check failed, then roll on the Animosity table below.



Animosity Table

D6 Result

1 "**I 'Erd Dat!**" If the warrior is in charge reach, they will immediately charge the nearest friendly Greenskin warrior that is not engaged in close combat and fight a round of close combat against the warrior. Their opponent will make Reaction attacks as usual. At the end of this round of combat, the warriors will immediately move 1" apart and no longer count as being in close combat.

If there are no friendly Greenskin warriors within charge reach, and the warrior is armed with a missile weapon and in range, he immediately performs a Shoot (Basic) action at the nearest Eligible friendly Greenskin warrior.

If none of the above applies, the warrior behaves as if a 2-5 had been rolled on this chart.

2-5 "**Wud Yoo Say?**" The warrior makes two Move (Simple) actions towards the nearest friendly Greenskin warrior, halting within 1" or as close as possible. The two warriors then exchange jeers, insults and a great deal of spittle. The warrior may not perform any other actions this turn.

6 "**I'll Show Yer!**" The warrior counts as having the Sprint skill for this Activation turn only. The warrior must move towards the nearest visible enemy warrior, charging into combat if possible. If there are no enemy warriors within sight, the warrior may use Sprint skill however the player wishes.

Heroes

1 Orc boss

COST TO HIRE: 125 Gold Crowns.

An Orc Boss is a tough and brutal warrior, who will throw his lads into any fight that he thinks he can profit from. He is the strongest, toughest, and most barbaric member of the warband and if any of his Boyz think otherwise, the band may soon find itself with one less member!

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	4	3	4	2	3	3	8	8	7	5

WEAPONS AND EQUIPMENT:

An Orc Boss starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Missile Weapons, Armour, and Wargear from the Orc Equipment List.

SPECIAL RULES:

Race (Orc), Leader, Animosity, Size Matters

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.



0-1 Shaman

COST TO HIRE: 60 Gold Crowns.

Orc Shamans are gifted by the Orc gods Gork and Mork with powers they can neither understand nor completely control. Many join roaming Orc warbands where they are no longer shunned for their abilities, but respected for them.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	4	2	2	1	7	8	8	6

WEAPONS AND EQUIPMENT:

A Shaman starts with no equipment. They may purchase Orc Shaman Weapons and Wargear from the Orc Equipment List.

SPECIAL RULES:

Race (Orc), Champion, Wizard (Power of da Waaagh!), Animosity, Size Matters

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Big uns

COST TO HIRE: 85 Gold Crowns.

Orc society is a savage hierarchy where only the toughest survive and rise through the ranks (often atop the bodies of other challengers). Big 'Uns are such veterans and they carry out the orders of the Orc Boss. If the Boss ever falls, it is up to the Big 'Uns to decide on a new leader (usually through personal combat).

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	4	2	3	2	8	7	7	5

WEAPONS AND EQUIPMENT:

An Orc Big Un starts with no equipment. They may purchase Close Combat Weapons, Special Weapons, Missile Weapons, Armour, and Wargear from the Orc Equipment List.

SPECIAL RULES:

Race (Orc), Champion, Animosity, Size Matters

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

02 Nasty skulkers

COST TO HIRE: 55 Gold Crowns.

When it comes to discovering underhanded advantages, Goblins are always seeking some new kind of dirty trick, be it a chance to backstab a foe, or warband up on a crippled enemy. Some Goblins excel at sneaking and ambushing enemies and then slinking away, a skill that is very useful in the shadowy ruins of Mordheim. Orc Bosses use these Goblins to scout ahead of the warband and pick off unwary enemies from behind.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	4	3	3	2	4	2	6	5	5	5

WEAPONS AND EQUIPMENT:

A Nasty Skulker starts with no equipment. They may purchase Close Combat Weapons, Goblin Weapons, Armour, and Wargear from the Orc Equipment List.

SPECIAL RULES:

Race (Goblin), Champion, Animosity, Size Matters

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Orc yoofs

COST TO HIRE: 25 Gold Crowns.

Orc Yoofs are young warriors who are still inexperienced, but eager to win their spurs in the savage fighting in and around the ruins of Mordheim.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	4	1	2	1	6	6	6	4

WEAPONS AND EQUIPMENT:

An Orc Yoof starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Orc Equipment List.

SPECIAL RULES:

Race (Orc), Raw Recruit, Animosity, Size Matters

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.



Henchmen

Orc boyz

COST TO HIRE: 35 Gold Crowns.

Orc Boyz are savage and tough. They fear nothing that they can get their bare hands on, though they are even more ignorant and superstitious than most other beings in the Warhammer world. They form the core of any Orc warband. Orcs that use bows are known as Arrer Boyz. These are viewed suspiciously by other Orcs, for archery is a bit 'Gobliny'. As Arrer Boyz can prove their prowess in combat, such oddities can often be overlooked.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	4	1	2	1	7	7	7	5

WEAPONS AND EQUIPMENT:

An Orc Boy starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Orc Equipment List.

SPECIAL RULES:

Race (Orc), Henchmen, Animosity, Size Matters

Goblin warriors

COST TO HIRE: 20 Gold Crowns.

Goblins tend to be quite a cruel, sneaky, cowardly, and untrustworthy lot who like to attack with superiors numbers and, if possible, from a distance. They steal or loot anything they can from anyone and destroy anything they can't carry just for the fun of it.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	3	3	3	1	3	1	5	5	5	5

WEAPONS AND EQUIPMENT:

A Goblin warrior starts with no equipment. They may purchase Goblin Weapons, Armour, and Wargear from the Orc Equipment List.

SPECIAL RULES:

Race (Goblin), Henchmen, Animosity, Size Matters, Fear Elves

O'1 Troll

COST TO HIRE: 120 Gold Crowns.

Trolls often latch on to Greenskin warbands, attracted by the rotten carcasses, bones and refuse on which they feast. Orcs may even try to encourage them by tossing them the odd Snotling.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	3	1	5	4	3	1	3	4	6	6	4

WEAPONS AND EQUIPMENT:

None. Natural weapons.

SPECIAL RULES:

Race (Troll), Fear, Large Target, Monster, Regeneration, Stupidity, Troll Vomit

TROLL VOMIT Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate opponent. If the warrior is Standing and Engaged, they can perform the action:

REGURGITATE (Basic) – The warrior makes a single attack that automatically hits, Strength 5, D3 Damage with no armour saves allowed. This action can only be performed once per battle.

In addition to the rules above, some types of Trolls have unique aspects and gain additional special rules. When purchasing a Troll, the player may choose to pay an additional amount for one of the following:

RIVER TROLL: (+30 Gold Crowns)

River Strider: The warrior moves through water terrain features with no move penalty.

Stench: Warriors Engaged with the Troll suffer -1 to hit.

STONE TROLL: (+40 Gold Crowns)

Magic Resistance (6+).

Scaly Skin (armour save 5+).

The only good Humie is a dead Humie. The only thing better 'n a dead Humie iz a dyin' Humie who tells yer where ter find 'is mates.

Orc Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Axe	20
Club	15
Dagger	10
Great Axe	55
Great Hammer	50
Great Sword	45
Hammer Or Mace	20
Spear	15
Sword	20

GOBLIN WEAPONS

ITEM	PRICE
Short bow	10
Net	15
Spider Spittle	40

MISSILE WEAPONS

ITEM	PRICE
Bow	15

SPECIAL WEAPONS

ITEM	PRICE
Bottle of Rotgut	15
Crossbow	30
Flail	35
Heavy Armour	50
Morning Star	30
Orc Choppa	25

ARMOUR

ITEM	PRICE
Light Armour	20
Shield	20

WARGEAR

ITEM	PRICE
Mad Cap Mushrooms	35
Lantern	40
Rope And Hook	30

SHAMAN WEAPONS

ITEM	PRICE
Axe	15
Club	15
Dagger	10
Hammer or Mace	20
Staff	25
Sword	25

“Ere now! Wot do you think you’re doin?”

“Nuffink, boss. Just having a bit of lunch is all.”

“don’t give me that. Yer up to sumfink...” *Looks around.*

“Where’s Ratgash? You ‘aven’t et ‘im, ‘ave ya?”

Shocked silence. “Er Ratgash? That’s disgustin’, boss! ‘E’s one of us Boyz!”

Another Orc pipes up “And besides, ‘e’s all grease and fat, ‘im! Give us all innna... innagation, ‘e would!”

“Then ‘oo’s this then? And none of yer lies or I’ll give you sumfink a whole lot worse than innagation!”

“Er, Gutbag, boss. One of Maggot’s lot. But ‘e was dead when we found ‘im.”

Pause. “Course ‘e claimed ‘e was just sleepin’ – but all that lot is liars ain’t they?” *The Orc Boyz nod vigorously.*

“Well, that’s all right then. Carry on. And you’ll save me a leg if you know wot’s good for you!”

Orc skill access

Orc Warriors have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic	Resilience	Savagery
Orc Boss		Primary			Secondary	Secondary			Primary	Primary
Shaman		Primary			Secondary	Primary		Secondary	Secondary	
Big Uns		Primary			Secondary	Secondary			Secondary	Primary
Orc Yoofs		Primary			Secondary				Secondary	
Nasty Skulker	Primary		Secondary	Primary	Secondary		Secondary			
Orc boyz		Primary			Secondary				Primary	Secondary
Goblin Warriors	Primary		Secondary	Primary			Secondary			

Dwarf Clansmen

Mordheim was once home to many Dwarf tradesmen, craftsmen, merchants, and stonemasons. Not only did Dwarfs supply the stone from their quarries, but they even had a hand in designing and building many parts of it, including the canals and an intricate sewer system. And so Mordheim enjoyed good trading relations with the Dwarfholds nearby.

When Mordheim was destroyed news quickly reached the Dwarf settlements, many had kin in the city and wanted to know what fate had befallen them as Dwarfs are very family oriented, with a deep sense of honour. The Dwarf Lords wanted nothing to do with human affairs, and would not send any official aid, but many agreed to let Thanes assemble and equip their own small bands of clansmen to go looking for survivors.

When the Dwarf warbands reached the ruined city, they realised the extent of the devastation, and their task changed from finding survivors, to recording how they died and returning their remains to their families so they can join their ancestors. In the human shanty towns surrounding the city they were able to find a few survivors, many still suffering from shock and grief. Some had even taken the Trollslayer oath. They also found Dwarfs that had worked in the surrounding area such as miners, stone masons, traders, and brewers. Many also looking for family and these Dwarfs preferred to band together with their own kind rather than join with untrustworthy humans, so they would often join the Thane's warband.

Some have stayed out of vengeance for lost kin, others to look for lost heirlooms, and some still hold out the faint hope of finding family or friends. Some Thanes have found there is a lot of money to be made looting and selling wyrdstone to unscrupulous human smugglers.

The Dwarfs thought themselves immune to corrupting power of the wyrdstone. Other races such as short-lived men and sybaritic Elves might fall under its sway, but not them. As with so much else that gave Dwarfs pride, their seeming immunity played them false. The longer the Dwarfs stayed in Mordheim the more corrupted they became. They found themselves recording new grudges daily until their desire for revenge almost consumed them. And they suffered an increase of their

goldlust and hatred for anything that stood between them and what they perceived as their treasure.

Dwarf Warbands

The following list is used to recruit and equip your warband. To start with you have 1000 gold crowns (GCs) with which you must recruit at least three warriors including a leader. Any gold crowns unspent are added to the warband's stash and can be used later or hoarded to buy something more expensive.

WARBAND COMPOSITION

The warband must follow these rules when it is created, and when new warriors are added to the warband.

- There must be one leader (Thane) chosen when the warband is first founded (if the leader is killed see below)
- There can be no more than two Champions, plus one for every full 10 Reputation the warband has – for example a warband with Reputation 24 could have up to four champions.
- The total number of Henchmen in the warband must be equal to or higher than the total number of other warriors (Leaders, Raw Recruits and Champions) in the warband, not counting Hangers-on.
- A warrior can be equipped with a maximum of three weapons. Weapons with the Two-Handed Trait take up the space of two weapons.
- Some warrior types have a maximum amount which is shown before the name. For example, 0-1 Priest of Ulric. The maximum number of Priests of Ulric in a warband is therefore 1.

Dwarf skill access

Dwarf Clansmen have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Academic	Resilience
Thane		Secondary	Secondary		Primary	Primary			Primary
Engineer					Secondary	Secondary	Primary	Primary	Secondary
Longbeards		Secondary	Secondary		Primary	Secondary			Primary
Beardlings			Secondary		Primary				Secondary
Clansman		Secondary	Secondary		Primary				Primary
Thunderers				Secondary	Secondary		Primary		Primary

Dwarf Special Rules

RACE (DWARF)

All Dwarfs have the following special rules:

- **ANCESTRAL GRUDGE:** All Dwarfs hate all Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.
- **ELF GRUDGE:** A Dwarf warband may never include any kind of Elf Hired Sword or Dramatis Personae.
- **BURLY:** Dwarfs never suffer any movement penalties for wearing armour (e.g. Encumbrance).
- **EXPERT MINERS:** When checking for wyrdstone in the Post Battle, add +1 to the number of pieces found.
- **MAGIC RESISTANCE (6)** All Dwarfs have a natural resistance to magic. Magic spells will not affect a Dwarf on a D6 roll of 6+. The spell isn't dispelled and may still affect other warriors nearby. Note, that if the Dwarfs are fighting alongside a Wizard or Priest (either in the same warband, or as part of an allied force) for whatever reason, this bonus is lost — the spell caster's presence disrupts the Dwarfs' resistance.

BALLISTICS EXPERT

When this warrior makes an Aim (Basic) action, make an Intelligence check for them. If the check is passed, they gain an additional +1 modifier to their hit roll.

GUNSMITH

Whenever a Blackpowder weapon rolls a Misfire, and requires an Intelligence check, a warrior from their warband within 6" can use this warrior's Intelligence characteristic instead of their own.



1 Thane

COST TO HIRE: 135 Gold Crowns.

