

# Mordheim Skirmish

*Skirmish warbands in the Old World using the rules for Necromunda*

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# R u l e s

## w h a t i s t h i s ?

Mordheimunda is a way to use the rich play experience of Necromunda to fight skirmish warband battles in the Warhammer Old World. All basic rules, including weapon traits, are used exactly as described in the Necromunda Rulebook and expansions. This allows any of the existing and future works of Necromunda to be easily re-flavoured for the Old World.

Most scenarios can be flavoured to fit the hellish ruins of Mordheim, but Arbitrators should feel free to adapt as required. Zone Mortalis and Badzone environments can be used where possible. *Rolling Roads scenarios* may need to be tweaked by the Arbitrator to fit the setting of desired.

## w h a t y o u w i l l n e e d

This document assumes you are already familiar with Necromunda: Underhive (N17). You'll need to refer to the Necromunda Rulebook and use accessories such as the Necromunda dice and weapon templates when playing. You may also need to refer to additional supplements (*Book of Peril*, *Book of Judgement*, *Book of Ruin*) as well as House-specific books depending on your chosen Warband. However, much of the extra content referred to in those books can be ignored if unavailable, such that only the core Necromunda Rulebook is required.

You'll also need suitable Warhammer Fantasy miniatures or Mordheim miniatures for your fighters. The rules work equally well with square bases as round bases; there's no need to re-base them.

Finally, you'll need a battlefield. Like Necromunda, Mordheimunda benefits from a lot of terrain. Sector Mechanicus -style games should be considered to take place on the twisted streets of the ruined city, while Zone Mortalis -style games might take place in dungeons, sewers, or underground tunnel networks. *Ash Wastes games, including the rules for Regions and Battlefield Conditions, can work for the haunted forests outside the city walls.*

This document contains everything else you need to reinterpret Necromunda for the Fantasy setting.

## w a r b a n d s

Gangs are called warbands, Gangers are called Henchmen, and Juves are called Recruits. Leaders, Champions and Prospects remain the same. These otherwise follow all the standard Necromunda rules. If a rule or effect names a specific fighter, treat it as a fighter of equivalent rank in the relevant Warband. Note that not all Prospects have the Promotion or Hot-headed special rules.

Rules for the six original Mordheim warbands (Human Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of the Possessed, Undead, and Skaven) are included in this document. The original Mordheim eventually had rules for a myriad of different factions and cultures, so to capture some of this variety a number of additional warbands (Beastmen and Marauders, Dwarfs, Elves, Orcs and Goblins, and Ogres) are also included in this document. However, players are encouraged to work with their Arbitrator to represent any other variants or options, using the Necromunda rules as a starting point.

All warbands follow the normal rules for gangs in Necromunda, and each warband primarily emulates one of the gangs. This allows House Favours, Tactics Cards and other additions tied to the Necromunda gang to be made available to the Mordheimunda warband. In addition, all warbands follow the generic rules listed in this section unless specified otherwise.

## A L L I A N C E S

Rules for Alliances are not currently used in Mordheimunda, though may be added in future.

## M O R D H E I M U N D A   L I T E

Some Arbitrators may prefer to keep things closer to standard Necromunda. Players can instead use the Necromunda gang rules that each warband emulates rather than the full rules presented here, limiting weapon selection only to those weapons that exist in both Necromunda and Mordheim; these weapons are presented in italics in the Weapon Reference Chart.

## WARBAND CREATION

All warbands follow the rules for Gang Creation on page 81 of the *Necromunda Rulebook (2023)* with the following additions:

- Vehicles are not used, unless using the rules for fighting in Sump Sea environments, in which case waterborne vehicles may be used. Fighters with the Mounted condition or with Wargear that grants the Mounted condition may be purchased as part of the basic Warband budget and can be used in Sector Mechanicus (City Streets) battles, but may not be used in Zone Mortalis battles. As such, the additional 400 credits to spend on vehicles during gang creation is not used.
- When a warband is founded, a single Henchman can be promoted to become a Specialist. During Campaign play, additional Henchmen may become Specialists by spending Experience (XP), as described in the campaign rules. A Specialist gains the Tools of the Trade special rule and may spend XP to gain additional skills.
- Fighters may purchase weapons and Wargear from their Warband equipment list with the following restrictions:
  - Leaders and Champions have no restrictions upon the types of weapon they can take (**unless they are a Wizard; see Wizard Equipment**).
  - Prospects, Henchmen and Recruits can only be armed with Basic Weapons, Pistols and Close Combat Weapons.
  - Recruits may not be given any weapon costing more than 20 credits when they are added to the warband. During a campaign, once a Recruit has gained their first Advancement, this limit no longer applies.
  - Specialists can additionally be armed with Special Weapons chosen from their warband equipment list.
- When recruited, fighters with the Warband Hierarchy (X) special rule may choose one skill from their Primary skill sets as normal. This skill does not cost any XP and does not increase the fighter's credits value.
- During the course of the campaign, warbands may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the warband's Stash and may be distributed among fighters during any post-battle sequence:
  - Leaders, Champions and Prospects may be given weapons and Wargear following the restrictions for types of weapons listed above.
  - Henchman, Recruits and Specialists may be given Wargear but may only be given weapons listed in their warband equipment list **or Common weapons**.

## equipment

A complete Weapon Reference Chart is included in this document. Many weapons are identical to their counterparts in Necromunda. If a rule or effect names a specific Necromunda weapon, treat it as a weapon of similar strength and credit cost.

If a Tactics Card mentions a piece of equipment that is unavailable to the relevant Warband, it may be discarded and a replacement chosen.

## wizards and magic

Psykers are called Wizards, Wyrd Powers are called Magic Spells, and suffering Perils of the Warp is called a Mischief. All rules surrounding these elements remain otherwise unchanged. Note that the Sanctioned Psyker and Non-sanctioned Psyker rules are not used.

## WIZARD EQUIPMENT

Wizards may take Wargear from their warband equipment list and from the Trading Post. However, they may not be equipped with Armour unless specified in their fighter entry.

Wizards ignore the allowances for weapons usually allowed for a fighter of their type and instead may only take the following weapons unless specified otherwise:

### BASIC WEAPONS

- Throwing knives ..... 10 credits

### CLOSE COMBAT WEAPONS

- Dagger (fighting knife) ..... 15 credits
- Staff ..... 15 credits
- Sword ..... 20 credits

When recruited, a Wizard may choose one Spell in addition to any starting skill allowance.

## SPELLS AND SPELL LISTS

While spells in Warhammer Fantasy Battles are displays of enormous power wielded by the mightiest Wizards of the Old World, the spells in Mordheimunda represent lesser magic and are identical in effect to existing Necromunda Wyrd Powers. Spell lists in this document will reference lists of Wyrd Powers and the source books in which they can be found. Spell selections follow the normal rules for choosing Wyrd Powers.

# Human Mercenaries

Human Mercenaries are primarily based on the rules of a House Orlock Gang, and may use Orlock-specific Gang Tactics. In a Dominion Campaign, Human Mercenaries may claim Enhanced Territory Boons from a Toll Crossing and Gambling Den.

**Mercenaries of Renown:** Human Mercenaries may use the rules for Orlock Legendary Names.

## MERCENARY CAPTAIN (LEADER)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	3+	3+	3	3	3	4+	2	4+	5+	5+	5+	105 credits

**Special Rules:** Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2).

## MERCENARY SERGEANT (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	3+	3	3	2	4+	2	5+	6+	6+	6+	80 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1).

## SWORDSMAN (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	3+	4+	3	3	2	4+	2	5+	6+	6+	6+	95 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1).

- Expert Swordsmen:** When fighting only with one or more swords, stiletto swords or greatswords, a Swordsman gains the Combat Master skill. If they already have the Combat Master skill, they re-roll failed rolls to Hit with these weapons.

## MARKSMAN (PROSPECT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	5+	4+	3	3	1	3+	1	9+	8+	8+	8+	35 credits

**Special Rules:** Warband Fighter (Prospect), Tools of the Trade, Promotion (Mercenary Sergeant), Hot-headed, Fast Learner.

## MERCENARY (HENCHMAN)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	7+	45 credits

**Special Rules:** Warband Fighter (Henchman), Promotion (Mercenary Specialist), Tools of the Trade (Mercenary Specialist).

## YOUNGBLOOD (RECRUIT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	5+	5+	3	3	1	3+	1	7+	8+	8+	8+	35 credits

**Special Rules:** Warband Fighter (Recruit), Promotion (Mercenary Specialist), Fast Learner.

## SKILL ACCESS

The warband must choose a Province to determine their skill selections: Reikland, Middenheim, or Marienburg. Note that these skill access tables can be used for human warbands from other provinces or regions of the Warhammer World.

### REIKLAND

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Bravado†
Captain	-	-	Primary		Secondary	Primary	Primary	Secondary	Secondary
Sergeant	-	-	Secondary	-	Secondary	Secondary	Primary	Primary	Primary
Swordsman	Secondary	-	Primary	-	Secondary	Secondary	-	-	-
Marksman	Secondary	-	-	Secondary	-	-	Primary	-	-
Recruit	Secondary	-	Primary	-	Secondary	-	-	-	-
Specialist	-	-	Secondary	-	Secondary	-	Primary	Primary	-

### MIDDENHEIM

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Bravado†
Captain	-	Secondary	Primary	-	Primary	Primary	Secondary	-	Secondary
Sergeant	-	Primary	Secondary	-	Primary	Secondary	Secondary	-	Primary
Swordsman	-	Secondary	Primary	-	Secondary	Secondary	-	-	-
Marksman	Secondary	-	Secondary	-	-	-	Primary	-	-
Recruit	Secondary	Secondary	-	-	Primary	-	-	-	-
Specialist	-	Primary	Secondary	-	Primary	-	Secondary	-	-

### MARIENBURG

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Bravado†
Captain	-	-	Primary	Secondary	-	Primary	Secondary	Primary	Secondary
Sergeant	-	-	Primary	Secondary	-	Secondary	Secondary	Primary	Primary
Swordsman	-	-	Primary	Secondary	-	Secondary	-	Secondary	-
Marksman	-	-	-	Secondary	-	-	Primary	Secondary	-
Recruit	-	-	Secondary	Primary	-	-	-	Secondary	-
Specialist	-	-	Primary	Secondary	-	-	Secondary	Primary	-

† Replace the Shotgun Savant skill with “Blackpowder Savant”, which uses the same rules except they apply to Blackpowder weapons instead of shotgun weapons.