Dwarf Thanes are the patriarchs of a Dwarf Clan. In battle they match bestial fury or dark magic with courage, honour and honest steel. They have come to Mordheim to discover the fate of lost kin, return heirlooms, and perhaps even acquire wealth along the way.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	5	4	3	4	2	3	3	10	10	9	7

WEAPONS AND EQUIPMENT:

A Thane starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Special Weapons, Armour, and Wargear from the Dwarf Clansman Equipment List.

SPECIAL RULES:

Race (Dwarf), Leader

STARTING SKILL:

When recruited, a Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Longbeards

COST TO HIRE: 120 Gold Crowns.

Longbeards are old veteran warriors and the length and fullness of their beards is a testament to this fact. These solid, steady, grumbling veterans have demonstrated their skill in battle time and time again. These warriors are part of the Thane's clan, and as such they are honour bound to accompany him. Such is their inspiring presence on the battlefield that the Longbeards provides the army a reliable anchor from which holds the rest of the warband together.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	5	3	3	4	2	3	2	10	9	9	7

WEAPONS AND EQUIPMENT:

A Longbeard starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Special Weapons, Armour, and Wargear from the Dwarf Clansman Equipment List.

SPECIAL RULES:

Race (Dwarf), Champion, Stubborn

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

0~1 Engineer

COST TO HIRE: 115 Gold Crowns.

Dwarf Engineers are members of the illustrious Dwarf Engineers Guild. They are known throughout the world as the unparalleled masters of science, gadgets, and technology. However, most Engineers spend much of their time repairing broken components and cursing the shoddy work of the Engineer who first constructed it.

When a Thane assembles a warband, they often employ the services of a Dwarf Engineer, whose main duty it is to maintain and repair the warband's Blackpowder weapons. Engineers employ their expertise to great effect in combat, shooting handguns or pistols at the enemy and even throwing bombs whenever it is needed.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	4	4	4	4	4	2	3	2	9	9	8

WEAPONS AND EQUIPMENT:

A Beardling starts with no equipment. They may purchase Close Combat Weapons, Engineer Weapons, Armour, and Wargear from the Dwarf Clansman Equipment List.

SPECIAL RULES:

Race (Dwarf), Champion, Ballistics Expert, Gunsmith

STARTING SKILL:

When recruited, a Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the warrior's credit value.

Beardlings

COST TO HIRE: 30 Gold Crowns.

These are young Dwarfs who have joined the retinue of an experienced Dwarf Thane hoping to find out what happened to their kin, retrieve heirlooms, or even just acquire gold and riches.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	3	2	3	4	1	2	1	8	8	8	6

WEAPONS AND EQUIPMENT:

A Beardling starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Dwarf Clansman Equipment List.

SPECIAL RULES:

Race (Dwarf), Raw Recruit.

Henchmen

Clansmen

COST TO HIRE: 45 Gold Crowns

These are Dwarf warriors in their prime: tough, stubborn and brave warriors who can be relied on to hold their own against any foe. They comprise of Dwarf warriors from the Thane's own retinue, in addition to Dwarf miners, brewers, traders and stonemasons from the surrounding areas- and even Dwarfs some that survived the destruction of Mordheim.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	4	3	3	4	1	2	1	9	9	9	7

WEAPONS AND EQUIPMENT:

A Clansmen starts with no equipment. They may purchase Close Combat Weapons, Missile Weapons, Armour, and Wargear from the Dwarf Clansman Equipment List.

SPECIAL RULES:

Race (Dwarf), Henchmen

0~5 Thunderers

COST TO HIRE: 45 Gold Crowns

Thunderers are those Dwarfs that have been trained in the use and maintenance of a customised handgun or firearms, forming into their own regiments of armour-piercing missile infantry.

Some Dwarf clans purchase and equip warriors with handguns from the Engineers Guild. Each is a work of art, more effective and accurate than those used in the Empire. Dwarf Thunderers are experts at using missile weapons. Many an Orc or Goblin has died by roaring handgun bullet shot by a Dwarf Ranger.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	4	3	3	4	1	2	1	9	9	9	7

WEAPONS AND EQUIPMENT:

A Thunderer starts with no equipment. They may purchase Close Combat Weapons, Thunderer Weapons, Armour, and Wargear from the Dwarf Clansman Equipment List.

SPECIAL RULES:

Race (Dwarf), Henchmen



Dwarf Clansman Equipment List

CLOSE COMBAT WEAPONS

ITEM	PRICE
Axe	15
Club	15
Dagger	10
Great Axe	50
Great Hammer	50
Great Sword	40
Hammer Or Mace	20
Pickaxe	35
Spear	15
Sword	25

MISSILE WEAPONS

ITEM	PRICE
Crossbow	30
SPECIAL WEAPONS	
Dwarf Crossbow	35
Dwarf Handgun	55
Dwarf Pistol	35
Gromril Axe	35
Gromril Plate Armour	120
Throwing Axes	15

THUNDERER WEAPONS

ITEM	PRICE
Blunderbuss	25
Handgun	40
Pistol	20

ARMOUR

ITEM	PRICE
Light Armour	20
Heavy Armour	50
Shield	20

ENGINEER WEAPONS

ITEM	PRICE
Bomb	25
Dwarf Handgun	55
Dwarf Pistol	35

WARGEAR

ITEM	PRICE
Lantern	40
Rope And Hook	30

Founding warbands

Before the campaign begins, each player must found a warband.

STARTING GOLD CROWNS

A warband has a starting budget of 1,000 gold crowns, and must be created using any of the lists mentioned previously. This budget can be spent on warriors (following the restrictions in each Warband List) and equipment from that warband's Equipment List; any gold crowns that are not spent are added to the warband's Stash and stored away for later use. A Warrior card must be completed for each warrior in the warband, and a warband roster must be completed to record all of the warband's details.

WARBAND ATTRIBUTES

In a Campaign, warbands have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained below:

WARBAND RATING

The Warband Rating is an indicator of how powerful the Warband is – the proficiency of its warriors, how well equipped it is, and so on. The Warband Rating is the total cost of all of the warriors in the warband, including the cost of all alternative weapon sets a warrior has.

REPUTATION

Reputation is the measure of a warband's standing and power in their area. It is separate from Warband Rating, which is a measure of the warband's size and resources; a small warband can build up quite an impressive reputation. A warband's Reputation starts at 1, and cannot drop below 1.

WARRIOR CAMPAIGN ATTRIBUTES

In a Campaign, each warrior in a warband has a number of attributes that are track in their entry on the warband's roster:

EXPERIENCE (XP)

Warriors can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

ADVANCEMENTS

The more Advancements a warrior has, the more expensive any future Advancements will be. Leaders and Champions start with one Advancement (a skill), which should be noted on the warband roster.

IN RECOVERY AND CAPTURED BY

When a warrior goes Out of Action, there is a chance that they will suffer a Lasting Injury. Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery-box is ticked. Similarly, warriors might be Captured by an enemy warband – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the warband that has Captured them.

COMPLETING A WARBAND ROSTER

As well as filling in a Warrior card for each warrior in their warband, players will need to complete a warband roster. This tracks additional Dominion Campaign related information, such as Territories held, Warband Rating, Reputation, Wealth and so on, as well as each warrior's Experience and Advancements.

The warband roster is made up of a number of elements: the warband's name and Warband Type, its Warband Rating, Reputation and Wealth, the Territories it holds and its Stash, containing unspent gold crowns, surplus equipment (both weapons and Wargear), and so on. It also has a line for each warrior in the warband, with space for their names, warrior type, Cost, Experience earned, the number of Advancements gained, and whether they are currently In Recovery or have suffered any injuries or been Captured.

Note that although the number of rows is limited, there is no upper limit on the number of warriors a warband can contain. Should a warband be lucky enough to have more warriors than can be fitted onto one warband roster, simply use a second warband roster for extra space.

Gaining Experience

During a game, a warrior can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario.

ACTION	XP GAINED
Any action that directly caused an enemy warrior to go out of action *	D3
If the model taken out of action is a Leader or Champion (in addition to the first row)	+1D3
If the model taken out of action is Dramatis Personae (in addition to the first row)	+1D3
A warrior Rallies and returns to the fight	D3

* This could be a ranged or close combat attack, a Coup de Grace against a seriously injured warrior, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else (for example if an attack leaves a warrior Seriously Injured and they later go Out of Action in the End phase), no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a warrior throws a bomb that takes out two enemies – Experience is gained for each.

Advancement Rolls

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leaders, Champions, Raw Recruit, and Veterans and any eligible Henchmen by spending Experience (XP) accrued. The XP cost of these Advancements is shown in the table below. The warrior's card is updated accordingly with the Advancement taken, the warrior's XP is reduced by the amount spent to purchase the Advancement, the warrior's total number of Advancements is increased by one (on the warband roster) and the warrior's Gold Crown value is adjusted by the amount shown, which will in turn increase the Warband Rating.

The more experienced a warrior is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancements of the same type taken is increased by 2 for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5XP, but to increase it by 1 a second time will cost them 7XP.

Raw Recruits however are particularly fast learners, and as result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the Maximum Characteristics- see below) for the basic XP cost shown each time.

Cost	Advancement – Leaders, Champions, Juves & Veterans	Credits Increase
3 XP	Improve the warrior's Willpower or Intelligence characteristic by 1.	+5 credits
4 XP	Improve the warrior's Leadership or Cool characteristic by 1.	+10 credits
5 XP	Improve the warrior's Initiative characteristic by 1.	+10 credits
5 XP	Add 1" to the warrior's Movement characteristic.	+10 credits
6 XP	Improve the warrior's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
6 XP	The warrior gains a random skill from one of their Primary skill sets.	+20 credits
8 XP	Increase the warrior's Strength or Toughness characteristic by 1.	+30 credits
9 XP	Pick a skill from one of the warrior's Primary skill sets.	+20 credits
9 XP	The warrior gains a random skill from one of their Secondary skill sets.	+35 credits
12 XP	Increase the warrior's Wounds or Attacks characteristic by 1.	+45 credits
12 XP	Veterans only: Promote the warrior to Champion. They gain a random skill from one of their Primary skill sets.	+40 credits
15 XP	The warrior gains a random skill from ANY skill set.	+50 credits

Henchmen

While Leaders, Champions and Raw Recruits are central to a warband's narrative, Henchmen are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. If during the pre-battle sequence, a Henchmen has gained 6 XP, the controlling player rolls 2D6 on the table below, updates the Henchmen's Warrior card and their Gold Crowns value accordingly, and reduces their XP by 6. If the dice roll indicates an increase in a characteristic which has already been increased to its Maximum Characteristic, roll again until an appropriate characteristic is rolled.

2D6	Advancement – Henchmen (not including Veterans)	Cost
2	The warrior becomes a Veteran.	0
3-4	Increase the warrior's Strength characteristic by 1.	+30 gold crowns
5-6	Either add 1" to the warrior's Movement characteristic, or increase their Initiative characteristic by 1	+10 gold crowns
7	Improve the warrior's Weapon Skill or Ballistic Skill characteristic by 1.	+20 gold crowns
8-9	Improve the warrior's Leadership or Cool characteristic by 1.	+10 gold crowns
10	Improve the warrior's Willpower or Intelligence characteristic by 1.	+5 gold crowns
11	Increase the warrior's Attack characteristic by 1.	+45 gold crowns
12	The warrior becomes a Veteran.	0

Editor's note: You may want to halve the cost of gold crowns for both Advancement tables. If you do then for each subsequent advancement for fighters other than those with the Fast Learners special rule, also add +10 credits to the credits increase as well as it being 2XP more expensive each time.

VETERANS

One of the results on the table allows a Henchmen to become a Veteran. They are still a Henchmen for all rules purposes (for example, which equipment they can carry), but they now spend Experience and gain Advancements in the same way as a Leader, Champion or Raw Recruit. Veterans have their own skill access as shown in their Warband List.

Maximum characteristics

Characteristics for certain warriors may not be increased beyond the maximum limits shown on the following profiles. Each of a warrior's characteristics has a maximum value.

The method for working out maximum characteristics, is to take the Base Profile for that race, then apply the following modifiers:
M, S, T +1

WS, BS, I, A +3

W, LD, CL, WIL, INT +2

Some creatures such as monsters never need to gain Ballistic Skill as they never use missile weapons.

Profile	M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
Beastman	5	7	6	4	5	3	6	4	9	9	8	8
Dwarf	4	7	6	4	5	3	5	4	10	10	10	9
Elf	6	7	7	4	4	3	9	4	10	10	10	10
Ghoul	5	6	2	4	5	3	6	4	8	7	8	7
Goblin	5	5	5	4	4	3	6	4	7	7	7	7
Grave Guard	5	5	5	4	4	3	5	3	7	7	7	7
Halfling	4	5	7	3	3	3	8	4	8	8	10	9
Human	5	6	6	4	4	3	6	4	9	9	9	9
Ogre	7	6	5	5	5	5	6	5	9	7	9	6
Orc	5	6	6	4	5	3	5	4	9	9	9	7
Rat Ogre	7	6	1	6	5	5	7	6	7	7	9	6
Skaven	6	6	6	4	4	3	7	4	8	7	9	8
The Possessed	6	7	1	6	6	5	6	5	9	9	10	8
Troll	7	3	1	6	5	5	4	6	6	8	8	6
Vampire	6	8	5	6	6	4	9	5	10	9	9	9

SKILLS

Skills can be obtained by Leader, Champions, and Raw Recruits (as well as Henchmen who have become Veterans). The skills that are available are divided into eight sets: Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Academic and Shooting.

Each Warband Type fights in its own way, and this is reflected by the skill sets that are available to them. A warrior has different levels of skill access depending upon their Warband Type and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Raw Recruits. In each Warband Type list, and for certain other types of warrior (Animals and Brutes for example) there is a section showing the skill sets available to those warriors. Warriors have Primary access to some skill sets, and Secondary access to others. Certain warriors can access skills from other sets, but to do so is more expensive in term of XP.

Regardless of Warband Type, all Leaders and Champions have access to the Leadership skill set. This is treated as a Primary skill set for the Leaders and a Secondary skill set for Champions.

GAINING A SKILL

When a warrior gains a new skill, it will either be chosen or determined randomly depending upon how much XP has been spent to gain the skill on if the skill is Primary, Secondary or neither. Choosing a skill is simply a case of picking a skill from the sets available that is desirable for the warrior. To determine a random skill, the player declares which set they are generating the skill from, and rolls a D6 on the table below (re-rolling if the warrior already has that skill).

D6	AGILITY	BRAWN	COMBAT	CUNNING	FERO CITY
1	Catfall	Bull Charge	Combat Master	Backstab	Berserk Charge
2	Scale Sheer Surface	Strongman	Counter-Attack	Flee!	Impetuous
3	Dodge	Crushing Blow	Disarm	Evasive	Righteous Fury
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel
5	Reaction Strike	Hurl	Step Aside	Lie Low	True Grit
6	Sprint	Iron Jaw	Rain of Blows	Stalker	Very Resilient

D6	LEADERSHIP	RESILIENCE	SAVAGERY	ACADEMIC	SHOOTING
1	Commanding Presence	Fists Of Steel	Implacable	Identify Weakness	Fast Shot
2	Inspirational	Tenacious	Bloodlust	Streetwise	Pistoleer
3	Iron Will	Shield wall	Crimson Haze	Trader	Nimble
4	Mentor	Relentless	Ferocious Assault	Healer	Marksman
5	Overseer	Beat Back	Killing Blow	Wyrdstone Hunter	Precision Shot
6	Regroup	Walk It Off	Momentum	Haggle	Trick Shot

Lasting injuries

When a warrior goes Out of Action, their opponent rolls two D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table. If an Injury roll results in more than one Out of Action result, a separate roll on the Lasting Injuries table and each result is applied.

GOING INTO RECOVERY

Some results cause a warrior to go into recovery. The warrior's In Recovery box on warband roster is checked, and the warrior must miss both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the warband's next battle, the In Recovery box will be cleared, the warrior becomes available once again and Leaders and Champions may perform post-battle actions.

Note: that no matter how many Lasting Injury rolls are made, a warrior that goes Into Recovery will only miss one game rather than multiple games.

D66	Lasting Injury
11	Lesson Learned. The warrior goes into Recovery but gains D3 Experience.
12-26	Out Cold. The warrior misses the rest of the battle, but avoids any long-term injuries. The warrior recovers in time to perform post-battle actions.
31-45	Grievous Injury. The warrior goes into Recovery.
46	Humiliated. The warrior goes into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
51	Head Injury. The warrior goes into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
52	Eye Injury. The warrior goes into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
53	Hand Injury. The warrior goes into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
54	Hobbled. The warrior goes into Recovery. In addition, their Movement characteristic is decreased by 1.
55	Spinal Injury. The warrior goes into Recovery. In addition, their Strength characteristic is decreased by 1.
56	Enfeebled. The warrior goes into Recovery. In addition, their Toughness characteristic is decreased by 1.
61-65	Critical Injury. The warrior is in critical condition – if their injuries are not successfully treated by a visit to the Physician (see below) in the post-battle sequence, they will die.
66	Memorable Death. The warrior is killed instantly – not even the most talented Physician can save them. If the injury was caused by an Attack action, the attacker gains one additional Experience.

DEAD WARRIOR

For dead warriors see Post Battle sequence 5a (below). Dead warriors are deleted from the roster. Their equipment (except for armour) is added to the warband's Stash as long as their warband had at least one warrior on the battlefield at the end of the battle, or if the warrior was taken to the Doc but still died (either because the warband could not pay for their treatment or there were complications). Otherwise, the dead warrior's equipment is lost.

CHARACTERISTIC PENALTIES

Some results on the Lasting Injuries table give a permanent penalty to a warrior's characteristic. Their Warrior Card must be amended immediately – note that their gold crowns value does not change.

The warrior's Maximum Characteristics is also reduced.

MINIMUM CHARACTERISTICS

A warrior's characteristics cannot be reduced beyond a certain level, as shown below. If one of a warrior's characteristics would be reduced below this level as the result of a Lasting Injury, the warrior goes into recovery, but suffers no additional penalty:

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 1
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 2
- Movement, Strength and Toughness cannot be reduced to less than 1.

SUCCUMBING TO INJURIES

If a warrior is Seriously Injured when the battle ends, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2, they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

Being Captured

If only one warband has warriors on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy. Roll 2d6 and add the number of opposing warriors who went Out of Action (including those who have succumbed to their injuries, during the Wrap-up). If the warband also includes a Bounty Hunter, add +1 to the result of the roll. If the result is 13 or greater, an enemy warrior has been Captured. Shuffle together the Warrior cards of any enemy warriors who went Out of Action, but not those for any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Warrior card at random – that warrior is Captured. Make a note in the Lasting Injury/Captured By box on the warband roster for the Captured warrior, recording the name of the warband of the player who has Captured the warrior.

Whilst a warrior is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed (as follows) rather than for just one battle. The Capturing warband should make a note in the Stash section of their warband roster of the name of the warrior they now hold Captive.

CAPTURED WARRIORS

Once a warrior has been Captured, their warband has the chance to attempt to free them. The next time the same two warbands face each other, the Captured warrior's controlling player may declare that they will be attempting a Rescue Mission. This supersedes the Determine Scenario steps of the pre-battle sequence – Instead, the Rescue Mission scenario is played.

If the warband does not wish to attempt the Rescue Mission scenario, and a different scenario is played, the warband holding the Captive will sell them to slavers or kill them and collect their bounty (see below). This is worked out in the post-battle sequence of that battle or any subsequent battle.

At any time during the campaign, regardless of whether a Rescue Mission has been attempted, the two warbands controlling players can come to an agreement to secure the Captive's return. This could be a payment of gold crowns, a trade for another Captive, even surrendering a Territory, or a valuable item of equipment or anything else – this is entirely up to the two players to decide and either warband is free to decline an offer made by the other. If an agreement is reached, the Captured warrior is returned immediately and becomes available to the warband once more.

Fleeing the battlefield

In a Campaign, it is often wise for a warband to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! A warband's controlling player can choose to automatically fail any Rout test the warband is required to make.

Once a warband has routed (either voluntarily or by failing a Rout test), the controlling player can declare that the warband will flee the battlefield at the start of any Action phase. Any Active and Pinned warriors immediately flee the battlefield. Engaged warriors must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the warband that has declared it will flee has only Seriously Injured warriors on the battlefield, the battle ends. Roll to see if the Seriously Injured warriors succumb to their injuries during the Wrap-up as usual.

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

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

rolling multiples

As well as finding shards of wyrdstone, the warband can come across unusual places or encounter inhabitants of the ruined city. If you roll two or more of the same number while searching, you have found an unusual building or encountered something out of ordinary. Consult the chart and refer to the appropriate entry in the Exploration results. For example, you might roll two 3's or three 5's, in which case you should refer to the chart. Choose the most numerous multiples if you score more than one set of multiples. So, if you rolled a double 3 and a triple 5, only look up the triple 5 on the Exploration chart. In the case of two doubles or triples look up the highest result. For example, if you rolled double 1 and double 3, look up the double 3 result.

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

exploration procedure

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

NUMBER OF WYRDSTONE SHARDS FOUND

DICE RESULT	SHARDS FOUND
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

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 stash.

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

Sisters of Sigmar and income

Worldly possessions mean little to the Sisters, but their holy mission to purify Mordheim of the influence of Chaos requires supplies and weaponry, and these are much in demand. Thus the warbands of the Sisterhood compete with each other to gain the best weapons and equipment from the temple's armoury. To measure their success, the more wyrdstone the Sisters bring to be kept under lock and key in the Vault of

Vindication in the temple at Sigmar's Rock, the more aid they will receive from the temple.

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

Skaven and Undead

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

Exploration chart

DOUBLES

11	Well
22	Shop
33	Corpse
44	Straggler
55	Overturned Cart
66	Ruined Hovels

TRIPLES

111	Tavern
222	Smithy
333	Prisoners
444	Fletcher
555	Market Hall
666	Returning a Favour

FOUR OF A KIND

1111	Gunsmith
2222	Shrine
3333	Townhouse
4444	Armourer
5555	Graveyard
6666	Catacombs

FIVE OF A KIND

11111	Moneylender's House
22222	Alchemist's Laboratory
33333	Gem Cutter
44444	Merchant's House
55555	Shattered Building
66666	Entrance to the Catacombs

SIX OF A KIND

111111	The Pit
222222	Hidden Treasure
333333	Dwarf Smithy
444444	Slaughtered Warband
555555	Fighting Arena
666666	Noble's Villa

Doubles

(1 1) Well

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

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

(2 2) Shop

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

After a thorough search you find loot worth D6x5 gc. If you roll a 1 you will also find a Lucky Charm (see the Equipment section).

(3 3) Corpse

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

You gain a Dagger, in addition, to see what you find when you search the corpse, roll a D6:

D6 Result

1	D6x5 gc
2	Club
3	Axe
4	Spear
5	Sword
6	Suit of light armour

(4 4) Straggler

Your warband encounters one of the survivors of Mordheim, who has lost his sanity along with all his worldly possessions. Skaven and Orc warbands can sell the straggler to slavers (or eat him) and gain D6x5 gc.

Possessed warbands can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain +1D3 Experience.

Undead warbands can kill the man and gain a Skeleton Warrior with no equipment for no cost.

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

(5 5) Overturned Cart

Stuck in a ruined gateway is an overturned wagon – the covered type that nobles travel in from the city to their estates in the country. Since anyone important fled a long time ago, what is it doing here? The horses have broken their traces, or did someone cut them free? Roll a D6 to see what you find:

D6 Result

1-2	Mordheim Map (see Equipment)
3-4	A purse with 2D6x5 gc
5-6 J	A jewelled sword (worth 50gc) and jewelled dagger (20gc).

(6 6) Ruined Hovels

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

You find loot worth D6x5 gc amidst the ruins.

Triples

(1 1 1) Tavern

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

You could easily sell the barrels for a good price. Unfortunately your men are also interested in the contents! The warband's leader must take a Leadership check. If he passes, the warband gains 4D6x5 gc worth of wines and ales which can be sold immediately.

If he fails, the men drink most of the alcohol despite their leader's threats and curses. You have D6x5 gc worth of alcohol left when the warband reaches their encampment.

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

(2 2 2) Smithy

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

Roll a D6 to determine what you find inside:

D6 Result

- | | |
|---|---|
| 1 | Sword |
| 2 | Bastard Sword |
| 3 | Morning Star |
| 4 | Halberd |
| 5 | Great Axe |
| 6 | 2D6x5 gc worth of scrap metal (add the value to your treasury). |

(3 3 3) Prisoners

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

Possessed warbands can sacrifice the victims (undoubtedly finishing the job of the captors). They gain 2D3 Experience which is distributed amongst the Heroes of the warband.

Undead warbands can callously kill the prisoners and gain a Skeleton Warrior with no equipment at no cost.

Skaven and Orcs can sell the prisoners into slavery for 3D6x10 gc.

Other warbands can escort the prisoners out of the city. For their trouble, they are rewarded with 2D6x5 gc. In addition, one of the prisoners decides he wishes to join the warband. You gain a Henchmen of your choice from your Warband List. They start with no equipment.

(4 4 4) Fletcher

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

Roll a D6 to see what you find:

D6 Result

1. D3 Bows
2. D3 Long Bows
3. Quiver Of Bodkin Arrows
4. Quiver Of Hunting Arrows
5. D3 Crossbows
6. Heavy Crossbow

(5 5 5) Market Hall

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

You find several items worth 2D6x10 gc in total.

(6 6 6) Returning a Favour

As you are returning to your encampment, you meet one of your old acquaintances. He has come to repay an old favour or debt. You gain the services of any one Hired Sword (choose from those available to your warband) for the duration of the next battle, free of charge. After the battle he will depart, or you may continue to pay for his upkeep as normal. See the Hired Swords section.

Four of a find

(1 1 1 1) Gunsmith

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

Roll a D6 to see what you find:

D6 Result

1. Blunderbuss
2. Brace Of Pistols (Pair)
3. Brace Of Duelling Pistols (Pair)
4. D3 Handguns
5. D3 Flasks Of Superior Blackpowder
6. Bomb

(2 2 2 2) Shrine

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

Your warband may strip the shrine and gain 3D6x5 gc worth of loot.

Sisters of Sigmar or Witch Hunter warbands may save some of the shrine's holy relics. They will gain 2D6x5 gc from their patrons, and a blessing from the gods. One of their weapons (chosen by the player) will gain the weapon trait Blessed.

(3 3 3 3) Townhouse

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

Your warband finds 3D6x5 gc worth of loot.

(4 4 4 4) Armourer

A breastplate hanging from a pole drew your attention to this place, obviously too high up to be easily looted. The workshop is

ruined and the forge has been smashed. Rooting about in the soot, you find various half-finished items of armour.

Roll a D6 to see what you find:

D6 Result

1. D3 Shields
2. D3 Bucklers
3. D3 Suits Of Light Armour
4. D3 Suits Of Heavy Armour
5. Suit Of Full Plate Armour
6. Suit Of Ithilmar Armour

(5 5 5 5) Graveyard

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

Any warband apart from Witch Hunters and Sisters of Sigmar may loot the crypts and graves and gains D6x5 gc worth of loot.

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

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

(6 6 6 6) Catacombs

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

You can use the new tunnels you found in the next battle you play. Position up to three warriors (not any warrior with Large Target special rule) anywhere on the battlefield at ground level. They are set up at the end of the player's first turn and cannot be placed within 8" of any enemy models. This represents the warriors making their way through the tunnels, infiltrating enemy lines and emerging suddenly from below ground.

Five of a find

(1 1 1 1 1) Moneylender's House

A grand mansion, that is strongly built from stone, has survived the cataclysm remarkably well. A carved coat of arms adorns the lintel above the doorway although it has been defaced by raiders and the symbols are now unrecognisable. The door itself, has been smashed open with axes and hangs open on its hinges. Inside, hidden amongst the debris, you find D6x50 gc to add to your treasury.

(2 2 2 2 2) Alchemist's Laboratory

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

In the ruins you find loot worth 3D6x5 gc and a battered old notebook. One of your Heroes may study the Alchemist's notebook, the gains Academic skills as a Primary Skill set.