## MERCENARY EQUIPMENT

### WEAPONS

#### BASIC WEAPONS

- Bow ..... 15 credits
- Longbow ..... 20 credits
- Crossbow ..... 25 credits
- Handgun ..... 25 credits
- Blunderbuss ..... 30 credits

#### PISTOLS

- Pistol ..... 25 credits

#### SPECIAL WEAPONS

- Hochland long rifle ..... 30 credits

#### CLOSE COMBAT WEAPONS

- Axe ..... 10 credits
- Buckler ..... 10 credits
- Maul (club) ..... 10 credits
- Dagger (fighting knife) . 15 credits
- Hammer ..... 20 credits
- Morning star ..... 20 credits
- Spear ..... 20 credits
- Sword ..... 20 credits
- Two-handed hammer\* ... 35 credits
- Greatsword\* ..... 40 credits

- Halberd\* ..... 40 credits

- Shield ..... 45 credits

### WARGEAR

#### ARMOUR

- Light armour ..... 10 credits
- Heavy armour ..... 15 credits
- Helmet ..... 20 credits

#### MOUNTS

- Warhorse (Leader only) . 75 credits

# Witch Hunters

Witch Hunters are primarily based on the rules of a House Cawdor Redemptionist Gang, and may use Cawdor-specific Gang Tactics. Replace any mentions of House Cawdor in the Piety skill set or Articles of Faith with Witch Hunters. In a Dominion Campaign, Witch Hunters may claim Enhanced Territory Boons from Bone Shrine and a Generatorium.

**Fanatical:** All fighters in a Witch Hunter warband use the rules for Cawdor Fanatical fighters, but do not automatically count as Outlaws.

## WITCH HUNTER CAPTAIN (LEADER)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	100 credits
5"	3+	4+	3	3	2	4+	2	5+	6+	4+	7+	

**Special Rules:** Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2).

- **Fanatical:** If this fighter rolls a natural double 1 on their Cool check when making a Nerve test, they may immediately re-roll that Cool check.

## WITCH HUNTER (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	90 credits
5"	4+	3+	3	3	2	4+	2	5+	6+	7+	6+	

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Fanatical.

## 0-1 WARRIOR PRIEST (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	90 credits
5"	3+	4+	3	3	2	4+	2	6+	6+	5+	7+	

**Special Rules:** Priest, Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Fanatical.

- **The Path We Follow:** A warband that includes this fighter must choose a particular Path of Faith to follow when they are added to the warband. A Witch Hunter warband may follow the Path of the Fanatic or the Path of the Doomed.

## FLAGELLANT (PROSPECT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	45 credits
5"	4+	5+	3	3	1	3+	1	8+	5+	8+	9+	

**Special Rules:** Warband Fighter (Prospect), Tools of the Trade, Promotion (Witch Hunter), Hot-headed, Fast Learner, Fanatical.

- **Fanatical Fervour:** Once per battle, when this fighter performs a Charge (Double) action, this fighter may double their Attacks characteristic. However, when they do so, each Hit roll made suffers a -1 modifier.

**Equipment:** A Flagellant may only choose Close Combat weapons and may not choose Armour or weapons with the Defensive or Shield traits.

## ZEALOT (HENCHMAN)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	50 credits
5"	4+	4+	3	3	1	4+	1	8+	6+	6+	9+	

**Special Rules:** Warband Fighter (Henchman), Promotion (Witch Hunter Specialist), Tools of the Trade (Witch Hunter Specialist), Fanatical.

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Piety †
Captain	-	-	Primary	Primary	Secondary	Primary	-	Secondary	Secondary
Witch Hunter	-	Primary	Secondary	Primary	Secondary	Secondary	-	-	Secondary
Warrior Priest	-	Secondary	Primary	Secondary	Primary	Secondary	-	-	Primary
Flagellant	-	-	Secondary	-	Secondary	-	-	-	Primary
Specialist	-	Secondary	Primary	-	Primary	-	-	-	Secondary

† The Lord of Rats skill does not affect Skaven fighters (but does affect Giant Rats and Bomb Delivery Rats)

## WITCH HUNTERS EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Short bow ..... 10 credits
- Throwing knives ..... 10 credits
- Bow ..... 15 credits
- Crossbow ..... 25 credits
- Handgun ..... 25 credits
- Blunderbuss ..... 30 credits
- Stake-crossbow ..... 60 credits

#### PISTOLS

- Pistol ..... 25 credits

### CLOSE COMBAT WEAPONS

- Axe ..... 10 credits
- Buckler ..... 10 credits
- Maul (club) ..... 10 credits
- Dagger (fighting knife) . 15 credits
- Flail ..... 20 credits
- Hammer ..... 20 credits
- Morning star ..... 20 credits
- Sword ..... 20 credits
- Spear ..... 20 credits
- Two-handed axe\* ..... 25 credits
- Polearm\* ..... 30 credits
- Two-handed hammer\* ... 35 credits
- Greatsword\* ..... 40 credits
- Shield ..... 45 credits

### WARGEAR

#### ARMOUR

- Light armour ..... 10 credits
- Heavy armour ..... 15 credits

#### FIELD ARMOUR

- Hexagrammic fetish ..... 35 credits

#### PERSONAL ITEMS

- Pyromantic mantle (Warrior Priest only) ..... 45 credits
- Book of the Redemption (Warrior Priest only) ..... 50 credits

#### EXOTIC BEASTS

- Warhound ..... 100 credits

## PRIESTS

Priests can Disrupt an enemy's Spells even though they are not Wizards. If a Priest suffers a Miscast during a Disruption attempt, do not roll on the table: they automatically suffer the Whispers of the Warp effect. Priests have The Path We Follow special rule normally used by Cawdor Leaders, and as such including a Priest in a warband allows the use of Articles of Faith. Refer to *House of Faith* for details.

Priests do not follow the restrictions for Wizard equipment.

# Sisters of Sigmar

Sisters of Sigmar are primarily based on the rules of a Palanite Enforcer Patrol, and may use Enforcer-specific Gang Tactics. Sisters of Sigmar follow all the rules for Palanite Enforcers in Dominion Campaigns and the Palanite Precinct counts as Sigmar's Rock. Refer to Book of Judgement for details.

**Faithful:** The warband may use Articles of Faith as described in *House of Faith*. Replace any mentions of House Cawdor in the Articles of Faith with Sisters of Sigmar.

**Equipment:** All fighters (except the Augur) are equipped with a Sigmarite Warhammer and light armour when recruited.

**Pious:** All fighters in a Sisters of Sigmar warband use the rules for Cawdor Pious fighters.

## SIGMARITE Matriarch (Leader)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	140 credits
5"	3+	4+	3	3	2	4+	2	4+	6+	5+	6+	

**Special Rules:** Priest (see page 7), Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2).

- Pious:** If this fighter rolls a natural double 1 on their Cool check when making a Rally test, they may immediately re-roll that Cool check.
- The Path We Follow:** As warband leader, this fighter must choose a particular Path of Faith to follow when they are added to the warband. A Sisters of Sigmar warband may follow the Path of the Faithful or the Path of the Redeemer.

## SISTER SUPERIOR (Champion)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	100 credits
5"	4+	4+	3	3	2	4+	1	5+	6+	6+	7+	

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Pious.

- Righteous Warrior:** Once per battle, when making a Threshold test to perform an Act of Faith, this fighter may re-roll the Faith dice. If they do so, they must re-roll all of the Faith dice rolled.

## SIGMARITE SISTER (HENCHMAN)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	70 credits
5"	4+	4+	3	3	1	4+	1	7+	7+	7+	7+	

**Special Rules:** Warband Fighter (Henchman), Promotion (Sigmarite Specialist), Tools of the Trade (Sigmarite Specialist), Pious.

## NOVICE (RECRUIT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	0 credits*
5"	5+	5+	3	3	1	4+	1	8+	8+	8+	8+	

**Special Rules:** Warband Fighter (Recruit), Promotion (Sigmarite Specialist), Fast Learner, Pious.

- \*Fresh from the Convent:** If the Sisters of Sigmar warband deletes one or more Dead or retiring fighters during step 6A of the post-battle sequence, they may recruit a single Novice during step 6B. This recruit is added to the warband for free. Equipment that is not listed in this fighter's starting profile must be purchased at the normal cost, or supplied from the warband's Stash.

## 0-1 AUGUR (PROSPECT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	5+	5+	3	3	2	4+	1	8+	7+	5+	6+	80 credits

**Special Rules:** Warband Fighter (Prospect), Tools of the Trade, Promotion (Witch Hunter), Fast Learner, Pious.

- **Blessed Sight:** An Augur is unaffected by **Visibility (X")** conditions and can never be affected by the Blind condition, and treats any results of Eye Injury on the Lasting Injuries table as Grievous Injury instead. In a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

**Equipment:** An Augur starts with no equipment. They may only choose Close Combat weapons and may not choose Armour or weapons with the Defensive or Shield traits.

## SIGMARITE EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Short bow ..... 10 credits
- Sling ..... 10 credits
- Crossbow ..... 25 credits
- Stake-crossbow ..... 60 credits

#### CLOSE COMBAT WEAPONS

- Buckler ..... 10 credits
- Maul (club) ..... 10 credits
- Hammer ..... 15 credits
- Two-handed hammer\* ... 35 credits
- Greatsword\* ..... 40 credits
- Shield ..... 45 credits
- Sigmarite warhammer ... 45 credits
- Steel whip (shock whip) ..... 55 credits

### WARGEAR

#### ARMOUR

- Heavy armour ..... 15 credits

- Helmet ..... 20 credits

#### FIELD ARMOUR

- Hexagrammic fetish ..... 35 credits

#### PERSONAL ITEMS

- Holy relic (cult icon) .... 40 credits
- Book of the Redemption  
(Sigmarite Matriarch only)  
..... 50 credits

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Mercy †
Sigmarite Matriarch	-	Primary	Primary	-	Secondary	Primary	-	Secondary	Primary
Sister Superior	Secondary	-	Primary	-	Primary	Secondary	-	Secondary	Primary
Augur	Secondary	-	Primary	-	-	Secondary	-	Secondary	Primary
Novice	Secondary	-	-	-	Secondary	-	-	-	Primary
Specialist	Secondary	-	Secondary	-	Primary	-	-	-	Primary

† The Mercy skill set is the same as Palanite Drill skill set:

1. Intervention (Got Your Six)
2. Sigmar's Justice (Helmawr's Justice)
3. Communion (Non-verbal Communication)
4. Confession (Restraint Protocols)
5. Utter Determination (Team Work)
6. Righteous Fury (Threat Response)

# Cult of the Possessed

Cult of the Possessed are primarily based on the rules of a Helot Chaos Cult with the addition of a recruitable Peril Minoris Possessed Hiver (*Book of Ruin*, page 98). They use all the composition rules for a Helot Chaos Cult and may use Helot Chaos Cult-specific Gang Tactics. They may use Dark Rituals, Chaos Spawn, and Mutations. In a Dominion Campaign, Cult of the Possessed may claim Enhanced Territory Boons from a Narco Den and a Slag Furnace.