(3 3 3 3 3) Gem Cutter

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

Roll a D6 to see what you find:

D6 Result

1. Gold Jewellery worth 2D6x5
2. Onyx worth D3x25 gc
3. Amethysts worth D6x25 gc
4. Emeralds worth 100 gc
5. Sapphires worth 250 gc
6. Rubies D6x50 gc

If your warband does not sell the gems, one of your Heroes may keep them and displays them proudly. The warrior gains Opulent Jewellery (see Equipment section).

(4 4 4 4 4) Merchant's House

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

Inside you find several valuable objects which can be sold for 2D6x25 gc. If you roll a double, instead of finding money you find the Symbol of the Order of Freetraders. A Hero in possession of this gains the Haggle skill.

(5 5 5 5 5) Shattered Building

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

You find D3 shards of wyrdstone amongst the ruins. In addition, the warband leader makes a Leadership check. If passed a wardog that was guarding the building joins the warband (Human warbands only).

(6 6 6 6 6) Entrance to the Catacombs

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

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

Six of a kind

(1 1 1 1 1 1) The Pit

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

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

(2 2 2 2 2 2) Hidden Treasure

In the depths of Mordheim, you come across a hidden chest, bearing the coat-of-arms of one of the noble families of the town. When you open the chest you find the following items. Roll for every item on the list separately (apart from the gold crowns) to see whether you have found it. For example, on a roll of a 4+ you find the wyrdstone.

Items	D6 Result Needed
5D6x20 gc	Auto
D3 Pieces of wyrdstone	4+
D3 Gems worth 25 gc each	4+
Sacred Relic	5+
Suit of Full Plate Armour	5+
Elven Cloak	5+
Holy tome	5+
Magical artefact	5+

(3 3 3 3 3 3) Dwarf Smithy

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

Roll a D6 to see what you find:

D6 Result

1. Dwarf Handgun
2. D3 Great Hammers
3. D3 Suits of Heavy Armour
4. Gromril Axe
5. Gromril Great axe
6. Gromril Plate Armour

(4 4 4 4 4 4) Slaughtered Warband

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

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

Item	D6 Result Needed
3D6x25 gc	Auto
D3 Daggers	Auto
D3 Shields	2+
D3 Swords	3+
D3 Axes	3+
D3 Bows	4+
D3 Suits of Light Armour	4+
Mordheim Map	4+
D3 Halberds	5+
Suit of Heavy Armour	5+

(5 5 5 5 5 5) Fighting Arena

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

You find a training manual, which you can either sell for 100 gc or let one of your Heroes read. The Warrior gains Combat skills as a Primary Skill set, and their WS is increased by +1. This can be above their normal Maximum Characteristics (for example, a Human who has the book would now have a maximum Weapon Skill of 7).

(6 6 6 6 6 6) Noble's Villa

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

Roll a D6 to see what you find:

D6	Result
1-2	D6x50 gc worth of items and money to add to your treasury.
3-4	2D3 vials of Crimson Shade.
5-6	A hidden magical artefact carefully concealed in a hidden cellar or behind a secret door. Roll on the Magical Artefacts table.

Magical artefacts table

Roll a D66 and use this table to determine which item you find when a result in the Exploration chart indicates that you have found a magical artefact. In a campaign none of these items can appear more than once, so if you find a magic item which is already in someone else's possession roll again – even if the warrior carrying it has been killed.

If you do not wish to keep these amazing and rare magical artefacts, then you may sell them for 2D6x5 gold crowns.

11-12. CLOAK OF MIST AND SHADOWS

This cloak endows the wearer with ethereal form, like that of a spirit or ghost. Free from the bond of his material body, the warrior is free to move through solid matter like a ghost.

This item can only be used by warriors that are not riding a mount. The warrior can perform the following action:

TURN ETHEREAL (Basic) The warrior turns Ethereal (place a marker on the warrior's card a reminder) and treats all terrain as open terrain for the purposes of movement. The warrior can pass through walls and other obstructions but may not end their movement inside passable terrain. The warrior is also never slowed by any special rule, spell or item that would otherwise reduce their movement or stop them moving completely.

The warrior cannot make any shooting attacks, cast magic spells or close combat attacks while ethereal. Conversely, Ethereal warriors can only be wounded by spells, magical attacks and magic weapons or effects. The warrior can perform the same action to turn back and cease being Ethereal.

13-14 THE COUNT OF VENTIMIGLIA'S MISERICORDIA

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

The warrior may make attacks with the following weapon profile:

Weapon	Range	Str	AP	D
Misericordia	Melee	S	-	1

Traits: Back Stab, Magical, Pulverise, Rending

15-16 ATT'LA'S PLATE MAIL

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

Att'la's Plate Mail is a suit of Gromril Plate Armour with the following abilities:

Rune of Stone: Armour Save 3+.

Rune of Spell Breaking: The Hero wearing this armour has Magic Resistance (4+).

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

21-22 ASRAI LONGBOW OF SEEKING

This magnificent long bow was a gift to Count Steinhardt from the Elflords of the Forest of Shadows.

The warrior may make attacks with the following weapon profile:

Weapon	Range	Str	AP	D
Elf Bow	36	3	-1	1

Traits: Accuracy, Penetrating, Magical, Rending

- Shooting attacks made with this weapon do not suffer To Hit penalties.
- If any Dwarf is an eligible target, the arrows will always deviate from their intended target, the Dwarf becomes the priority target.
- Cannot be used to shoot at Elves. The arrows automatically miss.

22-24 THE HELM OF IRON AND BLOOD

Nearly six hundred years ago, a band of Khorne's Chaos warriors began a crusade of death and despair, starting in the far eastern reaches of Ostland and ravaging all the way down to the dark woods of Sylvia. This helmet belonged to Vulknar, the leader of the warband. The helmet has since been worn by many champions of Khorne through the ages, the Helm of Iron and Blood always survives and shows up I some obscure and forgotten location years later. Those that don it are overcome with the overwhelming desire to spill blood.

A warrior wearing this gains Frenzy. The warrior always counts as being Frenzied and cannot lose this from being seriously injured or broken.

The warrior gains +1 to his Strength in close combat.

The warrior can never leave close combat voluntarily but can still be Broken.

The warrior will always perform a Coup de Grace if possible. If there are any seriously injured models within the warrior's charge range at the beginning of their turn, they will charge and perform a Coup de Grace, even if they are members of his own warband!

Once given to a warrior it bonds to their skin and cannot be given to another warrior.

25-26 ALL-SEEING EYE OF NUMAS

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

If a warrior with the All-Seeing Eye of Numas is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attacker even if they are not within their vision arc. In addition, the D6 roll to see whether a warrior is spotted has a +1 modifier (a natural 1 still fails)

The warrior rolls two dice when rolling on the Exploration Chart.

The warrior gains the Dodge skill. If the warrior already has the Dodge skill, then the chance of dodging is increased to a 5+.

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

31-32 NIGHTSHROUD

Ensorcelled in pitch darkness in the heart of Castle Drachensels, the Nightshroud owes more to the otherworld than to reality.

Originally fashioned from the death-richtments of King Pharatohep, the Nightshroud has since been soaked in the blood of sorcerers and witches. The aura of gloom that clings to it is so strong it can physically manifest, lashing out with shadowy tendrils that grapple with all those who would strike the wearer. The Nightshroud confers a 6+ armour save. If the warrior already has an armour save it adds +1 to the saving throw. Furthermore, enemy models in base contact with the wearer lose all Strength bonuses conferred from normal weapons, skills and magical weapons, and have the Always Strikes Last special rule. (Wizards can wear the Nightshroud and still cast spells.)

33-34 HELM OF THE DAMNED

Carved with images of the screaming faces of tortured souls, this corrupt artefact constantly emits a chilling wail. The bearer draws revitalising power from the spirits imprisoned within the helmet, but at times their eternal wailing overpowers his mind. The warrior has a 4+ ward save. The wearer is subject to Stupidity, even if the warrior is normally immune to psychology.

35-36 THE CURSED SHIELD OF MOUSILLON

Bretonnian legends speak in contempt of these accursed shields which carry the symbol of the Black Grail and were used by the Unholy Knights at the Battle of Mousillon.

The Cursed Shield counts as a normal shield, in addition one Engaged enemy warrior loses 1 Attack. (to a minimum of 1 attack). All Bretonnian Knights and Characters hate the warrior carrying the shield.

41-42 THE CURSED BOOK

This tome was written by the mad Necromancer Har'ak Iman, said to be the most depraved man to have ever lived. His vileness radiates from the book, draining life and energy from all living beings.

All warriors (friend or foe) in 3" suffer a -1 to hit penalty. Has no effect on Undead and Daemonic warriors.

43-44 DWARF BATTLE AXE

The Axe is empowered by Dwarfen magic, enabling the wielder to employ it with dazzling effect. As producing these weapons requires a great investment of time and skill, Dwarfs present these weapons as gifts to individual humans who have done the Dwarf people a great service. Each Axe is unique in appearance, though all are forged of a gromril alloy and feature the makers rune proudly on the handle.

The warrior can make attacks with following weapon profile:

Weapon	Range	Str	AP	D
Axe	Melee	S	-	1

Traits: Cleave, Magical

Rune of Fury which grants the warrior +1 Attack dice in close combat.

Rune of Cleaving +1 Strength in close combat.

45-46 RING OF VOLANS

Volans was the greatest of the human pupils of Teclis, the founder of the Colleges of Magic. A warrior who possesses the Ring of Volans is able, for a small time at least, to harness a tiny fraction of one of the eight Winds of Magic. Many wizards have made imitations of this magic artefact, so this is likely a copy or the original.

The Ring of Volans contains one random spell from the Lesser Magic table. Any warrior with this item can perform the action Cast Spells (X) and cast the spell as usual. If a Magical Misfire is rolled, don't roll on the Magical Misfire table, instead the warrior is Pinned.

51-52 AMULET OF THRICE BLESSED COPPER

After killers failed to assassinate the Emperor in 1499 IC, a merchant from distant Cathay presented the monarch with amulet. It was a small disk of copper carved with strange sigils. While the Emperor gratefully accepted the item, he had no love for magic or anything of the sort, and so, he promptly had the merchant executed and ordered the amulet destroyed. The guard tasked with the duty kept it instead. It changed hands many times, finally resurfacing briefly during the Great War Against Chaos, when an Empire captain who, after a failed poisoning by a cultist, noticed its change of colour when it came close to the poisoned wine. It was lost again shortly after the captain was stabbed to death on the following night.

All close combat attacks made against a warrior with this amulet suffer -1 Strength. The warrior wearing this is also immune to poisons.

53-54 BOOTS OF BOVVA

Bovva was the apprentice of Rathnugg the most famous book maker of all time. Charged with Cobbling a set of footwear suitable for a Count, Bovva worked hard to produce the finest boots of his career. He worked for two weeks, striving for both comfort and durability, believing he had achieved his life's work upon finishing. But when the Elector Count of Stirland saw the pair, he was unimpressed, believing Bovva was making a fool of him. The noble had poor Bovva hung from the shop's rafters and gave the boots to the stable boy, who had much success throughout the rest of his days.

A warrior with the Boots of Bovva gains +1 Attack dice in close combat with the following weapon profile:

Weapon	Range	Str	D	AP
Boots of Bovva	Melee	S	1	+1

Traits: Magical, Stun

This weapon cannot be disarmed.

55-56 SHADOW CASKET

The artefact is a gateway to a dark yawning void that the warrior may open to sap the strength of those around them. The warrior can perform the Unleash the Void (Double) action. If they take this action, all other warriors within 6" of them can only take a single action during their activation.

61-62 SHADOW SHROUD PENDANT

Some wyrdstone contaminated veins of ore develop strange property of absorbing light, thus a radius of shadowy darkness forms around the metal.

Shooting attacks against the warrior suffer an extra -1 to hit penalty.

63-64 ATHERYIC LANTERN

When the artefact is activated, it acts as a beacon to the denizens of the Warp who would feast upon the dead and dying. The warrior can perform the IGNITE ATHERYRIC LANTERN (DOUBLE) action. If they do, any Seriously Injured warrior (friend or foe) within 12" must make a Toughness check or go Out of Action.

65 66 SONNEKLINGE

This flaming sword that was once owned by Lord Karad Von Carron. His victory over the Goblinoid hordes that attacked the town of Carroburg is the stuff of legend. Even his death at the hands of the Ogre Ratgot Dwarfmangler, when the fatally wounded Ogre manged to slash Karad's throat wide open, couldn't taint his memory.

Sonneklinge is a bastard sword with following weapon profile:

Weapon	Range	Str	AP	D
Sonneklinge	Melee	S+2	-1	1

Traits: Flaming attacks, Magical, Parrying, Unwieldy

A warrior wielding Sonneklinge has +1 Weapon (this can take the warrior above their maximum characteristic).

The pre-battle sequence

In a Campaign, there are additional steps that take place before and after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present. The pre-battle sequence has the following steps:

THE PRE-BATTLE SEQUENCE

1. MAKE A CHALLENGE AND STAKE TERRITORY
2. BUY ADVANCEMENTS AND RECRUIT HIRED SWORDS
3. DETERMINE SCENARIO
4. SET UP THE BATTLEFIELD
5. CHOOSE CREWS
6. ANNOUNCE TERRITORY BOONS
7. DEPLOYMENT

1. MAKE A CHALLENGE

For a battle to be fought, one player must challenge another player to play a game.

2. BUY ADVANCEMENTS AND RECRUIT HIRED SWORDS

Each player can spend Experience to purchase Advancements for their warriors. If both players wish to do so, the player with the lower Warband Rating goes first, purchasing any Advancements they wish, then the other player does so. If both players have the same Warband Rating, the winner of a roll-off chooses whether to go first or second.

Once any Advancements have been bought, players can spend gold crowns to recruit Hired Swords. Again, if both players wish to do so, the player with the lower Warband Rating goes first.