## CULT DEMAGOGUE (LEADER)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	3+	3+	3	3	2	3+	2	6+	5+	6+	7+	100 credits

**Special Rules:** Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2), Devotion, Inured to Insanity.

## CULT DISCIPLE (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	3+	3	3	2	4+	1	7+	6+	8+	8+	60 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Inured to Insanity.

## 0-1 CULT WITCH (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	5+	5+	3	3	2	4+	1	8+	7+	6+	6+	70 credits

**Special Rules:** Wizard, Warband Hierarchy (Champion), Tools of the Trade, Inured to Insanity.

## MUTANT (PROSPECT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	5+	3	3	1	3+	1	10+	8+	8+	9+	20 credits

**Special Rules:** Warband Fighter (Prospect), Tools of the Trade, Promotion (Cult Disciple), Hot-headed, Fast Learner.

- **Mutations:** When recruited, a Mutant must be given a single Mutation from page 11 of *Book of Ruin*.

## CULTIST (HENCHMAN)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	4+	3	3	1	3+	1	9+	7+	7+	8+	35 credits

**Special Rules:** Warband Fighter (Henchman), Promotion (Cult Specialist), Tools of the Trade (Cult Specialist).

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Rituals
Demagogue	-	-	Secondary	Primary	Primary	Primary	-	Secondary	-
Disciple	-	-	Secondary	Primary	Primary	Secondary	-	Secondary	-
Witch	-	-	Secondary	Secondary	Secondary	-	-	Primary	Primary
Specialist	-	-	Secondary	Primary	Primary	-	-	Secondary	-
Possessed	Secondary	Secondary	-	-	Primary	-	-	-	Primary†

† Possessed upgraded to a Wizard only

# CULT EQUIPMENT LIST

## WEAPONS

### BASIC WEAPONS

- Short bow ..... 10 credits
- Throwing knives ..... 10 credits
- Bow ..... 15 credits

### CLOSE COMBAT WEAPONS

- Axe ..... 10 credits
- Maul (club) ..... 10 credits
- Dagger (fighting knife) . 15 credits
- Flail ..... 20 credits
- Hammer ..... 20 credits
- Spear ..... 20 credits
- Sword ..... 20 credits
- Two-handed axe\* ..... 25 credits
- Two-handed hammer\* ... 35 credits
- Halberd\* ..... 40 credits
- Shield ..... 45 credits

## WARGEAR

### ARMOUR

- Light armour ..... 10 credits
- Heavy armour ..... 15 credits
- Helmet ..... 20 credits

### GRENADES

- Incendiary charges ..... 40 credits
- Shard grenades ..... 30 credits
- Scare gas grenades ..... 45 credits

### PERSONAL ITEMS

- Cult icon ..... 40 credits

### EXOTIC BEASTS

- Chaos familiar ..... 25 credits

## 0-2 POSSESSED (BRUTE)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	4+	3	3	3	4+	2	5+	5+	6+	9+	150 credits

### Special Rules:

- **Cult of the Possessed:** Possessed do not count against the number of Hangers-on and Brutes normally allowed according to the warband's Reputation.
- **Daemonic Speed:** Rather than performing two actions when activated, a Possessed may instead perform D3 Actions during their Activation.
- **Terrifying:** If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.
- **Daemonic Invulnerability:** The Possessed has a 6+ save roll which cannot be modified by Armour Penetration. Once they have five Advancements, this is increased to a 5+ save roll. Once they have 10 Advancements, this is increased to a 4+ save roll.
- **Daemon Soul:** If this fighter is the focus of a Dark Ritual, roll 2D6 for the amount of Experience they gain and pick the highest. Note that the fighter is daemonic possessed for the purposes of gaining Mutations instead of Lasting Injuries.

**Equipment:** A Possessed is armed with Daemonic talons. They may not be given any extra weapons or Wargear other than those listed in their Options below.

### Options:

- A Possessed may have a bio-booster (representing an inhuman resilience to harm) ..... 35 credits
- A Possessed may have a photo-goggles (representing a preternatural ability to see in low light) ..... 35 credits
- A Possessed may have a respirator (representing a daemonic imbued resistance) ..... 15 credits
- A Possessed may be upgraded to a Wizard ..... 40 credits

# Undead

Undead are primarily based on the rules of an Underhive Outcast Gang as described in *Book of the Outcast*, and may use Underhive Outcast-specific Gang Tactics. Undead also follow the same composition rules as an Outcast gang as described on page 14 of *Book of the Outcast*. The Warband also makes use of the Savagery skill set from *Book of Ruin*. Any references to Hive Scum in Gang Tactics affects Zombies instead. In a Dominion Campaign, Undead may claim Enhanced Territory Boons from a Refuse Drift and Corpse Farm.

**Settlements:** Settlement Territories do not generate Ghouls or Dregs; instead, each D6 roll of a 6 generates a free Zombie. If both of the D6s roll a 6, this becomes two Zombies.

**Captives:** Undead Warbands cannot make the Sell to the Guilders action; instead (as long as the Captive's warband has had a chance to rescue them) the Captive is killed and a new Zombie recruit is added to the Warband.

**Outlaw:** An Undead warband is automatically an Outlaw warband.

## VAMPIRE (LEADER)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	160 credits
6"	2+	4+	4	3	2	3+	3	6+	4+	6+	7+	

**Special Rules:** Wizard, Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2).

- **Darkvision:** This fighter increases the value of X" in the Visibility (X") rule by 9".
- **Ancient Bloodline:** A Vampire may be upgraded to inherit an Ancient Bloodline for +20 credits. This uses the rules for the Goliath Natborn Fighter upgrade as described in *House of Chains*, including the Clever But Cautious and Physical Perfection special rules. Up to two Natborn Gene-smithed Upgrades may be purchased, representing Vampiric Powers. Upgrades restricted to a Forge Tyrant may be taken. In addition, a Vampire upgraded to an Ancient Bloodline may ignore the normal weapon restrictions due to being a Wizard.

**Skills:** A Vampire starts with the Fearsome (Ferocity) skill. When recruited, a Vampire may choose one additional skill from their Primary skill sets as normal.

## THRALL (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	60 credits
5"	3+	4+	3	3	2	4+	1	6+	7+	8+	8+	

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1).

## 0-1 NECROMANCER (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	90 credits
4"	5+	5+	3	3	2	4+	1	6+	6+	5+	7+	

**Special Rules:** Wizard, Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1).

**Skills:** A Necromancer starts with the Fearsome skill. When recruited, a Necromancer may choose one additional skill from their Primary skill sets as normal.

## DREG (RECRUIT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	20 credits
4"	4+	5+	3	3	1	4+	1	8+	8+	9+	9+	

**Special Rules:** Warband Fighter (Recruit), Promotion (Dreg Specialist), Fast Learner.

## GHOUL (PROSPECT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	5+	3	4	1	4+	1	9+	4+	6+	10+	50 credits

**Special Rules:** Warband Fighter (Prospect), Promotion (Thrall), Hot-headed, Fast Learner.

- **Encrusted with Filth:** A Ghoul's unarmed attacks have the Toxin trait.
- **Feast of Flesh:** If this fighter 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 Cannibalise action.
- **Cannibalise (Basic):** The fighter feeds on the flesh of a wounded adversary. This action can be performed in place of a Fight action or a Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table for the fighter being fed upon and apply the result, counting results of Lesson Learned (11) as Out Cold. Note, the Seriously Injured fighter remains on the battlefield, and may be fed upon 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.

**Skills:** A Ghoul has the Fearsome skill.

**Equipment:** A Ghoul may not be armed with any weapons, nor may they be equipped with Armour.

## ZOMBIE (HENCHMAN)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
2D6"	5+	6+	3	3	1	6+	1	12+	4+	6+	12+	15 credits

**Special Rules:** Warband Fighter (Henchman), Hot-headed.

- **No Pain:** Zombies cannot be pinned, ignore Flesh Wounds and automatically pass any Cool checks they are required to take. In the Recovery phase, Seriously Injured Zombies stand back up, recovering from their injuries but taking no other action. Zombies subject to the Blaze condition are not automatically Broken and cannot attempt to put out the fire.
- **No Brain:** Zombies can only take a single action each activation, and move 2D6" when taking a Move action. However, should their movement take them into base contact with an enemy, they are considered to have made a Charge action and may make a free Fight (Basic) action. Zombies never gain Experience by any means, and when a Zombie must roll on the Lasting Injury table **roll a single D6 instead: on a 1-5, the Zombie goes into Convalescence, but on a 6 they suffer a Memorable Death (although the attacker does not gain any additional XP).**
- **Restless Dead:** At the end of the Choose Crew step of the pre-battle sequence, D3 additional Zombies may be added to the starting crew. These fighters may be added to the starting crew even if doing so increases the size of the starting crew beyond that given by the scenario.

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Necromancy	Shooting	Savant	Savagery	
Vampire	Primary	-	Secondary	-	Secondary	Primary	Secondary	-	-	-	Primary
Thrall	-	-	Secondary	Primary	Secondary	Secondary	-	-	Secondary	Primary	
Necromancer	-	-	-	Primary	-	Secondary	Primary	-	Secondary	-	
Ghoul	-	Secondary	-	-	Primary	-	-	-	-	Secondary	
Dreg	-	-	-	Primary	Secondary	-	-	-	Secondary	-	

# UNDEAD EQUIPMENT LIST

## WEAPONS

### BASIC WEAPONS

- Short bow ..... 10 credits
- Throwing knives ..... 10 credits
- Bow ..... 15 credits

### CLOSE COMBAT WEAPONS

- Axe ..... 10 credits
- Maul (club) ..... 10 credits
- Dagger (fighting knife) . 15 credits
- Spear ..... 20 credits
- Sword ..... 20 credits
- Two-handed axe\* ..... 25 credits
- Polearm\* ..... 30 credits
- Greatsword\* ..... 40 credits
- Halberd\* ..... 40 credits
- Shield ..... 45 credits
- Scythe\* ..... 90 credits

- *Scythes may be taken by Necromancers*

## WARGEAR

### ARMOUR

- Light armour ..... 10 credits
- Heavy armour ..... 15 credits
- Helmet ..... 20 credits

### EXOTIC BEASTS

- Dire wolf ..... 80 credits

### MOUNTS

- Nightmare (Vampire only) .... 150 credits

## 0-2 DIRE WOLF (EXOTIC BEAST)

Exclusive to Undead

*A Dire Wolf is based on a Hacked Cyber-mastiff.*

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	100 credits
5"	3+	-	3	3	1	4+	1	8+	6+	8+	8+	

### Special Rules:

- ~~Slavering Beast: When a Dire Wolf activates, roll a D6. If the result is a 1, the Dire Wolf gains the Insane condition.~~
- **Tenacious:** If the Dire Wolf is taken Out of Action do not remove it from the board if it has not yet activated this round. Once the Dire Wolf has completed its activation, remove it from the board.