3. DETERMINE SCENARIO

The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. To determine which scenario will be used, roll 2D6 on the following table:

2D6 Result

- | | |
|------|--|
| 2-3 | The player with the higher warband rating chooses which scenario to play. If both have the same warband rating, the winner of a roll off chooses. If there is an attacker and defender, the player who chose the scenario is the attacker. |
| 4-6 | Play the Skirmish scenario. |
| 7-12 | The player with the lower warband rating chooses which scenario to play. If both have the same warband rating, the winner of a roll off chooses. If there is an attacker and defender, the player who chose the scenario is the attacker. |

RESCUE MISSIONS

If one player has Captured another player's warrior(s), the Captured warrior's player may issue a challenge to play the Rescue Mission, Public Execution or Prison Break scenario. If the challenge is accepted, then the Rescue Mission scenario is automatically used for the battle. If the player holding the Captive refuses the challenge, they automatically forfeit the Captive. No Territory is staked on this battle; the Captured warrior is effectively the stake.

DETERMINING THE ATTACKER AND DEFENDER

In the scenarios where there is an attacker and a defender, the player with lowest warband rating may choose which he is.

HOME TURF ADVANTAGE

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the warband fighting furiously to defend their valuable turf from attackers. A warband fighting with the Home Turf Advantage is far less likely to rout and in some cases will fight ferociously until the last.

4. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The more buildings the better, so you should place all the terrain you have.

5. CHOOSE CREWS

After the battlefield has been set up, before warbands can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used and how many warriors can be selected.

6. ANNOUNCE EXPLORATION BOONS

Players may have Exploration Boons granted by the Exploration chart (e.g. Catacombs). Players should announce which, if any, of their Exploration Boons grant them a bonus that will have an effect on this game at this stage, forewarning their opponent. If a Exploration Boon is not announced, it cannot be used during the coming game.

7. DEPLOYMENT

Many scenarios will provide details of the size and location of deployment zones.

Post-battle sequence

The post-battle sequence has the following steps:

THE POST-BATTLE SEQUENCE

1. WRAP UP
2. RECEIVE REWARDS
3. COLLECT INCOME
4. POST-BATTLE ACTIONS
5. UPDATE ROSTER
6. REPORT RESULTS

1. WRAP UP

Each player checks to see whether any of their Seriously Injured warriors succumb to their injuries (see page 280), and whether they capture any enemy warriors (see page 250). Any other events that take place ‘at the end of the battle’ are triggered here. Warriors that were recovering have made a full recovery and their In Recovery box on the warband roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. RECEIVE REWARDS

Each scenario shows a list of rewards which the warbands can receive, based on their performance during the battle. Any equipment gained is added to the warband’s Stash – it can be distributed to warriors in Step 6.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a warband can gain or lose Reputation. If a warband both gains and loses Reputation, any gains are applied before any losses.

3. COLLECT INCOME AND EXPLORATION

Each warband rolls on the Exploration chart and determines how many shards of wyrdstone they have found. They can then sell the shards of wyrdstone for gold crowns.

4. POST-BATTLE ACTIONS

Each Leader or Champion in the warband can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player’s choice. Warriors who are in recovery or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once.

• VISIT THE TRADING POST

The warrior visits the Trading Post, increasing the warband’s chances of finding Rare items. This is resolved in step 6 (below).

• SELL CAPTIVE

Human and Dwarf warbands that capture evil races will collect a bounty (and likely execute the enemy warrior). Non-human and Non-Dwarf warbands will likely sell the captive to Slavers (or eat them. Or turn them into an undead warrior.) Whether selling to slavers or collecting a bounty, the outcome is the same.

- The warrior can sell any number of Captive warriors – as long as the Captive’s warband has had a chance to rescue them. Each captive is worth half their value, rounding up to the nearest 5 -this many gold crowns are added to this warband’s Stash. The Captive’s controlling player should be informed as soon as possible, and must delete the captive from their roster.

• MEDICAL ESCORT

The warrior escorts a critically injured fellow warband member to the Physician. Pick another warrior in the warband who suffered a Critical Injury during the battle and pay $2D6 \times 10$ gold crowns from the warband’s Stash. If the warband does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the warrior dies. Otherwise, roll a D6 on the table below:

D6 Result

- | | |
|----|--|
| 1 | Complications. The warrior dies. |
| 2- | Stabilized. Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table. |
| 6 | Full Recovery. The warrior goes into Recovery, but suffers no lasting effects. |

5. UPDATE ROSTER

These steps are carried out in order:

- A. Delete Dead or Retiring Warriors
- B. Visit the Trading Post
- C. Gains Boons from Exploration
- D. Distribute Equipment
- E. Update Warband Rating

In Recovery: if a warrior missed this battle because they were recovering, their In Recovery box on the warband roster will have been cleared during the Wrap-up.

A. DELETE DEAD OR RETIRING WARRIOR

Dead warriors are deleted from the roster. Their equipment (except for armour) is added to the warband's Stash as long as their warband had at least one warrior on the battlefield at the end of the battle, or if the warrior was taken to the Physician but still died (either because the warband could not pay for their treatment, or there were complications). Otherwise, the dead warrior's equipment is lost.

Also, at this point, the controlling player can choose to retire warriors – usually because Lasting Injuries have rendered them unfit for battle. These warriors are deleted from the roster, and their equipment is added to the warband's Stash. Equipment in the warband's Stash can be sold or transferred to a new warrior in the next step.

LOSS OF A LEADER

If a warband's Leader is killed or is retired, a new Leader must be nominated from among the warband's Champions. If it has no Champions, the new Leader must be either a Veteran or Raw Recruits. If it has no Veterans or Raw Recruits, the new Leader is a Henchmen.

In any case, the eligible warrior with the best Leadership must be selected as the new leader. If more than one eligible warrior is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide. When a warrior is promoted in this way, their Type is changed to Leader on the warband roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. VISIT THE TRADING POST

The warband can make any of the Trading Post actions described as follows, allowing them to hire new warriors and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a warband can perform each one. Any spent gold crowns are deducted from the warband's Stash; any gained gold crowns are added to the warband's Stash.

Hire a Warrior: The warband can hire a new warrior from their Warband Type list, paying for them as they did when founding the warband. No equipment is purchased for them – they receive equipment in the next step.

GANG COMPOSITION

The Warband Composition section of the Warband Type List must be honoured when hiring new warriors. For example, if a warband with a Reputation of 9 already has two Hangers-on, it cannot hire any more. Similarly, if a warband has fewer Henchmen (including Veterans) than its total number of Leaders, Champions and Raw Recruits, only Henchmen can be hired until this is no longer the case.

Recruit Hangers-on: The warband can spend gold crowns to add a Hanger-on to their roster. Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment: Any equipment in the warband's Stash can be sold. The item is deleted from the Stash, and the warband gains its value in gold crowns, minus D6x10 (to a minimum of five).

Note that equipment granted as a Territory Boon cannot be sold.

Purchase Equipment: The warband can purchase any equipment from their Warband Type Equipment List at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown. They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment action, as follows:

Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post or the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the warband's Leader is making a Trade post-battle action.
- +1 for each Champion making a Trade post-battle action.
- +1 for every full 10 Reputation the warband has (for example, a warband with Reputation 24 would get +2).
- +/- X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The warband can now purchase Rare items from the Trading Post with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the warband's Stash.

C. GAIN BOONS FROM EXPLORATION

Some Exploration results grant a warband additional recruits, Hangers-on, or equipment – see Exploration Chart for details.

D. DISTRIBUTE EQUIPMENT

Any equipment in the warband's Stash, or gained as a Exploration Chart result, can now be distributed among its warriors. Weapon choices must respect the restrictions shown in the warband's Warband Type list – for example, a Flagellant could not be equipped with a crossbow. Also, the limit of no more than three weapons must be adhered to, with the Two-Handed weapon trait taking the space of two.

Once any equipment has been added to a Warrior card, the card's gold crowns value is updated accordingly. If the warrior is equipped with an item that has two different costs – one in

the warrior's Warband Type Equipment list and the other in the Trading Post – the value in the Warband Type list takes precedence.

Players are reminded that no warrior can discard a weapon once added to their Warrior cards. Leaders and Champions however can have multiple equipment sets as described below.

EQUIPMENT SETS

The senior members of warbands often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a warrior with the Tools of the Trade special rule can have multiple Warrior cards, each representing a different set of equipment. An appropriate model should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make additional Warrior card for the warrior at any time.

Regardless of the number of equipment sets a warrior has, they still have a single entry on the warband roster. If the warrior suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Warrior cards. The warriors cost, as shown on the roster, is equal to the cost of their most expensive Warrior card.

Only one of a Warrior cards can be used for a battle. If a battle uses random warriors from the warband, all of the warrior's card should be shuffled together one should be drawn at

random and added to the rest of the warband's Warrior cards before any cards are drawn. This means that only one of this warrior's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the warband's Stash, it can be moved to any or all of a Leader or Champion's cards, and can even be moved to more than one.

UPDATING WARBAND RATING

Recalculate the warband's Warband Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Warband Rating in the post-battle sequence are referring to the value before it is updated.

7. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain which warbands fought, the outcome of the battle (i.e., who won), which Territory the victor gained control of, how many enemies each warband took Out of Action and the final Warband Rating and Wealth of the warbands.

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, scenario rewards, 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. 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.

RECRUITING HIRED SWORDS

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

weapons

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

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

trading

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

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

availability

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

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

selling

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

Warriors can automatically sell equipment for half its listed price. In the case of rare equipment and weapons which have a variable price, the warband receives half of the basic cost only (merchants are far better at haggling than your warriors). Alternatively, weapons, armour and equipment may be hoarded for future use (make a note on the warband roster). 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.

Price chart

The following chart indicates the cost of items available for sale at trading posts. The cost of rare items is included, but such items cannot be bought unless they are available, as already described.

CLOSE COMBAT WEAPONS

Item	Cost gc	Availability
Assassin's Blades	25	Rare 9
Axe	20	Common
Bastard Sword	35	Rare 8
Billhook	30	Rare 7
Club	15	Common
Dagger	10	Common
Flail	35	Rare 6
Flaming Torch	25	Common
Great Axe	55	Rare 8
Great Hammer	50	Rare 8
Great Sword	45	Rare 9
Gromril Axe	40	Rare 11
Gromril Great Axe	75	Rare 12
Halberd	30	Rare 6
Hammer or Mace	20	Common
Ithilmar Dagger	20	Rare 11
Ithilmar Sword	50	Rare 12
Morning Star	30	Rare 8
Pickaxe	40	Rare 9
Rapier	35	Rare 9
Spear	20	Common
Staff	25	Rare 6
Sword	25	Common
Whip	30	Rare 9

ARMOUR

Item	Cost gc	Availability
Chaos armour	100	Rare 12
Full plate armour	80	Rare 10
Fur cloak	15	Rare 8
Gromril plate	120	Rare 11
Ithilmar	90	Rare 11
Heavy armour	50	Common
Light armour	20	Common

MISSILE WEAPONS

Item	Cost gc	Availability
Bow	15	Common
Crossbow	30	Common
Crossbow pistol	40	Rare 9
Dwarf crossbow	35	Rare 9
Elf bow	50	Rare 12
Heavy crossbow	45	Rare 10
Long bow	20	Rare 7
Net	15	Rare 9
Repeater crossbow	45	Rare 8
Short bow	10	Common
Sling	5	Rare 6
Throwing axe	15	Rare 8
Throwing knives	15	Rare 8

BLACKPOWDER WEAPONS

Item	Cost gc	Availability
Blunderbuss	30	Rare 9
Bomb	50	Rare 10
Duelling Pistol	40	Rare 11
Dwarf Handgun	55	Rare 11
Dwarf Pistol	35	Rare 10
Cathay Smoke bombs	40	Rare 12
Handgun	45	Rare 9
Hochland long rifle	100	Rare 12
Pistol	25	Rare 8

PARRYING AND SHIELDS

Item	Cost gc	Availability
Buckler	10	Rare 7
Left hand dagger	20	Rare 8
Shield	20	Common
Sword breaker	30	Rare 10

Price chart (continued)

EQUIPMENT			ANIMALS		
Item	Cost gc	Availability	Item	Cost gc	Availability
Amulet of Protection	30	Rare 9	Trained bear	60	Rare 10
Atheryric Repository	50	Rare 11	Wardog	35	Rare 8
Blessed water	25	Rare 8	Warhorse	80	Rare 11
Bodkin arrows	10	Rare 8	Wizards familiar	100	Rare 11
Chain cilice	25	Rare 10	POISONS, POTIONS AND DRUGS		
Concealed blade	10	Rare 5	Item	Cost gc	Availability
Dispel scroll	50	Rare 11	Apothecary kit	30	Rare 9
Elven cloak	50	Rare 10	Black lotus	20	Rare 9
Garlic	5	Rare 5	Bottle of rotgut	15	Common
Holy tome	140	Rare 10	Bugman's ale	30	Rare 9
Hunting arrows	10	Rare 8	Crimson shade	30	Rare 8
Impressive cloak	50	Rare 9	Dark venom	40	Rare 9
Lantern	40	Common	Essence of Garlic	10	Rare 6
Lucky charm	25	Rare 7	Healing draught	30	Rare 8
Man trap	20	Rare 6	Laudanum	20	Rare 6
Mordheim map	60	Rare 9	Mad cap mushrooms	40	Rare 9
Opulent jewellery	80	Rare 11	Mandrake root	35	Rare 8
Religious symbol	35	Rare 8	Tears of Shallaya	20	Rare 7
Rope and hook	30	Common			
Sacred relic	50	Rare 10			
Superior Blackpowder	20	Rare 11			
Tome of magic	250	Rare 12			
War horn	60	Rare 8			
War trophies	40	Rare 10			
Wyrdstone pendulum	40	Rare 9			

Hired Swords

recruiting hired swords

This section introduces Hired Swords – professional mercenaries – to Mordheim campaign games. Taverns in the settlements and shanty towns around Mordheim are good recruitment centres for warriors who do not belong to any particular warband or retinue, but instead hire out their services to the highest bidder. A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game. Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone. However, Hired Swords do count as part of the warband for purposes of Rout tests, etc whilst in battle. A player cannot buy extra weapons or equipment for a Hired Sword, and he cannot sell the Hired Sword's weapons or equipment. To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

Hire fee

When a warband recruits a Hired Sword, you must pay his hire fee. Subsequently, after each battle he fights, including the first, you must pay his upkeep fee if you want him to remain with the warband. If the Hired Sword is killed, or you no longer

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

injuries

If a Hired Sword goes out of action during the game, roll on the Lasting Injuries Table as you would for any warrior.