**Equipment:** A Dire Wolf may not purchase weapons or Wargear. A Dire Wolf is armed with a savage bite.

## SKILL ACCESS

Agility	Brawn	Combat	Cunning	Ferocity
Dire Wolf	-	-	Primary	Secondary

## NIGHTMARE (MOUNT)

A fighter equipped with a Nightmare increases their Movement characteristic to 8" and gains the Mounted condition. In addition, the fighter gains the Crimson Haze (Savagery) skill and the Terrifying special rule.

- **Terrifying:** If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately. If the enemy fighter has already passed a Willpower check due to the Fearsome skill as part of the same activation, they need not test again.

# Skaven

Skaven are primarily based on the rules of a House Delaque Gang, with elements from a House Cawdor Gang, and may use Delaque-specific Gang Tactics. In a Dominion Campaign, Skaven may claim Enhanced Territory Boons from Tunnels and an Archaeotech Device.

**Post-battle Actions:** Skaven cannot make a Medical Escort action unless escorting the warband Leader. Life is too cheap!

**Vermintide:** Skaven may use the rules for Psychoteric Choirs as described in *House of Shadow*.

**Outlaw:** A Skaven warband is automatically an Outlaw warband.

## DEATHRUNNER (LEADER)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	2+	3+	4	3	2	2+	2	7+	7+	6+	7+	125 credits

**Special Rules:** Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2).

- **Darkvision:** This fighter increases the value of X" in the Visibility (X") rule by 9".
- **Scurry Away!:** When making a Running for Cover (Double) action, Skaven must roll 3D6 for their movement and choose the two highest dice.
- **From the Shadows:** If this fighter should be set up at the start of a battle, they may instead be placed to one side. Then, at the start of any round after the first, immediately before rolling for Priority, their controlling player may set them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any enemy fighters. If both players have fighter(s) with this special rule that they wish to deploy at the start of the same round, the winner of a roll-off may decide which player places their fighter(s) first.

## 0-1 ESHIN SORCERER (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	5+	3	3	2	3+	1	7+	8+	6+	7+	90 credits

**Special Rules:** Wizard, Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Darkvision, Scurry Away!

## BLACK SKAVEN (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	3+	3+	3	3	2	3+	2	7+	7+	6+	6+	90 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Darkvision, Scurry Away!

## VERMINKIN (HENCHMAN)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	4+	3	3	1	3+	1	7+	8+	7+	7+	45 credits

**Special Rules:** Warband Fighter (Henchman), Promotion (Gutter Runner Specialist), Tools of the Trade (Gutter Runner Specialist), Darkvision, Scurry Away!

**Strength in Numbers (Henchman):** At the end of the Choose Crew step of the pre-battle sequence, one additional Henchman that has this special rule may be added to the starting crew. This fighter may be added to the starting crew even if doing so increases the size of the starting crew beyond that given by the scenario.

## NIGHT RUNNER (RECRUIT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	5+	5+	3	3	1	3+	1	9+	9+	8+	9+	20 credits

**Special Rules:** Warband Fighter (Recruit), Promotion (Gutter Runner Specialist), Fast Learner, Darkvision, Scurry Away!

**Strength in Numbers (Recruit):** At the end of the Choose Crew step of the pre-battle sequence, D3 additional Recruits that have this special rule may be added to the starting crew. These fighters may be added to the starting crew even if doing so increases the size of the starting crew beyond that given by the scenario.

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Obfuscation
Deathrunner	Primary	-	Secondary	Primary	Secondary	Primary	-	-	Secondary
Black Skaven	Primary	-	Secondary	Primary	-	Secondary	-	Secondary	Primary
Eshin Sorcerer	Secondary	-	-	Primary	-	Secondary	-	Secondary	Primary
Night Runner	Secondary	-	-	Primary	-	-	-	Secondary	-
Gutter Runner	Primary	-	Secondary	Primary	-	-	-	Secondary	-

## SKAVEN EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Sling ..... 10 credits
- Throwing knives ..... 5 credits

#### PISTOLS

- Warplock pistol ..... 50 credits

#### SPECIAL WEAPONS

- Warpmusket ..... 60 credits

#### HEAVY WEAPONS

- Warplock jezzail ..... 75 credits

#### TAIL WEAPON

A fighter with a tail weapon gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Backstab trait.

### CLOSE COMBAT WEAPONS

- Maul (club) ..... 10 credits
- Dagger (fighting knife) . 15 credits
- Whip ..... 15 credits
- Cleaver ..... 20 credits
- Flail ..... 20 credits
- Spear ..... 20 credits
- Sword ..... 20 credits
- Stiletto knife ..... 20 credits
- Fighting claw ..... 25 credits
- Paired fighting claws\* ... 45 credits
- Polearm\* ..... 30 credits
- Stiletto sword ..... 30 credits
- Plague censer ..... 35 credits
- Net ..... 40 credits
- Shield ..... 45 credits

### WARGEAR

#### GRENADES

- Infernal bomb (Deathrunner only) 45 credits

- Poisoned wind globes ... 60 credits

- Smoke grenades ..... 15 credits

#### ARMOUR

- Light armour ..... 10 credits
- Gutterforged cloak ..... 15 credits
- Helmet ..... 20 credits

#### PERSONAL EQUIPMENT

- Bomb delivery rats ..... 30 credits
- Icon of the Horned Rat (cult icon) 40 credits
- Respirator ..... 15 credits
- Tail weapon (Deathrunner, Black Skaven and Gutter Runner Specialist only) ..... 30 credits

#### EXOTIC BEASTS

- Giant rat ..... 50 credits

## 0-3 GIANT RAT (EXOTIC BEAST)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	4+	-	3	3	1	3+	1	10+	8+	10+	9+	50 credits

**Special Rules:** Darkvision.

- **Small Target:** Ranged attacks against Giant Rats are at -1 to hit. In addition, a Giant Rat is never a potential target when working out the effects of a Stray Shot.
- **Nimble:** A Giant Rat has a save of 4+, which is never modified by Armour Penetration.
- **Rat Cunning:** A fighter with at least one Giant Rat gains a special 5+ save against damage from environmental effects. Take this save before any other kind of save. Alternatively, a fighter may sacrifice one of their rats to completely ignore damage from an environmental effect. The Giant Rat is then removed from the gang's roster.

**Equipment:** A Giant Rat may not purchase weapons or Wargear. A Giant Rat is armed with jaws.

### SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity
Giant Rat	Secondary	-	-	Primary	-

# Raiders (Beastmen/Marauders)

Beastmen, Norscan and Chaos Marauders use a combined Warband list based on the rules of a Corpse Grinder Cult (as described in *Book of Ruin*) and an Ash Wastes Nomad gang (as described in *Book of the Outlands*). They may use *Ash Wastes Nomads Gang Tactics*. Each fighter is either a Beastman or a Marauder and the Warband may be made up of a mix of both. In a Dominion Campaign, Raiders follow the rules for Ash Waste Nomads in Dominion Campaigns (*Book of the Outlands*, page 9).

**Benefits of Chaos:** Raiders gain all the Benefits of Chaos listed for Chaos Corrupted gangs. However, only those fighters with the Inured to Insanity special rule will never become subject to the Insanity condition, rather than every fighter in the warband.

**Outlaw:** Raiders are automatically an Outlaw warband.

## CHIEFTAIN (LEADER)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Chieftain	5"	3+	4+	4	4	2	4+	2	5+	5+	5+	7+	130 credits

**Special Rules:** Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2), Inured to Insanity.

- **Gifts of the Gods:** Chieftains may take Vatborn Gene-smithed Upgrades, representing Chaos Gifts. This follows all the rules for Goliath Genesmithing as described in *House of Chains*.
- **Outcast Mutations (Warband Hierarchy):** This fighter may acquire Outcast Mutations as though they were an Underhive Outcasts Leader or Underhive Outcasts Champion with the Mutant archetype, using the rules in *Apocrypha Necromunda: Devils of Gunk Deep*.
- **Primal Fury:** If this fighter rolls an Out of Action result on the Injury dice when attacking an enemy fighter in close combat, this fighter temporarily gains the Berserker (Ferocity) skill for the remainder of the battle.

## BESTIGOR/BERSERKER (CHAMPION)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Bestigor/ Berserker	5"	3+	5+	3	4	2	4+	2	6+	6+	7+	8+	90 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), *Outcast Mutations (Warband Hierarchy)*, Primal Fury, Inured to Insanity.

## 0-1 BRAY-SHAMAN/SEER (CHAMPION)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Shaman	5"	4+	5+	3	4	2	4+	1	6+	6+	7+	7+	115 credits

**Special Rules:** Wizard, Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), *Outcast Mutations (Warband Hierarchy)*, Primal Fury.

- **Shamanic Magic:** A Shaman is a Wizard and has access to the Chaos Rituals spell list (see Cult of the Possessed list) as one of their Primary skill sets.

## GOR/MARAUDER WARRIOR (HENCHMAN)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Gor/Marauder	5"	3+	5+	3	3	1	4+	1	7+	7+	8+	9+	40 credits

**Special Rules:** Warband Fighter (Henchman), Promotion (Specialist), Tools of the Trade (Specialist), Primal Fury.

- **Outcast Mutations (Warband Fighter):** This fighter may acquire Outcast Mutations as though they were an Underhive Outcasts Hive Scum led by a Mutant, using the rules in *Apocrypha Necromunda: Devils of Gunk Deep*.

## UNGOR/HUNTER (RECRUIT)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Ungor/ Bondsman	5"	4+	4+	3	3	1	4+	1	8+	7+	9+	9+	30 credits

**Special Rules:** Warband Fighter (Recruit), Promotion (Specialist), Fast Learner, **Outcast Mutations (Warband Fighter)**, Primal Fury.

- **Ambusher:** All Hunters have the Infiltrate Cunning skill.

## CENTIGOR (BEASTMEN PROSPECT)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Centigor	7"	4+	5+	3	4	1	5+	1	9+	8+	9+	10+	80 credits

**Special Rules:** Warband Fighter (Prospect), Tools of the Trade, **Outcast Mutations (Warband Fighter)**, Primal Fury.

- **Four-legged:** A Cebtigor may only be included in a warband led by a Beastman Chieftain. A Centigor always counts as having the Mounted condition, except it is not subject to the Hands Full rule.
- **Drunken:** Unlike other Prospects, Centigors don't have the Hot Headed and Fast Learner rules. In addition, when the fighter is deployed roll a D6. If the result is a 4+, place an Intoxicated marker on their card. They then suffer -1 to hit for the remainder of the battle, but gain +1 to Cool checks.
- **Promotion (Gorehoof):** If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to a Gorehoof. When a fighter is promoted in this way, they will from now on count as a Bestigor for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change, but they will lose the Promotion (Gorehoof) special rule and gain all the special rules associated with a Bestigor.

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wastelands
Chieftain	-	Primary	Primary	-	Secondary	Primary	-	-	Secondary
Bestigor/ Berserker	-	Primary	Primary	Secondary	Secondary	Secondary	-	-	Primary
Shaman	-	Secondary	-	Primary	Secondary	Secondary	-	-	Primary
Centigor	-	Primary	-	-	Secondary	-	-	-	Secondary
Ungor/ Hunter	-	Secondary	-	Primary	Secondary	-	-	-	Secondary
Specialist	-	Primary	Secondary	-	Primary	-	-	-	-

## BEASTMEN AND MARAUDERS EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Javelins (Marauders only) ..... 10 credits

- Short bow ..... 10 credits

- Throwing axes ..... 10 credits

#### CLOSE COMBAT WEAPONS

- Axe ..... 10 credits
- Maul (club) ..... 10 credits
- Dagger (fighting knife) . 15 credits

- Flail ..... 20 credits
- Spear ..... 20 credits
- Sword ..... 20 credits
- Two-handed axe\* ..... 25 credits
- Two-handed hammer\* ... 35 credits
- Halberd\* ..... 40 credits
- Shield ..... 45 credits

### WARGEAR

#### ARMOUR

- Light armour ..... 10 credits
- Heavy armour ..... 15 credits
- Helmet ..... 20 credits

#### PERSONAL ITEMS

- Beast banner (Corpse Grinder cult icon) ..... 40 credits

# Dwarfs

Dwarfs are primarily based on the rules of an Ironhead Squat Prospector Gang, and may use Ironhead Squat Gang Tactics. In a Dominion Campaign, Dwarfs may claim Enhanced Territory Boons from a Drinking Hole and a Mine Workings.

## TREASURE HUNTER (LEADER)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
4"	3+	3+	3	4	3	5+	2	5+	5+	5+	6+	125 credits

**Special Rules:** Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2).

- **Magic Resistance:** If a Wizard targets this fighter with a spell, the Wizard suffers a -1 modifier to their Willpower check.

## LONGBEARD (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
4"	3+	4+	3	4	2	5+	2	6+	6+	6+	7+	90 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Magic Resistance.

## ENGINEER (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
3"	4+	3+	3	4	2	5+	2	6+	6+	6+	5+	95 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Magic Resistance.

- **Weaponsmith:** Any weapons this fighter is equipped with lose the Scarce trait if it has it. Any weapons this fighter is equipped with will gain the Plentiful trait if it does not have the Scarce trait. Weapons that already have the Plentiful trait gain no additional benefit from this special rule.

## SLAYER (PROSPECT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
4"	4+	5+	3	4	1	4+	2	9+	5+	5+	8+	60 credits

**Special Rules:** Warband Fighter (Prospect), Tools of the Trade, Hot-headed, Fast Learner, Promotion (Giant Slayer), Magic Resistance.

- **Deathblow:** This fighter always has the Stubborn to the Last (Wisdom of the Ancients) skill.

**Equipment:** A Slayer or Giant Slayer may choose weapons and Wargear from the Dwarfs equipment list. They may only be equipped with throwing axes, axes, and two-handed axes, and may not take any Armour worth more than 20 credits.

## DWARF WARRIOR (HENCHMAN)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
3"	4+	4+	3	4	1	5+	1	7+	6+	6+	7+	50 credits

**Special Rules:** Warband Fighter (Henchman), Promotion (Specialist), Tools of the Trade (Specialist), Magic Resistance.

## BEARDLING (RECRUIT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
4"	5+	5+	3	4	1	4+	1	8+	7+	6+	7+	35 credits

**Special Rules:** Warband Fighter (Recruit), Promotion (Dwarf Specialist), Fast Learner, Magic Resistance.

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wisdom of the Ancients†
Treasure Hunter	-	Primary	Primary	-	-	Primary	Secondary	Secondary	Secondary
Longbeard	-	Primary	Secondary	-	Secondary	Secondary	-	-	Primary
Engineer	-	Secondary	Secondary	-	-	-	Primary	Primary	Secondary
Slayer	-	Secondary	-	-	Primary	-	-	-	Secondary
Giant Slayer	-	Secondary	Secondary	-	Primary	-	-	-	Primary
Beardling	-	Primary	Secondary	-	-	-	Secondary	-	-
Specialist	-	Primary	Primary	Secondary	-	-	Secondary	-	-

† Replace the *Where There's Scrap, There's Creds!* skill with the Mental Mastery (Tech) skill.

## DWARFS EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Throwing axes ..... 10 credits
- Crossbow ..... 20 credits
  - Master-crafted ..... +5 credits
- Handgun ..... 25 credits
  - Master-crafted ..... +10 credits
- Blunderbuss ..... 30 credits

#### PISTOLS

- Drakefire pistol ..... 50 credits
- Pistol ..... 25 credits
  - Master-crafted ..... +10 credits

#### SPECIAL WEAPONS

- Drakegun ..... 140 credits
- HEAVY WEAPONS
- Trollhammer torpedo\* ..... 160 credits

### CLOSE COMBAT WEAPONS

- Axe ..... 5 credits
  - Master-crafted ..... +5 credits
- Hammer ..... 15 credits
  - Master-crafted ..... +5 credits
- Great pick\* ..... 30 credits
- Two-handed axe\* ..... 25 credits
  - Master-crafted ..... +10 credits
- Two-handed hammer\* ..... 30 credits
  - Master-crafted ..... +10 credits
- Shield ..... 40 credits
- Gromril shield ..... 50 credits

### WARGEAR

#### GRENADES

- Blasting charges ..... 35 credits

- Cinderblast bombs ..... 60 credits

#### ARMOUR

- Light armour ..... 10 credits
- Heavy armour ..... 15 credits
- Gromril armour ..... 75 credits
- Helmet ..... 20 credits

#### FIELD ARMOUR

- Runic amulet (hexagrammic fetish) ..... 35 credits

#### PERSONAL EQUIPMENT

- Bugman's Ale (Wild Snake) ..... 30 credits

#### WEAPON ACCESSORIES

- Mono-sight (Basic, Special and Heavy Weapons only) ..... 35 credits
- Telescopic Sight (Pistols, Basic and Special Weapons only) ..... 25 credits

#### STATUS ITEMS

- Noble raiments (uphive raiments) ..... 50 credits
- Gold-plated weapon (gold-plated gun) ..... 40 credits

# Elves

Elves are primarily based on the rules of a House Escher Gang, and may use Escher-specific Gang Tactics. In a Dominion Campaign, Elves may claim Enhanced Territory Boons from Needle Ways and a Stinger Mould Sprawl.

A warband of Elves must be either High Elves, Dark Elves or Wood Elves; they cannot mix and match. This affects which fighters, weapons and Wargear are available.

**Poisons and Potions:** All Elves may use the rules for Escher Chem-alchemy as described in *House of Blades*.

**Outlaw:** A Dark Elf warband is automatically an Outlaw warband.

## HIGHBORN (LEADER)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	3+	3+	3	3	2	2+	3	5+	5+	6+	7+	140 credits

**Special Rules:** Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2).

- **Strikes First:** If this fighter is Engaged by an enemy fighter performing a Charge (Double) action, and if this fighter is Standing and Active and has a Ready marker on them, this fighter may make Reaction attacks before the enemy fighter makes their attacks as part of the Charge (Double) action. If they do so, they lose their Ready marker.

## MAGE/SORCERESS/SPELLSINGER (LEADER)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	4+	3	3	2	3+	1	6+	6+	5+	5+	125 credits

**Special Rules:** Wizard, Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2), Strikes First.

- **Elven Magic:** A Mage/Sorceress/Spellsinger may choose spells from the list of Lesser Magic, counting as a Primary skill set. A Wizard with this special rule may re-roll a failed Willpower test once per battle.

## VETERAN (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	3+	3+	3	3	2	2+	2	6+	6+	6+	6+	115 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Strikes First.

## SCOUT (PROSPECT)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	4+	3+	2	3	1	3+	1	9+	7+	9+	8+	55 credits

**Special Rules:** Warband Fighter (Prospect), Tools of the Trade, Promotion (Veteran or Shadow-walker), Hot-headed, Fast Learner, Strikes First.

**Equipment:** A Scout may choose weapons and Wargear from the Elves equipment list. They may only be equipped with Basic Weapons, Pistols and Close Combat Weapons, and may not take any Armour. Once promoted, these restrictions no longer apply.

## SENTINEL (HENCHMAN)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	4+	3	3	1	3+	1	7+	7+	7+	6+	60 credits

**Special Rules:** Warband Fighter (Henchman), Promotion (Elf Specialist), Tools of the Trade (Elf Specialist), Strikes First.

## SHADOW-WALKER (HIGH ELF CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	3+	2+	3	3	2	2+	2	7+	6+	6+	6+	125 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Strikes First.

- **Valour of Ages:** When making Reaction attacks against a Dark Elf fighter, this fighter makes one additional attack and doesn't suffer any penalty for turning to face their opponent.

## BLOODSHADE (DARK ELF CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	2+	3+	3	3	2	2+	3	8+	5+	7+	7+	130 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Strikes First.

- **Murderous Prowess:** Weapons wielded by this fighter that have the Toxin trait are more potent than normal. When this fighter uses a weapon with the Toxin trait, if they roll a natural 1 on the D6 when rolling against the target's Toughness, they may re-roll the D6.

## WARDANCER (WOOD ELF CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	2+	3+	3	3	2	2+	3	8+	6+	6+	6+	130 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Strikes First.

- **Dances of Loec:** Each time a Wardancer activates, make a Willpower check. If the check is successful, they may temporarily gain a skill they do not already possess, chosen from the Finesse skill set. They gain the skill until the start of their next activation.

**Equipment:** A Wardancer may only choose Close Combat weapons and may not choose Armour or weapons with the Defensive or Shield traits.