Hired swords and experience

Hired Swords gain experience in the same way as Veterans. 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. Once the Hired Sword gains enough experience for an advance, roll on the Veteran Advancement table (as opposed to Henchmen) to determine which advance they gain. Skills available to the Hired Swords are listed under their entries. They cannot be promoted to a Champion, if this result is rolled then roll for a random skill on any table instead.

			MAY BE HIRED BY				
Mercenaries	Witch Hunters	Sisters of Sigmar	The Possessed	Skaven	The Undead	Orcs	Dwarfs
Assassin				No		No	
Bounty hunter				No		No	
Duellist				No	No	No	
Dwarf Prospector			No	No	No	No	
Dwarf trollslayer		No	No	No	No	No	
Elf ranger	No		No	No	No	No	No
Fallen Knight			No	No	No	No	
Robber Knight		No		No		No	No
Goblin sneak	No	No	No				No
Halfling scout			No	No	No	No	
Halfling thief				No		No	
Mercenary wizard	No	No	No	No	No	No	
Minstrel			No	No	No	No	
Ogre Bodyguard				No			
Pit warrior				No	No	No	
Tilean marksman				No	No	No	

Assassin

40 gold crowns to hire +20 gold crowns upkeep.

Assassins live by their wits and their muscles and are not generally fussy about the sort of work they take on. When someone needs 'obstacles' removed with discretion, Assassins are the ones they turn to, and those with the worst reputation get the best jobs. Some Assassins have their own code of what they will or won't do; or are part of a guild, others care for nothing but the coin. Some are simply cut throats; others calmly dispatch their rather distasteful duties with fastidiousness and finesse. The Assassin will hire himself out to the highest bidder and satisfaction is guaranteed.

May be Hired: May be hired by any warband except, Skaven and Orcs.

Rating: An Assassin increases the warband's rating by +22 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	4	3	3	1	5	2	7	8	7	7

WEAPONS AND EQUIPMENT:

All the Assassin's weapons are coated in Black Lotus poison. Choose three of the following options:

- Assassins' blades
- Crossbow Pistol
- Throwing Knives
- Sword

SPECIAL RULES:

Race (Human), Hired Sword

STARTING SKILL:

When recruited the Hired Sword starts with the **Backstab** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Cunning (Primary), Agility (Secondary), Shooting (Secondary)

Bounty Hunter

40 gold crowns to hire +15 gold crowns upkeep.

Villains and outlaws are rife in the Old World. In Mordheim they are as ubiquitous as the ruins that litter the streets. It is the false perception of some outlaws that the depravity and chaos within the city's walls can offer some anonymity from those men who would seek to bring them to justice and claim the price on their heads. Not so, for Bounty Hunters are determined and resourceful men who will often hire themselves out as mercenaries to roaming warbands in the hope of getting closer to their mark. Their mission is to capture at all costs and a little thing like a cursed city isn't even going to slow their stride...

May be Hired: May be hired by any warband except, Skaven and Orcs.

Rating: A Bounty Hunter increases the warband's rating by +20 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	4	1	3	1	7	8	8	7

WEAPONS AND EQUIPMENT:

Heavy armour, Rope and Hook, Lantern or Flaming Torch
Plus choose three of the following options:

- Sword, Axe, Club or Hammer/mace
- Crossbow
- Pistol
- Net
- Whip

SPECIAL RULES:

Race (Human), Hired Sword, Capture (when rolling to see if an enemy warrior is captured a warband with a Bounty Hunter adds +1 to the result).

STARTING SKILL:

When recruited the Hired Sword starts with the **Disarm** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Shooting (Primary), Cunning (Secondary), Combat (Secondary)

Duellist

35 gold crowns to hire +15 gold crowns upkeep.

Duellists fight on behalf of others — settling matters of honour between organisations or individuals — or as surrogates for the law, representing the accused or the accuser in trials by combat. For some Duellists the act of fighting is reward enough for the considerable risks they face. Training is dangerous, leaving some apprentices crippled or scarred for life. Some modern Duellists, especially hot-headed Altdorf students, favour pistols. This is regarded by the older generation as dishonourable and foolhardy.

Both inexperienced and esteemed Duellists alike travel the Empire in search of opponents with which to bolster their reputations. For others, the hunt for a veteran instructor drives them to explore the furthest flung of the Old World's locales. As skilled combatants, Duellists often augment their livelihood with mercenary work, even acting as guards for caravans and riverboats in a pinch.

May be Hired: May be hired by any warband except, Skaven, Orcs and Undead.

Rating: A Duellist increases the warband's rating by +18 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	3	3	1	4	2	7	7	7	7

WEAPONS AND EQUIPMENT:

Rapier, Duelling Pistol

Plus choose one of the following options:

- Buckler
- Main Gauche
- Sword Breaker
- Duelling Pistol (this becomes a pair)

SPECIAL RULES:

Race (Human), Hired Sword

STARTING SKILL:

When recruited the Hired Sword starts with the **Rain of Blows** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Combat (Primary), Agility (Secondary), Shooting (Secondary)

Dwarf prospector

20 gold crowns to hire +10 gold crowns upkeep.

Many prospectors are tempted by stories of gold in the Skaag Hills, but real mining is hard work down dark, dangerous tunnels. They are notoriously tough, both physically and mentally. To Dwarfs, mining is not an occupation limited to commoners. Rather, they are considered artisans of great skill and are well-respected amongst the Dawi. Possessed of a keen sense for stone, Dwarfs are drawn to valuable seams and seemingly have a sixth-sense for when to shore up passages. Some Dwarf clans hold such pride in their mining ability that they march to war armed with picks rather than axes. Dwarf Prospectors are specialists in finding riches that other people have tried to hide and, as such, can add considerably to a warband's purse.

May be Hired: Mercenaries, Sisters of Sigmar, Witch Hunters and Dwarf Clansmen may hire a Dwarf Prospector.

Rating: A Dwarf Prospector increases the warband's rating by +12 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	4	3	4	4	1	2	1	9	9	9	7

WEAPONS AND EQUIPMENT:

Pickaxe, Light Armour, Lantern or Flaming Torch

SPECIAL RULES:

Race (Dwarf), Hired Sword,

STARTING SKILL:

When recruited the Hired Sword starts with the **Wyrdstone Hunter** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Brawn (Primary), Ferocity (Secondary), Academic (Secondary)

Dwarf Troll Slayer

30 gold crowns to hire +15 gold crowns upkeep.

Troll Slayers are members of the morbid Dwarf cult whose followers are obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind. Troll Slayers are insanely dangerous individuals, psychopathic and violent. However, there are few better warriors, so they are much sought after when warriors are needed. Known as 'Hired Axes', Troll Slayers who come to Mordheim find plenty of opportunity to indulge their deathwish.

May be Hired: Mercenaries, Dwarf Clansmen and Witch Hunters may hire a Dwarf Troll Slayer. Warbands that include Elves may hire Slayers, but must pay 20 gold crowns after each battle instead of 10 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Dwarf Troll Slayer increases the warband's rating by 12 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	4	3	3	4	1	2	1	9	9	9	7

WEAPONS AND EQUIPMENT:

Choose from the following:

- Two axes
- Great Axe

SPECIAL RULES:

Race (Dwarf), Hired Sword, Fearless

STARTING SKILL:

When recruited the Hired Sword starts with the **Very Resilient** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Resilience (Primary), Savagery (Secondary), Ferocity (Secondary)

Elf Ranger

40 gold crowns to hire +20 gold crowns upkeep.

Elves are a reclusive race, for the most part they are feared and distrusted by humans, though some live in the cities amongst men and offer their services as minstrels and archers in return for a high fee. Though Elves become rarer in the Old World each year, there are still some roaming on the trackless paths of the Drakwald Forest and the Forest of Shadows.

Elves sensibly tend to avoid the ruins of Mordheim, for in the City of the Damned there is little to attract that fey and strange race, but sometimes they are hired by treasure hunters, for few can match their skill with a bow, or their inhuman quickness and agility. The senses of an Elf are much keener than any human's, and they make excellent scouts.

May be Hired: Mercenaries and Sister of Sigmar may hire Elf Rangers. Warbands which include Dwarfs may hire Elf Rangers, but must pay 40 gold crowns after each battle instead of 20.

Rating: An Elf Ranger increases the warband's rating by 12 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5	4	5	3	3	1	6	1	8	9	8	9

WEAPONS AND EQUIPMENT:

Elf bow, sword, dagger, and Elven cloak.

SPECIAL RULES:

Race (Elf), Hired Sword, Acute Senses

STARTING SKILL:

When recruited the Hired Sword starts with the **Seeker** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Agility, (Primary), Cunning (Secondary), Shooting (Secondary)

SEEKER (skill). When rolling on the Exploration chart, the Elf Ranger allows you to modify one dice roll by -1/+1.

Fallen Knight

40 gold crowns to hire +20 gold crowns upkeep.

Just as warriors of the lower social orders can become mercenaries, squires or nobles may offer their skills for hire by becoming a Freelancer. Some are disgraced knights, cast out by their order for minor rule breaking, or have fallen on hard times, and have come to Mordheim to seek redemption. Many Freelancers have drifted to the shanty towns surrounding Mordheim, and offer their considerable strength for a chance to redeem their souls.

May be Hired: All warbands except Orc, Skaven, the Possessed, and Undead can hire a Fallen Knight.

Rating: A Fallen Knight increases the warband's rating by +20 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	4	3	1	4	1	8	8	7	7

WEAPONS AND EQUIPMENT:

Full Plate armour,

Plus one of the following:

- Sword and Shield
- Morning Star and Shield
- Axe and Shield
- Hammer or mace and Shield
- Great Sword

SPECIAL RULES:

Race (Human), Hired Sword

STARTING SKILL:

When recruited the Hired Sword starts with the special rule **Code of Honour** and **Resolute** skill plus one random skill from their Secondary skill sets.

CODE OF HONOUR If the warrior attacks an enemy warrior on the back/rear, then they are allowed to turn around. The enemy warrior suffers no penalty for turning to face. The warrior will not attack a seriously wounded warrior and therefore will not perform a coup de grace, action

SKILL ALLOCATION:

Combat (Primary), Ferocity (Secondary), Leadership (Secondary)

Robber Knight

40 gold crowns to hire +20 gold crowns upkeep.

Raubritter, or robber-knights, are unscrupulous individuals who have turned to banditry and worse. These knights often don dark armour and have a reputation of showing their opponents no mercy. The codes of honour they once learnt mean nothing to them now, and they will work for anyone for the right coin. Many Robber Knights have drifted to the shanty towns surrounding Mordheim, and offer their considerable strength to the highest bidders.

May be Hired: Mercenaries, Witch Hunters, The Possessed, and Undead may hire a Robber Knight.

Rating: A Robber Knight increases the warband's rating by +20 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	4	3	1	4	1	8	8	7	7

WEAPONS AND EQUIPMENT:

Full Plate armour,

Plus one of the following:

- Sword and Shield
- Morning Star and Shield
- Axe and Shield
- Hammer/mace and Shield
- Great Sword

SPECIAL RULES:

Race (Human), Hired Sword

STARTING SKILL:

When recruited the Hired Sword starts with the **Crushing Blow** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Combat (Primary), Ferocity (Secondary), Brawn (Secondary)

Goblin Sneak

15 gold crowns to hire +5 gold crowns upkeep.

Goblins like to live in large groups and tend to be quite a cruel, sneaky, cowardly, and untrustworthy lot. They are neither strong nor tough, and therefore like to attack with superior numbers and, if possible, from a distance. As such they are good archers but rather poor warriors. They steal or loot anything they can from anyone and destroy anything they can't carry just for the fun of it.

As can be expected, the speed and agility of Goblin Sneaks has been noted by many of those who seek their fortune delving into the ruins of Mordheim. Goblins make excellent bait for monster traps and are usually quick and lucky enough to escape once the monster has fallen for the trap. Their diminutive size allows them to be pushed through sewers, under badly fitting gates and into rat-infested nooks and crannies. Goblins are much sought after by mercenary bands, for their sneaky ways make them good scouts.

May be Hired: May be hired by any evil warband e.g. Orcs, Skaven, Undead and the Possessed may hire a Goblin Sneak.

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

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	3	3	3	1	3	1	5	5	5	5

WEAPONS AND EQUIPMENT:

Short bow, Dagger, Rope and hook.

Plus choose one of the following options:

- sword, axe, or club

SPECIAL RULES:

Race (Goblin), Hired Sword, Animosity, Fear Elves, Size Matters (see Orc Warband list for special rules).

STARTING SKILL:

When recruited the Hired Sword starts with the **Infiltrate** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Cunning (Primary), Agility (Secondary), Shooting (Secondary)

Halfling Scout

15 gold crowns to hire +5 gold crowns upkeep

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

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

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

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	2	4	2	2	1	5	1	6	7	8	7

WEAPONS AND EQUIPMENT:

Short Bow, sword, light armour

SPECIAL RULES:

Race (Halfling), Hired Sword

STARTING SKILL:

When recruited the Hired Sword starts with the **Nimble** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Shooting (Primary), Agility (Secondary), Cunning (Secondary)

Halfling Thief

15 gold crowns to hire +5 gold crowns upkeep.

Halflings are communal creatures, preferring to live in close-knit family groups, sharing houses, rooms, and even beds with dozens of friends and relatives; everyone contributes and everyone shares. This interdependent lifestyle leaves many Halflings struggling with the concept of private ownership and space.

Halflings excel at making themselves inconspicuous. This probably has something to do with their small stature, unassuming manner and predilection for walking around barefooted. Whatever the reason, there are still differences in individual Halfling abilities in this area. The Halfling Thief is a master at sneakiness, sticky-fingers, and feigned innocence.

May be Hired: Any warband except Orcs and Skaven may hire a Halfling Thief.