## SKILL ACCESS

### HIGH ELVES

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting†	Savant	Finesse
Highborn	Primary	-	Primary	-	-	Primary	Secondary	Secondary	Secondary
Mage	Secondary	-	-	-	-	Primary	-	Primary	Secondary
Veteran	Primary	-	Secondary	-	-	Secondary	Secondary	Primary	Secondary
Shadow-walker	Secondary	-	Secondary	Primary	-	-	Primary	-	Primary
Scout	Secondary	-	Primary	-	-	-	Secondary	-	-
Specialist	Primary	-	Primary	-	-	-	Secondary	Secondary	-

### DARK ELVES

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting†	Savant	Finesse
Highborn	Primary	-	Primary	Secondary	Secondary	Primary	-	-	Secondary
Sorceress	Secondary	-	-	-	Primary	Primary	-	-	Secondary
Veteran	Primary	-	Primary	Secondary	Secondary	Secondary	-	-	Secondary
Bloodshade	Primary	-	-	Primary	Secondary	-	Secondary	-	Primary
Scout	Secondary	-	Secondary	Primary	-	-	-	-	-
Specialist	Primary	-	Primary	-	Secondary	-	Secondary	-	-

## WOOD ELVES

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting†	Savant	Finesse
Highborn	Primary	-	Secondary	Primary	-	Primary	Secondary	-	Secondary
Spellsinger	Secondary	-	-	Primary	-	Primary	-	-	Secondary
Veteran	Secondary	-	Secondary	Primary	-	Secondary	Primary	-	Secondary
Wardancer	Primary	-	Primary	Secondary	Secondary	-	-	-	Primary
Scout	Secondary	-	-	Primary	-	-	Secondary	-	-
Specialist	Primary	-	Secondary	Secondary	-	-	Primary	-	-

† If an Elf randomly rolls the Gunfighter (Shooting) skill, they may take the Ballistics Expert (Savant) skill instead.

## ELVES EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Elven longbow (High and Wood Elves only) ..... 20 credits
  - Master-crafted ..... +5 credits
  - Poison arrows ..... +25 credits
  - Acid arrows ..... +20 credits
- Repeater crossbow (Dark Elves only) ..... 15 credits
- Throwing knives ..... 5 credits

#### PISTOLS

- Repeater handbow (Dark Elves only) ..... 15 credits
  - Poison shards ..... +25 credits
  - Khainite shards ..... +10 credits

#### SPECIAL WEAPONS

- Bow of Avelorn (High Elves only) 40 credits

## ELVEN STEED (MOUNT)

A fighter equipped with an Elven Steed increases their Movement characteristic to 9" and gains the Mounted condition. In addition, the fighter gains the Mighty Leap (Agility) and Step Aside (Combat) skills.

### CLOSE COMBAT WEAPONS

- Axe ..... 10 credits
- Dagger (fighting knife) ..... 15 credits
- Spear ..... 20 credits
- Stiletto knife ..... 20 credits
  - Master-crafted ..... +5 credits
- Sword ..... 20 credits
  - Master-crafted ..... +5 credits
- Stiletto sword ..... 30 credits
  - Master-crafted ..... +10 credits
- Two-handed axe\* ..... 30 credits
  - Master-crafted ..... +10 credits
- Greatsword\* ..... 40 credits
  - Master-crafted ..... +10 credits
- Halberd\* ..... 40 credits
  - Master-crafted ..... +10 credits
- Draich\* (Dark Elves only)
  - ..... 45 credits
  - Master-crafted ..... +15 credits
- Shield ..... 45 credits

### WARGEAR

#### ARMOUR (HIGH ELVES)

- Light armour ..... 10 credits
- Ithilmar armour ..... 20 credits
- Dragon armour ..... 25 credits
- Lion cloak ..... 20 credits
- Helmet ..... 25 credits

#### ARMOUR (DARK ELVES)

- Light armour ..... 10 credits
- Heavy armour ..... 15 credits
- Helmet ..... 25 credits
- Sea dragon cloak ..... 25 credits

#### ARMOUR (WOOD ELVES)

- Light armour ..... 10 credits
- Asrai cloak (gutterforged cloak) ..... 15 credits
- Helmet ..... 20 credits

#### PERSONAL EQUIPMENT

- Medicae kit (High Elves only) ..... 30 credits
- Elven (cameleoline) cloak ..... 35 credits
- Shadow mantle (Ash Waste Nomad sky mantle, Warband Hierarchy only)
  - ..... 40 credits

#### WEAPON ACCESSORIES

- Trueflight (infra-sight, Wood Elves Elven longbow only) ..... 40 credits

#### STATUS ITEMS

- Exotic furs ..... 50 credits
- Opulent jewellery ..... 80 credits

#### MOUNTS

- Elven Steed (Highborn, Veteran, Scout only) ..... 85 credits

# Orcs and Goblins

Orcs and Goblins are primarily based on the rules of a House Goliath Gang, and may use Goliath-specific Gang Tactics. In a Dominion Campaign, Orcs and Goblins may claim Enhanced Territory Boons from a Smelting Works and a Synth Still.

- **Black Orcs:** Any Orc fighter may be upgraded to a Black Orc for +25 credits. A Black Orc loses the Animosity special rule and improves their Weapon Skill and Leadership by 1. Shamans may not be Black Orcs.
- **Savage Orcs:** Any Orc fighter may be upgraded to a Savage Orc for +20 credits. A Savage Orc improves their Willpower by 1 but reduces their Intelligence by 1. In addition, Hits from weapons with the Gas or Toxin traits only ever affect a Savage Orc on a roll of 6 when rolling against their Toughness. However, a Savage Orc may not take any armour.
- **Night Goblins:** Any Goblin fighter may be upgraded to a Night Goblin for free. Night Goblins reduce their Cool by 1, increase their Intelligence by 1, and gain the Darkvision special rule (see Skaven warband list).

## BOSS (LEADER)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Orc Boss	4"	3+	3+	4	4	2	4+	3	5+	4+	8+	7+	125 credits
Goblin Boss	5"	3+	3+	3	3	2	4+	3	5+	6+	7+	6+	115 credits

**Special Rules:** Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (2).

- **Animosity:** If this fighter ever rolls a double 1 for a Leadership or Willpower check, they immediately gain the Insane condition.

## BIG 'UN (CHAMPION)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Orc Big 'Un	4"	3+	4+	4	4	2	5+	2	6+	5+	8+	8+	95 credits
Goblin Big 'Un	5"	3+	4+	3	3	2	5+	2	6+	7+	7+	7+	85 credits

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Animosity.

## SHAMAN (CHAMPION)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Orc Shaman	4"	4+	4+	3	4	2	4+	1	6+	6+	7+	7+	85 credits
Goblin Shaman	5"	4+	4+	2	3	2	4+	1	6+	8+	6+	6+	75 credits

**Special Rules:** Wizard, Warband Hierarchy (Champion), Tools of the Trade, Group Activation (1), Animosity.

## FANATIC (PROSPECT)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Night Goblin Fanatic	6"	4+	5+	3	3	1	5+	1	10+	7+	7+	10+	50 credits

**Special Rules:** Warband Fighter (Prospect), Promotion (Night Goblin Big 'Un), Hot-headed, Fast Learner, Animosity, Night Goblin, Darkvision.

**Equipment:** A Fanatic is equipped with a ball and chain. They may choose additional weapons and Wargear from the Goblins equipment list. They may only be equipped with Close Combat Weapons.

## ORC BOY (HENCHMAN)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Orc Boy	4"	4+	4+	3	4	1	4+	1	8+	5+	9+	8+	45 credits

Special Rules: Warband Fighter (Henchman), Promotion (Orc Specialist), Tools of the Trade (Orc Specialist), Animosity.

## GOBLIN GIT (RECRUIT)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
Goblin	5"	5+	5+	3	3	1	4+	1	9+	9+	9+	8+	20 credits

Special Rules: Warband Fighter (Recruit), Promotion (Goblin Specialist), Fast Learner, Animosity.

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Waaagh! Magic	Muscle
Orc Boss	-	Primary	Secondary	-	Primary	Primary	Secondary	-	-	Secondary
Goblin Boss	Secondary	-	Secondary	Primary	Primary	Primary	-	-	-	-
Orc Big 'Un	-	Primary	Secondary	-	Primary	Secondary	Secondary	-	-	Primary
Goblin Big 'Un	Secondary	-	Secondary	Primary	Primary	Secondary	-	-	-	-
Orc Shaman	-	Secondary	-	-	Secondary	Secondary	-	-	Primary	Primary
Goblin Shaman	-	-	-	Primary	Secondary	Secondary	-	Secondary	Primary	-
Fanatic	-	Secondary	-	Secondary	Primary	-	-	-	-	-
Goblin Git	Secondary	-	-	Primary	Secondary	-	-	-	-	-
Orc Specialist	-	Primary	Secondary	-	Primary	-	Secondary	-	-	-
Goblin Specialist	Secondary	-	-	Primary	Primary	-	Secondary	-	-	-

## ORCS AND GOBLINS EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS (ALL)

- Bow ..... 20 credits
- Short bow ..... 15 credits
- CLOSE COMBAT WEAPONS (ALL)
  - Axe ..... 10 credits
  - Buckler ..... 10 credits
  - Maul (club) ..... 10 credits
  - Spear ..... 20 credits
  - Sword ..... 20 credits
  - Two-handed axe\* ..... 30 credits
  - Shield ..... 45 credits

#### CLOSE COMBAT WEAPONS (ORCS)

- Choppa (brute cleaver) . 20 credits
- Pulverizer ..... 30 credits
- Paired pulverizers\* ..... 50 credits
- Renderizer\* ..... 40 credits

#### CLOSE COMBAT WEAPONS (GOBLINS)

- Dagger (fighting knife) . 15 credits

### WARGEAR

#### ARMOUR (ALL)

- Light armour ..... 10 credits
- Heavy armour ..... 15 credits
- Helmet ..... 20 credits

#### PERSONAL EQUIPMENT (SAVAGE ORCS)

- Warpaint (bio-booster) .. 35 credits

#### CHEMS (NIGHT GOBLINS)

- Mad Cap Mushrooms (Frenzon) ..... 20 credits

#### EXOTIC BEASTS (NIGHT GOBLINS)

- Squig ..... 80 credits

#### MOUNTS (WARBAND HIERARCHY ONLY)

- Giant Spider (Goblins) 110 credits
- Giant Wolf (Goblins) .... 80 credits
- **Hopper** Squig (Night Goblins) ..... 70 credits
- War Boar (Orcs) ..... 80 credits

## 0-3 SQUIG (EXOTIC BEAST)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	80 credits
6"	4+	-	3	3	1	3+	2	10+	7+	9+	11+	

**Special Rules:** Darkvision.

- **Venomous Bite:** If the Hit roll for any of the Squig's attacks is a natural 6, that attack gains the Toxin trait.
- **Bouncy:** If a Squig falls for any reason, it will always reduce the Strength of the impact by -2.
- **Bounding Leap:** This fighter may add D6" to the distance they can move when making a Charge (Double) action, rather than the usual D3".
- **Untamed:** All of a Squig's attacks have the Reckless trait.

**Equipment:** A Squig may not purchase weapons or Wargear. A Squig is armed with a savage bite.

### SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity
Squig	-	Primary	-	-	Secondary

## GIANT SPIDER (MOUNT)

A fighter equipped with an Giant Spider increases their Movement characteristic to 7" and gains the Mounted condition, except that they may ignore the Grounded restriction for being Mounted. In addition, the fighter gains the Clamber (Agility) and Fearsome (Ferocity) skills. Furthermore, the fighter may make an additional close combat attack resolved at AP-1 with the Toxin trait every time they perform the Fight (Basic) action or make Reaction attacks.