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

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3	2	4	2	2	1	5	1	6	6	8	7

WEAPONS AND EQUIPMENT:

Sling, Dagger, Rope and hook, Concealed Blade

SPECIAL RULES:

Race (Halfling), Hired Sword

STARTING SKILL:

When recruited the Hired Sword starts with the **Infiltrate** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Cunning (Primary), Agility (Secondary), Academic (Secondary)

Mercenary Wizard

30 gold crowns to hire +15 gold crowns upkeep

Demand for sorcerous support always exceeds supply, so it is small wonder that enchanters both great and small make their way to Mordheim where their talents can earn them good money.

These individuals have some practiced skill with magic, but some may be rogue wizards. Perhaps they murdered their master, or kicked out of the College of Magic, and are now on the run, selling their abilities to the highest bidder. Others simply can't be tied down to any single place and see the life of a mercenary as a good means to expand their influence and study.

All magic is potentially dangerous and originates from Chaos, so those blessed (or cursed) with the power of sorcery are hated and feared. Still, it is not difficult to find employment if you are a Wizard, for many are willing to take the risk of persecution. But hiring a Wizard does not only mean that you lose your gold - if the teachings of the Cult of Sigmar are to be believed, your soul is at risk as well...

May be Hired: Any warband except Witch Hunters and Sisters of Sigmar may hire a Mercenary Wizard.

Rating: A Mercenary Wizard increases the warband's rating by +16 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	2	2	3	3	1	3	1	7	7	8	8

WEAPONS AND EQUIPMENT:

Plus choose two of the following options:

- Staff
- Sword, axe, club, hammer or mace
- Dagger

SPECIAL RULES:

Race (Human), Hired Sword, Wizard (Cast Spells Lesser Magic)

Starting Spells: Mercenary Wizards start with two spells generated at random from the Lesser Magic list.

STARTING SKILL:

When recruited the Hired Sword starts with one random skill from their Primary skill sets.

SKILL ALLOCATION:

Academic (Primary), Leadership (Secondary), Combat (Secondary) Or the wizard may randomly determine a new spell from the Lesser Magic spell list instead.

Minstrel

20 gold crowns to hire +10 gold crowns upkeep.

In the dark and depressing streets of Mordheim a rousing tune foretelling the warbands victory* can lift even the lowliest of spirits. A Minstrel may seem out of place in the City of the Damned but there are those who are willing to sing out their battle chorus for the highest bidder. These men are often warriors too, for only the bravest of songsters would consider looking for an audience in Mordheim.

May be Hired: Mercenaries, Sisters of Sigmar and Witch Hunters may hire Minstrels.

Rating: A Minstrel increases the warband's rating by +8 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	3	3	3	1	4	1	8	7	8	7

WEAPONS AND EQUIPMENT:

Sword, Dagger

Plus choose one of the following options:

- Amulet of Protection
- Lucky Charm

SPECIAL RULES:

Race (Human), Hired Sword,

STARTING SKILL:

When recruited the Hired Sword starts with the **Inspirational** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Leadership (Primary), Agility (Secondary), Academic (Secondary)

INSPIRATIONAL

If a friendly warrior within 6" of this warrior fails a Cool check, make a Leadership check for this warrior. If the Leadership check is passed, then the Cool check also counts as having been passed.

Ogre Bodyguard

80 gold crowns to hire +30 gold crowns upkeep

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

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

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

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	3	2	4	4	3	3	2	7	5	7	4

WEAPONS AND EQUIPMENT:

Light armour.

Plus choose one of the following options:

- Two of the following: sword, axe, club.
- Great Sword.
- Great Axe.
- Great Hammer or Club.

SPECIAL RULES:

Race (Ogre), Hired Sword, Fear, Large Target

STARTING SKILL:

When recruited the Hired Sword starts with the **True Grit** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Brawn (Primary), Resilience (Secondary), Ferocity (Secondary)

Pit Fighter

30 gold crowns to hire +15 gold crowns upkeep.

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

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

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

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

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4	3	4	4	1	4	2	7	7	7	7

WEAPONS AND EQUIPMENT:

Morning star, spiked gauntlet (the spiked gauntlet counts as a Main Gauche)

SPECIAL RULES:

Race (Human), Hired Sword

STARTING SKILL:

When recruited the Hired Sword starts with the **Combat Master** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Combat (Primary), Ferocity (Secondary), Savagery (Secondary)

Tilean marksman

30 gold crowns to hire +15 gold crowns upkeep.

The Empire is not the only place that breeds mercenaries. The constant warring among the city-states of Tilea provides many opportunities for a man who knows how to use a weapon. Still, sometimes the fighting dies down in Tilea and many of these mercenaries are forced to seek employment in other lands. Many of these temporarily unemployed mercenaries have heard of the trouble brewing in Mordheim and have come seeking a new patron.

May be Hired: May be hired by any warband except, Skaven Undead and Orcs.

Rating: A Tilean Marksman increases the warband's rating by +16 points plus 1 point for each Experience point he has.

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	3	4	3	3	1	3	1	7	7	7	7

WEAPONS AND EQUIPMENT:

Light armour, Sword, Dagger, Heavy Crossbow

SPECIAL RULES:

Race (Human), Hired Sword

STARTING SKILL:

When recruited the Hired Sword starts with the **Marksman** skill plus one random skill from their Primary skill sets.

SKILL ALLOCATION:

Shooting (Primary), Cunning (Secondary), Combat (Secondary)

Scenario rules

Here, players will find details of the various scenario rules mentioned throughout the scenarios themselves. These rules apply to all scenarios.

Preparing for a battle

BATTLEFIELD SET-UP

The section that follows presents rules for setting up a battlefield and terrain, along with scenarios for warbands to fight out. These range from brief but bloody encounters between two warbands to full-scale raids onto a rival's territory.

Some scenarios have special instructions for terrain. The default methods are as follows:

The battlefield should measure roughly 4'x4'. Larger or smaller battlefields are possible. The available terrain should be divided into obstacles (any terrain measuring no more than 2" high and no more than 2" across) and structures or buildings (any terrain feature measuring more than 2" high and more than 2" across). Players should decide between them if any terrain features are difficult, dangerous or impassable (and therefore solid for the purposes of measuring and line of sight). Then, starting with the defender or the winner of a roll-off (if there is no defender), players take turns placing large terrain pieces anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Then, obstacles are added. Starting with the defender or the winner of a roll off (if there is no defender), players take turns to place scatter terrain anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

CHOOSE CREW

Each player chooses a starting crew for the scenario, using one of the following methods or a bespoke method, as determined by the scenario:

RANDOM SELECTION (X)

When a scenario instructs players to use Random Selection (X) to choose their starting crew, the following method is used. When Random Selection (X) is in use, there will always be a number shown in brackets:

- The player makes a deck of their Warrior cards.
- The deck may not include any warriors unable to take part in the battle.
- The deck may only contain one randomly selected card for a warrior who has multiple Warrior cards.
- This deck is then shuffled and a number of cards equal to the number shown in brackets is dealt out. This is the player's starting crew.

CUSTOM SELECTION (X)

When a scenario instructs players to use Custom Selection (X) to choose their starting crew, the following method is used. Where no number is shown, there is no limit to how many warriors make up the starting crew:

The player chooses their crew, selecting the Warrior cards of the warriors they wish to use, equal to the number shown in brackets.

- Where no number is shown in brackets, the entire warband may be used, should the player wish.
- If any warriors have multiple Warrior cards, the player chooses which equipment load-out the warrior will use for the battle.
- The crew cannot include any warriors unable to take part in the battle.

Editor's Suggestion: A warrior with Large Target trait counts as 2 warriors for the purposes of crew selection. If drawn last for random selection, return to the deck and draw another warrior.

UNDERDOG BONUSES

A player's warband is classed as an Underdog if their Starting Crew is less than their opponent's. Where a scenario says a player may draw additional Tactics cards when facing an opponent with a higher rating, you may choose to use instead the credit difference to buy Underdog bonuses, which include hired guns up to the value of their credit difference –

For example, if a warband's crew is 223 credits below the value of their opponent's, they may pay for up that value from the following list.

UNDERDOG BENEFITS	CREDIT COST
0-5: Hire a Hired Sword	True Cost

DEPLOYMENT

Many scenarios detail the size and location of deployment zones. For those that do not, the standard methods are as follows

Draw a line dividing the battlefield into two equal halves. Starting with the defender, or the winner of a roll-off, players select one half of the battlefield in which to set their crews up. The defender/winner of the roll-off sets up first. All warriors in both players' crews must be set up at least 12" away from the dividing line.

Ending a battle

FLEEING THE BATTLEFIELD

In a Campaign, it is often wise for a warband to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones!

A warband's controlling player can choose to automatically fail any Rout test the warband is required to make.

Once a warband has routed (either voluntarily or by failing a Rout test), the controlling player can declare that the warband will flee the battlefield at the start of any Action phase. Any Active and Pinned warriors immediately flee the battlefield.

Engaged warriors must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured.

Once the warband that has declared it will flee has only Seriously Injured warriors on the battlefield, the battle ends. Roll to see if the Seriously Injured warriors succumb to their injuries during the Wrap-up as usual.

LEAVING THE BATTLEFIELD

In certain scenarios, warriors leave the battlefield voluntarily. Warriors removed from the board by escaping as part of these scenarios are ignored for the purposes of making Rout Tests (i.e. they do not count as part of the crew

Campaign rewards

Each scenario provides rewards, such as experience, credits or reputation for the warbands playing it. At the end of the game players should consult the scenario and see if they qualify for any of its rewards, adding them to their warband rosters if they do. When using any of the scenarios in this book, some of the rewards might need to be altered depending on the type of campaign being played.

Special scenario rules

The following rules apply only for certain scenarios.

REINFORCEMENTS

If a warband has Reinforcements available, the scenario will describe how to create a Reinforcements deck from the Warrior cards not in their starting crew:

- Reinforcements always arrive at the end of the End phase. The scenario will state the round(s) on which reinforcements arrive and how many arrive.
- Reinforcements are randomly drawn from the Reinforcements deck and a D6 rolled. On a 3+, the controlling player deploys them. On a 1-2, the enemy player deploys them.
- Unless instructed otherwise by the scenario, Reinforcements are deployed on any battlefield edge, not within 6" of an enemy warrior.

FAQ 2019: Q. When Reinforcements arrive, does their presence count towards a Rout Test?

A. No. When making a Rout Test it is only the number of warriors in your Starting Crew that matter, regardless of how many Reinforcements have since turned up.

SNEAK ATTACKS

In some scenarios, the defender may not initially be aware of the presence of the attacker. In these scenarios, the following rules are used:

SENTRIES

Sentries are deployed as described in the scenarios. Sentries never gain Ready markers before the alarm is raised:

- When it is the defender's turn to activate a warrior, they shuffle together the Warrior cards for their sentries into a deck and randomly draw one, returning it after the activation is complete. Note that a sentry can be activated several times in the same turn in this way.
- Once the attacker has activated their last warrior, the defender activates one more sentry and then the Activation phase ends.
- When a sentry is activated, both players roll a D6. If the rolls are the same, the sentry turns to face a random direction determined by a scatter dice and the defending player makes one Move (Simple) action with them. If the rolls are not the same, the player who rolled the highest can make one Move (Simple) action with the sentry.

- Once the sentry has moved, the player who moved them will decide which way they are facing.

Sentries may open or close any door within 1" of them before or after making their Move action.

SPOTTING ATTACKERS

After a sentry has moved, roll 2D6. If there are any attackers within that many inches of any sentry and within their vision arc, they may be spotted. Roll a D6 and consult the table below, subtracting 1 from the result if the attacker is Prone:

Attacker Position	Dice Roll
Within 3", regardless of the sentry's facing	2+
In the open, regardless of the sentry's facing	2+
Partial cover and more than 3"	4+
Full cover and more than 3"	6+

If the sentry is not Engaged, make an Initiative check for the sentry. If it is passed, they can immediately make a ranged attack against the spotted enemy warrior.

RAISING THE ALARM

The alarm is raised if:

- Any sentries have a Ready marker when it is the defender's turn to activate a warrior.
- If an attacker fires a ranged weapon, roll 2D6 and add the weapon's Strength after the attack has been resolved. If the weapon has the Blast trait, add 2 to the result. If the total is 10 or more, the alarm is raised.
- From the fifth round onwards, if the attacker rolls a 1 or 2 for their Priority roll, the alarm is raised.

Once the alarm is raised, all sentries immediately gain Ready markers, the Sentries rules are no longer used, and the defender's warriors follow all the normal rules.

HOME TURF ADVANTAGE

If a scenario indicates that one warband has the Home Turf Advantage, they gain the following benefits:

- When making a Rout test, roll 2D6 and discard the highest.
- Warriors add 1 to the result of any Rally tests.

Scenario 1: Skirmish

In the vastness of the Mordheim ruins there is always the risk of running into a rival warband. While two groups sometimes pass each other without a fight, more often than not there is a vicious battle amongst the ruins. If a warband can drive their rivals away, they will have a larger area in which to search for wyrdstone.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

Each warband's aim is simple: take out as many of the enemy as possible! Each warband scores points for each opposing warrior that goes Out of Action or flees the battlefield. They score:

- 3 points for a Leader,
- 2 points for a Champion and
- 1 point for any other warrior.

ENDING THE BATTLE

If either warband has no warriors left on the board at the end of any round, the battle ends immediately.

VICTORY

If one warband has warriors on the battlefield at the end of the battle, they are victorious. If neither warband has warriors, the battle ends in a draw.

EXPERIENCE

- Each warrior that took part in the battle earns 1 XP.
- The Leader of the warband that scored the most points gains 1 XP (regardless of whether they took part in the battle or not). – in the case of a draw, neither Leader gets this bonus.

REPUTATION

- The warband that scored the most points gains 2 Reputation.
- Each warband gains 1 Reputation if this was their first battle against this opponent.
- If either warband routed, they lose 1 Reputation.

Scenario 2: Wyrdstone Hunt

Scattered in the ruins of Mordheim are innumerable tiny shards of priceless wyrdstone. It often happens that two warbands come upon the same area and only a battle can determine who will pick the spoils. In this scenario, warbands encounter each other while scavenging in the same ruined warehouse, vault, temple or other such potentially rich building.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+4) method.