## GIANT WOLF (MOUNT)

A fighter equipped with a Giant Wolf increases their Movement characteristic to 7" and gains the Mounted condition. In addition, the fighter gains the Evade (Cunning) skill and may make an additional close combat attack resolved at S3, AP-1, D1 with the Rending trait every time they perform the Fight (Basic) action or make Reaction attacks.

Furthermore, if the fighter is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

## HOPPER SQUIG (MOUNT)

A fighter equipped with a Hopper Squig increases their Movement characteristic to 7" and gains the Mounted condition. In addition, the fighter gains the Frenzy (Savagery) skill and may add D6" to the distance they can move when making a Charge (Double) action, rather than the usual D3".

## WAR BOAR (MOUNT)

A fighter equipped with a War Boar increases their Movement characteristic to 7" and gains the Mounted condition. In addition, the fighter increases their armour save by +1 and gains the Headbutt (Brawn) skill.

# Ogres

Ogres are primarily based on the rules of a Slave Ogryn Gang and a Venator Gang, and may use Slave Ogryn-specific Gang Tactics. In a Dominion Campaign, Ogres may claim Enhanced Territory Boons from a Tech Bazaar and a Fighting Pit. Note that Ogres are not automatically an Outlaw **and may instead choose to be Law-abiding**.

**Maneater Mercenaries:** Any Ogre fighter may be upgraded to a Maneater Mercenary for +30 credits. This follows the same rules as a Venator gang House Legacy, allowing the Ogre to choose equipment from any one of the other warband's equipment lists.

**Hungry:** An Ogre warband must always take a Slopper before including any other Hangers-on. If the Starvation rules are in effect as part of an Uprising Campaign, Ogres require two portions of Meat to avoid the Starving condition, and when Meat is 'acquired' from a captured or 'retired' Ogre fighter, this results in two portions of Meat instead of one as would normally be the case.

## BRUISER (LEADER)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	145 credits
5"	3+	5+	5	5	3	4+	3	8+	5+	9+	8+	

**Special Rules:** Warband Leader, Warband Hierarchy (Leader), Tools of the Trade, Group Activation (1).

**Skills:** When recruited, a Bruiser may choose one skill from their Primary skill sets as normal.

**Equipment:** A Bruiser is equipped with a gut plate and may choose weapons and Wargear from the Ogres equipment list. They have no weapon restrictions.

## CRUSHER (CHAMPION)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	110 credits
5"	3+	5+	5	5	3	5+	2	8+	7+	9+	9+	

**Special Rules:** Warband Hierarchy (Champion), Tools of the Trade.

**Skills:** When recruited, a Crusher may choose one skill from their Primary skill sets as normal.

**Equipment:** A Crusher is equipped with a gut plate and may choose weapons and Wargear from the Ogres equipment list. They have no weapon restrictions.

## OGRE (HENCHMAN)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	90 credits
5"	4+	5+	5	5	2	5+	2	8+	7+	9+	9+	

**Special Rules:** Warband Fighter (Henchman), Promotion (Ogre Specialist), Tools of the Trade (Ogre Specialist)

**Skills:** An Ogre has the Headbutt skill.

**Equipment:** An Ogre is equipped with a gut plate and may choose weapons and Wargear from the Ogres equipment list. They may only be equipped with Pistols and Close Combat Weapons.

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Muscle
Bruiser	-	Primary	Secondary	-	Secondary	Primary	-	-	Primary
Crusher	-	Primary	Secondary	-	Secondary	Secondary	-	-	Primary
Specialist	-	Primary	Secondary	-	Secondary	-	-	-	Primary

## OGRES EQUIPMENT LIST

### WEAPONS

#### PISTOLS

- Handgun (gains the Sidearm trait)  
..... 30 credits

#### HEAVY WEAPONS

- Harpoon launcher\* ..... 110 credits
- Leadbelcher gun\* ..... 80 credits

### CLOSE COMBAT WEAPONS

- Axe ..... 10 credits
- Maul (club) ..... 10 credits
- Heavy club ..... 15 credits
- Cleaver ..... 20 credits
- Sword ..... 20 credits
- Two-handed axe\* ..... 25 credits
- Ironfist ..... 30 credits
- Two-handed hammer\* ... 35 credits
- Greatsword\* ..... 40 credits

### WARGEAR

#### ARMOUR

- Light armour ..... 10 credits
- Helmet ..... 20 credits

#### STATUS ITEMS

- Exotic furs ..... 50 credits

# Brutes

Use the normal rules for recruiting Brutes from page 88 of the *Necromunda Rulebook (2023)*. The only Brutes allowed are those listed here.

## 0-2 MANEATER OGRE

Available to Human Mercenaries and Ogres at a cost of 160 credits, or to any warband for 180 credits.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	5+	5	5	3	4+	2	7+	6+	8+	9+	180 credits

### WEAPONS

A Maneater Ogre may be armed with either a club and a sword, or a heavy club. All Maneater Ogres are equipped with a gut plate.

### SKILLS

A Maneater Ogre has the Headbutt (Brawn) skill.

### OPTIONS

- A Maneater Ogre may take any of the following:
  - Handgun (gains the Sidearm trait) ..... 30 credits
  - Light armour ..... 10 credits
  - Helmet ..... 20 credits
  - Exchange a sword for an ironfist ..... 10 credits
  - Exchange a heavy club for a greatsword ..... 25 credits

## 0-2 OUTLAND BEASTMASTER

Available to Elves for a cost of 80 credits, or to any warband for a cost of 100 credits.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	4+	4+	3	3	2	3+	1	7+	6+	7+	8+	100 credits

### WEAPONS

A Beastmaster is armed with a whip and either a spear or a repeater handbow. A Beastmaster is equipped with either light armour and a helmet or heavy armour.

### OPTIONS

- A Beastmaster may be non-human; follow the rules listed in the Hired Swords section.
- When added to a warband or at the start of the Post-battle Actions step of the post-battle sequence, if a Beastmaster has fewer than three Exotic Beasts they may purchase additional Exotic Beasts at the costs shown below:
  - Wasteland giant rat\* ..... 30 credits
  - Millisaur\* ..... 60 credits
  - Ripperjack\* ..... 70 credits
  - Warhound\* ..... 25 credits
  - Squig (Goblin Beastmaster only)\* ..... 25 credits

\* Note that a Beastmaster may only ever have one type of Exotic Beast (see One With the Beast).

### SPECIAL RULES

**Beast Trainer:** Unlike other Exotic Beasts, any belonging to a Beastmaster must always try to remain within 6" of its owner rather than the usual 3".

**One with the Beast:** A Beastmaster specialises in the handling of one particular beast. When hired on to the warband, players must choose either an equivalent to a Necromundan wasteland beast (wasteland giant rats, millisaurs, or ripperjacks; see Book of the Outlands for rules) or a Mordheimunda beast (war hound or squig) as this Beastmaster's speciality. A Beastmaster can only ever have Exotic Beasts of the chosen type.

### SKILLS

A Beastmaster has the Fearsome skill. They also gain a skill based on the type of beast they specialise in as follows:

- Wasteland giant rats – Dodge skill
- Millisaurs – Infiltrate skill
- Ripperjacks – Catfall skill
- Warhounds – Impetuous skill
- Squigs – True Grit skill

## 0-1 SUMP BEAST

Available to any warband (law-abiding or outlaw) for a cost of 200 credits.

See *White Dwarf 458* or *Apocrypha Necromunda* for full rules.

## 0-1 WARP HORROR

Available to Cult of the Possessed and Raiders (led by a Marauder Chieftain) for a cost of 210 credits.

See *White Dwarf 458* or *Apocrypha Necromunda* for full rules.

## 0-1 TROLL

Available to Raiders (led by a Marauder Chieftain), Orcs and Goblins for a cost of 220 credits.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	220 credits
5"	4+	5+	4	5	4	4+	2	8+	5+	6+	10+	

### WEAPONS

All Trolls are armed with a heavy club and Troll vomit. All Trolls have a toughened hide (counts as light armour).

### OPTIONS

A Troll may take on of the following options:

- A Troll may be upgraded to a River Troll ..... 30 credits
- A Troll may be upgraded to a Stone Troll ..... 45 credits

### SKILLS

All Trolls have the Unstoppable (Ferocity) skill. River Trolls additional have the True Grit (Ferocity) skill. Stone Trolls additionally have the Nerves of Steel (Ferocity) skill.

### SPECIAL RULES

**River Troll:** A River Troll counts as being equipped with a respirator.

**Slow Witted:** This fighter may never be activated as part of a Group Activation.

**Stone Troll:** A Stone Troll has a 4+ armour save.

**Troll Regeneration:** This fighter can roll an extra Injury dice when making a Recovery test and choose the dice they wish to use. In addition, during the post-battle sequence, if this fighter has any Lasting Injuries, roll a D6. On a 6, the fighter can heal one of their Lasting Injuries and remove its effects from their Fighter card.

Furthermore, unless this fighter has a Blaze marker on it, a Troll may perform the following action:

**Regeneration (Simple)** – Roll a D6. On a 4+, this fighter immediately heals one lost wound.

## 0-1 MINOTAUR

Available to Raiders (led by a Beastman Chieftain) for a cost of 200 credits.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	200 credits
6"	4+	5+	5	5	3	4+	3	7+	6+	8+	9+	

### WEAPONS

A Minotaur may be armed with either two cleavers or a two-handed axe. All Minotaurs are equipped with light armour.

### OPTIONS

- A Minotaur may exchange a cleaver for a shield ..... 25 credits

### SPECIAL RULES

**Murderous Brute:** In addition to the Bull Charge skill (see below), when recruited, a Minotaur may be given a single randomly determined skill from either the Ferocity or the Savagery skill sets. This skill does not cost any XP and does not increase the fighter's value.

### SKILLS

A Minotaur has the Bull Charge (Brawn) skill.

## 0-1 CRYPT HORROR

Available to Undead for a cost of 225 credits.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	6+	4	5	4	5+	3	9+	4+	5+	9+	225 credits

### WEAPONS

All Crypt Horrors are armed with venomous claws.

### SKILLS

All Crypt Horrors have the Unstoppable, Fearsome and True Grit (Ferocity) skills.

### SPECIAL RULES

**Feast:** When a Crypt Horror is activated, if there is a Seriously Injured fighter within 6" (friend or foe) it must make an Intelligence check. If this check is failed, the Crypt Horror must make a Charge (Double) action or a Coup De Grace (simple) action against the Seriously Injured fighter.

In addition, a Crypt Horror must always make a Coup De Grace action if able, rather than choosing to consolidate.