After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements deck

DEPLOYMENT

Once you have placed the terrain, place D3+2 Wyrdstone counters on the tabletop to represent where the shards are. Roll a D6 to see which player places a counter first. Each player takes it in turn to place a counter. The counters must be placed more than 10" from the edge of the table and at least 6" away from each other.

Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table.

Each player rolls a dice. Whoever rolls highest chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

OBJECTIVES

Both warbands are attempting to secure as much wyrdstone as possible.

CLAIMING WYRDSTONE AND ESCAPING

- If a warrior is within 1" of a wyrdstone counter, they may make a Move (simple) action, carrying the wyrdstone counter with them. When the action ends, the counter is placed in base contact with this warrior.
- Any model with the Warbeasts special rule cannot pick up counters.

- A warrior can carry any amount of wyrdstone counters without any penalty.
- Warriors cannot transfer their wyrdstone counters to another warrior.
- If the warrior who is carrying a counter is taken out of action, place the counter on the table where he fell.

ENDING THE BATTLE

If either warband has no warriors left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If a player voluntarily routs and flees the battlefield, the opposing player automatically wins the scenario and may claim all the wyrdstone counters.

VICTORY

A warband wins if, at the end of the battle, they have claimed more wyrdstone counters than their opponent.

EXPERIENCE

- Each warrior that took part in the battle earns 1 XP.
- +1 XP per Wyrdstone Counter. If a warrior is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.
- The Leader of the warband that scored the most points gains 1 XP (regardless of whether they took part in the battle or not). – in the case of a draw, neither Leader gets this bonus.

REPUTATION

- Each warband gains 1 Reputation if this was their first battle against this opponent.
- Each warband gains 1 Reputation for each wyrdstone counter that they claimed.

Scenario 3: Ambush

A warband sets a trap for their rivals, hoping to catch them unawares...

ATTACKER AND DEFENDER

In this scenario, one warband is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules, with the following exceptions:

No large terrain can be placed within 12" of the centre of the battlefield. Scatter terrain can still be placed in this area, however in this scenario the defender may place all of the scatter terrain. The defender's deployment zone is anywhere within 6" of the centre of the battlefield

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+5) method.

DEPLOYMENT

The defender goes through the warriors in their crew one at a time, in an order of their choosing, rolling a D6 for each. On 1-5, they set up that warrior in their deployment zone. On a 6, the warrior is set aside.

The attacker then sets up their crew anywhere on the battlefield. Attacking warriors must be set up at least 12" away from any defenders, or at least 6" away from any defenders if no defenders can draw a line of sight to them. After the attackers have set up, the defender sets up any of their warriors who were previously set aside. These warriors can be set up anywhere on the battlefield, as long as they are not Engaged with an enemy warrior.

OBJECTIVES

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour, or escape.

SURPRISE ATTACK

The attackers take the Priority marker in the first round of the game. In addition, before activating their first warrior in the first round, the attacker rolls a D3 – they can

activate that many warriors before the defender activates their first warrior.

Additionally, during the first round, make an INT check for each warrior when they are activated. If the check is failed, the warrior can only make one action this round instead of two. (The INT check is taken by all warriors, even those that are Immune to psychology, as it represents how quickly they react to the surprise attack. Those with slower wits react slower).

SLIPPING THE NET

Any defending warrior that is within 1" of an edge of the battlefield at the start of the End phase can escape if their controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Rout tests. In a campaign, each defender who escapes in this way earns 1 XP.

ENDING THE BATTLE

If either warband has no warriors left on the board at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, more defenders were taken Out of Action than escaped – defenders that fled the battlefield do not count. Otherwise, the defender wins.

EXPERIENCE

- Each warrior that took part in the battle earns 1 XP.
- If none of the defenders escaped, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle).

REPUTATION

- If more defenders went Out of Action than escaped, the attackers gain 1 Reputation. If more defenders escaped than went Out of Action, the defenders gain 2 Reputation.
- If either warband routed, they lose 1 Reputation.

Scenario 4: Looters

A warband launches an all-out attack on a rival's home turf in the hope of raiding their stash.

ATTACKER AND DEFENDER

In this scenario, one warband is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+4) method. After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

DEPLOYMENT

The defender places up four loot counters anywhere on the battlefield. Then they set up their crew. Each warrior must be within 3" of one of the loot counters. The attacker then picks one edge of the battlefield – this is their escape route. They set up their entire crew within 6" of that edge.

OBJECTIVES

The attackers are attempting to secure the four loot counters and move them off via their escape route. The defenders are attempting to stop them.

CLAIMING LOOT AND ESCAPING

If one of the four loot counters is within 1" of the escape route at the start of any End phase, it is claimed and removed from the battlefield. In addition, any attacking warriors within 1" of the escape route at the start of any End phase can escape (even if they are Seriously Injured) if the controlling player wishes – they are removed from the battlefield and count as being Out of Action from now on for the purposes of Rout tests.

If the attacking warband routs, they can no longer claim loot counters, but warriors can still escape.

REINFORCEMENTS

At the start of each End phase, the defender receives Reinforcements. One random warrior arrives at the start of the first End phase, two at the start of the second End phase, and so on.

ENDING THE BATTLE

If either warband has no warriors left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily routs and flees the battlefield, the attacker automatically wins the scenario and may claim all the loot counters.

VICTORY

The attacker wins if, at the end of the battle, they have claimed more counters than there are left on the battlefield. Otherwise, the defender wins.

CREDITS

Roll a D3 for each casket that was claimed by the attackers, and multiply the result by 10. That many credits are moved from the defender's Stash to the attacker's Stash (note that the attacker's gains cannot exceed the defender's losses).

EXPERIENCE

- Each warrior that took part in the battle earns 1 XP.
- If at least two counters were claimed by the attackers, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each warband gains 1 Reputation if this was their first battle against this opponent.
- The attackers gain 1 Reputation for each loot casket that they claimed. The defenders gain 1 Reputation for each loot casket still on the battlefield when the battle ends. If all four loot counters were claimed by the attacker, the defenders lose 2 Reputation; if all four were still on the battlefield, the attackers lose 2 Reputation.

Scenario 5: The Heist

A warband sneaks into a rival's territory, hoping to steal their loot and money.

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack Rules. In this scenario, one warband is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

The defender places a small piece of terrain, which should be at least 2" square, to represent the attacker's Objective. This could be a small building, a shed, a stack of crates and barrels, a cart with goods on it, etc. It is recommended that this is set up as close to the centre of the battlefield as possible. Place D3 loot counters on the Objective as well. Then, the battlefield is set up using the standard Battlefield Set-up rules.

DESIGNER'S NOTE: ADDING SOME FLAVOUR

This scenario is a good opportunity to put together some themed terrain, based on the territory that the attackers are targeting. For example, players could create a Vampire's lair, a Mercenary's tavern, etc. This location is the home base for the defender.

CREWS

The attacker uses the Custom Selection method to choose their crew. The defender's starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of warriors unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield. The attacker then sets up each of their warriors within 2" of any edge of the battlefield, and if free to use all edges.

OBJECTIVES

The attackers are attempting to steal the loot counters. The defenders are trying to stop this at all costs!

STEALING THE LOOT

- If a warrior is within 1" of a Loot counter, they may make a Move (simple) action, carrying the Loot counter with them. When the action ends, the counter is placed in base contact with this warrior.
- Any model with the Warbeasts special rule cannot pick up counters.
- A warrior can carry any amount of Loot counters without any penalty.
- Warriors cannot transfer their Loot counters to another warrior.
- If the warrior who is carrying a counter is taken out of action, place the counter on the table where he fell.

TAKING FLIGHT

Once the attackers have picked up a Loot counter, they can disappear back into the shadows. Any attacking warrior that is within 1" of an edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Rout tests.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire warband has arrived.

ENDING THE BATTLE

If either warband has no warriors left on the board at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, they have taken all the Loot Counters off the board and fewer than half of their crew have been taken Out of Action. If they have not taken any Loot Counters off the board, the defender wins. Otherwise, the battle ends in a draw.

REWARDS

For each Loot Counter the attacker takes off the board roll a D6:

D6	Result
1-2-	The Loot Casket contains D3x10 gold crowns
3-4	The Loot Casket contains D6x10 gold crowns
5-6	The Loot casket contains one item from the defenders stash (Roll a D6: 1-3 defender chooses the item, 4-6 the attacker chooses the item).

EXPERIENCE

- Each warrior that took part in the battle earns 1 XP.
- If the target was destroyed, the attackers Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each warband gains 1 Reputation if this was their first battle against this opponent.
- If the attackers managed to take a Loot Counter off the board, their Reputation increases by 1 per counter, and the defender's Reputation decreases by 1 (total).
- If either warband routed, they lose 1 Reputation.

Scenario 6: Rescue Mission

With one of their number in the hands of their rivals, a warband launches a daring rescue...

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules. In this scenario, one warband is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

THE TARGET

In a campaign, this scenario can only be played if one or more of the attacker's warriors has been captured by the defender. These warriors are the Captives. In a skirmish battle, the attacker picks one of their warriors at random to act as the Captive.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

DESIGNER'S NOTE: ADDING SOME FLAVOUR

This scenario is a good opportunity to put together some themed terrain, based on the territory that the attackers are targeting. For example, players could create a Vampire's lair, a Mercenary's tavern, etc. This location is the home base for the defender.

CREWS

The attacker uses the Custom Selection method to choose their crew. The defender's starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of warriors unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

CAPTIVE WARRIORS

Captive warriors never gain Ready markers, and cannot be activated or attacked by either player.

Non-Captive attackers can make the following action:

FREE CAPTIVE (BASIC) – Pick a Captive within 1" and roll a D6. If the result is a 3 or higher, the Captive is freed. On a 1 or 2 however, the Captive is not freed from their shackles and remains Captive. In a campaign, the warrior who frees a Captive gains D3 XP.

In addition, in the End phase of each round, the attacking player may declare that one or more Captives will attempt to escape their bonds. For each Captive that does so, roll 2D6 and add their Strength. On a 13 or more, they break loose and are freed; on a 6 or less, however, they injure themselves and suffer a Flesh Wound.

Freed Captives gain a Ready marker in the following Priority phase and can be activated as normal from then on. Their rescuers immediately return their equipment to them.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

DEPLOYMENT

The defender sets up their sentries and Captive(s) anywhere on the battlefield. The attacker then sets up each of their warriors within 2" of any edge of the battlefield, and is free to use all edges.

OBJECTIVES

The attackers are attempting to rescue the Captive(s) – preferably without the defender noticing.

TAKING FLIGHT

Once the attackers have freed their Captive(s) they can disappear back into the shadows. Any attacking warrior that is within 1" of any edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Rout tests.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire warband has arrived.

ENDING THE BATTLE

If either warband has no warriors left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily routs and flees the battlefield, their opponent automatically wins the scenario and the Captive is Freed.

VICTORY

The attacker wins if, at the end of the battle, all of their warriors held Captive were freed and have taken flight. If no Captives took flight, the defender wins. Otherwise, the game is a draw.

EXPERIENCE

- Each warrior that took part in the battle earns 1 XP.
- If a Captive is freed and takes flight, they earn 1 XP.
- If all of the Captives were freed and took flight, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- For each Captive that was freed, the attacker gains 2 Reputation and the defender loses 1 Reputation.
- If either warband routed, they lose 1 Reputation.

Blank warrior card:

NAME: _____													
TYPE: _____													
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
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Weapon				Range	Str	AP	D	Traits					
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SKILLS: _____													
WARGEAR: _____													

NOTES

- Warrior Characteristics are written like Warhammer/Mordheim. It was just easier to convert profiles over and might be more familiar to Mordheim players. These can be converted to Necromunda characteristics if you wish, they are basically inverted.
- Pinned is used a lot less in Mordheim. I thought about removing it entirely, but there are a few skills and abilities which use it, plus it still suits Black Powder weapons. There are less missile weapons in Mordheim than Necromunda, and nearly all Necromunda warriors are armed with a gun whereas many warriors in Mordheim are not. Many of the missile weapons in Mordheim are bows or crossbows which aren't like bullets. The Pinned rule in Necromunda sort of represents suppressing fire, or semi-automatic weapons, which isn't really a thing in a medieval skirmish game. Blackpowder weapons use Pinned, but these are only used by a few warbands, and the slow reload balances out the advantage of the Pinned rule.
- Stun trait for weapons. I tried to fit this in, but the rules became messy. It is hard to fit in as warriors are now seriously wounded instead. It was maybe a bit overpowered anyway.
- Helmets. I like the idea of helmets, but there is no need for them as there is no Stun trait. On the plus side, you don't need to worry about your models having helmets now.
- Added magic rules. These are similar to the Psyker rules, includes Magic Miscasts and Dispels.
- Added Psychology rules- Fear, Stupidity Frenzy, Hatred. Fear and psychology play a big part in Mordheim so some skills were changed to reflect this.
- Added Special Rules- such as Large Target, Undead, Stubborn etc.
- Hiding- I had this in the rules for a long time. Removed as is just felt forced. I like the idea of Hiding and warriors sneaking. Skills like Sneak up (run and hide) Acute Senses (spotting distance x2) and equipment like lanterns and torches, which are on some of the models so they seem important. Some scenarios use sneaking and hiding instead.
- The skills are almost the same as Necromunda, some have been renamed to something sounding more fantasy (e.g., Medicae becomes Healer). There is less chance of becoming Pinned and no ammo checks in Mordheim, so some skills were changed to reflect that.
- Removed All Alone tests. I like the idea of Alone Alone tests, but there are now Panic tests which cover this in a way.
- Replaced Mordheim injury table with Necromunda one. This removes Knocked down and Stunned. When a warrior is Knocked Down, they are placed face up, and when a warrior is Pinned, they are placed up so this conflicts with each other. The Necromunda injury table is more streamlined and it was easier to convert everything over. On a positive side there are now flesh wounds, and equipment and skills which can negate them.
- No critical hits- some weapon traits use natural 6s to hit so critical hits cannot be used.
- No intercepts.
- Shooting- No penalty for Move and fire. But there is an aim action instead of moving.
- Henchmen are no longer in groups, they are individuals. For all intents and purposes, they are like Necromunda gangers.