## 0-1 RAT OGRE

Available to Skaven for a cost of 210 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	4+	6+	5	4	3	3+	3	8+	7+	7+	8+	200 credits

### WEAPONS

All Rat Ogres are armed with talons.

### OPTIONS

- A Rat Ogre may have a toughened or scaly hide which counts as flak armour ..... 10 credits

### SPECIAL RULES

**Combat Chems Stash:** Whenever this fighter is activated, it may choose to use Combat Chems. Until the End phase of this round this fighter gains an additional +D3 Attacks. However, if the dice roll is a natural 1, the fighter instead suffers a bad reaction and its Attacks characteristic is reduced to 1 until the End phase of this round.

### SKILLS

All Rat Ogres have the Impetuous (Ferocity) skill.

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Maneater Ogre	-	Primary	Secondary	-	Secondary	-	-	-
Beastmaster	Primary	Secondary	-	Secondary	Primary	-	-	-
Sump Beast	-	Secondary	-	Primary	Secondary	-	-	-
Warp Horror	-	Secondary	Secondary	-	Primary	-	-	-
Troll	-	Primary	Secondary	-	Secondary	-	-	-
Minotaur	-	Primary	Secondary	-	Secondary	-	-	-
Crypt Horror	-	Secondary	-	Primary	Secondary	-	-	-
Rat Ogre	Secondary	Secondary	-	-	Primary	-	-	-

# Hangers-on

Hangers-on may be taken as normal with the following modifications to their availability and equipment:

- **Ammo Jack**
  - Repeater handgun, sword, heavy armour
- **Rogue Doc**
  - Short bow, medicae kit
- **Dome Runner, Warband (Gang) Lookout**
  - Short bow and either a fighting knife or axe
- **Slopper**
- **Fixer**
  - Pistol, heavy armour
- **Scabber**
  - Repeater crossbow
- **'Narker**
- **Proxy, Propagandist**
  - Short bow
- **Trader (Underhive Trader)**
  - Relicmonger: maul (club)
  - Beastwrangler: whip
  - Gun-smyth: pistol, blunderbuss
  - Connected Trader: master-crafted bow
- **Potion (Chem) Dealer** (available to any warband at a cost of 50 credits)
  - Throwing knives
- **Scholar (Data Scrivener)** (available to any warband)
  - Blunderbuss
- **Feeder (Cadaver Merchant)** (available only to Ogres)
  - Renderizer
- **Skryre Engineer (Heretek)** (available only to Skaven)
  - Warpmusket, heavy armour
- Must be a Skaven (see next page)
- **Agitator** (available only to Cult of the Possessed)
  - Short bow
- **Brute Handler** (available only to Orcs and Goblins)
  - Whip
- Must be an Orc or Goblin (see next page)
- **Pit Trainer** (available only to Beastmen and Marauders)
  - Sword and fighting knife
- **Whisper Merchant** (available to Elves at a cost of 30 credits or any warband at a cost of 60 credits)
  - Throwing knives
- Must be an Elf (see next page)
- **Shivver** (available only to Sisters of Sigmar)
- **Prize Fighter** (available only to Human Mercenaries)
- **Tech-merchant** (available to Dwarfs at a cost of 40 credits, or any warband at a cost of 80 credits)
  - Master-crafted pistol
- Must be a Dwarf (see next page)
- **Hive Preacher** (available only to Witch Hunters)
- **Grave Robber (Flagellator)** (available only to Undead)
- *Other Hangers-on not listed here are unavailable*

# Hired Swords

Use the rules for Bounty Hunters and Hive (City) Scum as normal, except their weapons must be chosen from the Mordheim Trading Post. City Scum may take any Common items.

## WARLOCKS

Use the rules in Book of the Outcast for upgrading Bounty Hunters to Psykers to create a Warlock, who may select spells from the list of Lesser Battle Magic, or from the Lores of Magic detailed later in this document. **Note that as a Wizard, a Warlock is restricted in the weapons they may use.**

## NON-HUMAN HIRED SWORDS AND HANGERS-ON

The Necromunda rules for Hired Swords and Hangers-on mostly assume a human profile. Non-human Hangers-on can be created using the guidelines below. Any not listed use the same profile as human Hangers-on. Non-human Hangers-on can only be recruited by a warband of the same faction unless otherwise noted.

- **Skaven** Hangers-on worsen their Cool by 2 and improve their Initiative by 1. In addition, all Skaven Hangers-on gain the Darkvision and Scurry Away! special rules.
- **Dwarf** Hangers-on increase their Intelligence and Willpower by 1. They have a Movement of 3" (unless it would normally be lower) and a Toughness of 4 (unless it would normally be higher). They also gain the Magic Resistance special rule. Dwarf Hangers-on may be recruited by any warband **except Skaven, Orcs and Goblins**.
- **Elf** Hangers-on have a Movement of 5" (unless it would normally be higher), a Toughness of 3 (unless it would normally be lower), and improve their Initiative by 1. They also gain the Strikes First special rule. Elf Hangers-on may be recruited by any warband.
- **Orc** Hangers-on worsen their Intelligence by 2 and have a Toughness of 4 (unless it would normally be higher). They also gain the Animosity special rule.
- **Goblin** Hangers-on worsen their Cool and Intelligence by 1 and gain the Animosity special rule.
- Ogres may have **Gnoblar** Hangers-on. They worsen their Cool and Intelligence by 1 and have a Strength of 2 and a Toughness of 2 (unless it would normally be lower), but always have the Lie Low skill in addition to other skills.

# Mordheim Trading Post

## Weapons

Weapons in italics are identical to those with the same name in Necromunda and are included here for completeness.

### BASIC WEAPONS

Weapon	Rng				Acc				Traits	AL	Credit Cost
	S	L	S	L	S	AP	D	Am			
Blunderbuss	-	T	-	-	2	-	1	6+	Blackpowder, Plentiful, Scattershot	R7	30
<b>Bows</b>											
- short bow	9"	18"	-	-1	3	-	1	4+	Silent	C	10
- bow	12"	24"	-	-1	3	-	1	4+	Silent	C	15
- longbow	15"	30"	-	-1	3	-	1	4+	Silent	R6	20
- Elven longbow	18"	30"	+1	-	3	-1	1	4+	Silent	E	
- Elven longbow poison arrows	18"	30"	+1	-	3	-	-	6+	Scarce, Silent, Toxin	E	
- Elven longbow acid arrows	18"	30"	+1	-	3	-	1	6+	Blaze, Scarce	E	
Crossbow	15"	30"	-	-1	4	-	1	4+	-	C	25
Handgun	8"	24"	-	-1	4	-1	1	4+	Blackpowder	R8	25
Javelins	Sx1	Sx3	-	-1	S	-1	1	6+	Scarce	R8	10
Repeater crossbow	10"	30"	-	-	3	-1	1	5+	Rapid Fire (1)	R9	20
Sling	Sx2	Sx4	-1	-1	2	-	1	4+	Plentiful, Rapid Fire (1), Silent	C	5
<i>Stake-crossbow</i>	5"	15"	+1	-	3	-	1	4+	Hexagrammatic, Silent	R9	60
Throwing axes	Sx1	Sx2	-	-1	S+1	-	1	6+	Scarce	R7	10
<i>Throwing knives</i>	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin	C	10
Troll vomit	-	T	-	-	2	-2	1	5+	Rad-phage, Scarce, Template		

### PISTOLS

Weapon	Rng				Acc				Traits	AL	Credit Cost
	S	L	S	L	S	AP	D	Am			
Drakefire pistol	4"	8"	+1	-	5	-2	1	5+	Blaze, Scarce, Sidearm	E	
Pistol	6"	12"	-	-1	4	-1	1	4+	Blackpowder, Sidearm	R7	25
Repeater handbow	4"	12"	-	-	3	-	1	3+	Rapid Fire (1), Sidearm	R10	20
- poison shards	4"	12"	+1	-	-	-	-	6+	Toxin, Sidearm, Silent	E	
- Khainite shards	4"	12"	+1	-	-	-	-	6+	Chem Delivery, Sidearm, Silent	E	
Repeater pistol	4"	12"	-1	-1	4	-1	1	5+	Blackpowder, Rapid Fire (1), Sidearm	R12	35
Warplock pistol	3"	10"	+1	-	4	-1	1	5+	Blackpowder, Cursed, Sidearm, Unstable	I11	50

## SPECIAL WEAPONS

Weapon	Rng		Acc						AL	Credit Cost	
	S	L	S	L	S	AP	D	Am	Traits		
Bow of Avelorn	12"	24"	+1	-	4	-1	1	5+	Blaze, Shock	E	
Drakegun	-	T	-	-	4	-2	1	5+	Blaze, Scarce, Template	E	
Grenade launching blunderbuss	9"	18"	-1	-	3	-	1	6+	Blackpowder, Blast (3"), Knockback	R13	50
Hochland long rifle	24"	48"	-	+1	4	-1	1	4+	Blackpowder, Knockback	R8	30
Repeater handgun	8"	24"	-1	-1	4	-1	1	5+	Blackpowder, Rapid Fire (2)	R13	50
Warpmusket	8"	24"	+1	-	5	-2	1	5+	Blackpowder, Cursed, Unstable	I13	60

## HEAVY WEAPONS

Weapon	Rng		Acc						AL	Credit Cost	
	S	L	S	L	S	AP	D	Am	Traits		
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce	R9	110
Leadbelcher Gun	6"	24"	-	-	4	-1	1	6+	Blackpowder, Plentiful, Scattershot	E	
Trollhammer torpedo	8"	24"	-	-1	8	-3	2	5+	Drag, Melta, Scarce, Unwieldy	E	
Warplock jezzail	24"	36"	-	+1	6	-3	2	4+	Blackpowder, Cursed, Knockback, Unstable, Unwieldy	E	

## CLOSE COMBAT WEAPONS

Weapon	Rng		Acc						AL	Credit Cost	
	S	L	S	L	S	AP	D	Am	Traits		
Axe	-	E	-	-	S+1	-	1	-	Disarm, Melee	C	10
Cleaver	-	E	-	-	S+1	-1	1	-	Disarm, Melee	C	20
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee	C	15
Flail	-	E	-	+1	S+1	-	1	-	Entangle, Melee	C	20
Fighting claw	-	E	-	-	S	-1	1	-	Backstab, Melee, Parry	R9	30
Paired fighting claws	-	E	-	-	S	-1	1	-	Backstab, Climb, Melee, Paired, Parry	R9	50
Hammer ( <i>spud jacker</i> )	-	E	-	-	S+1	-	1	-	Knockback, Melee	C	20
Heavy club	-	E	-	-	S	-	2	-	Concussion, Melee	C	15
Lance	E	2"	-1	-	S+1	-1	2	-	Lance, Melee, Unwieldy, Versatile	R11	50
Maul (club)	-	E	-	-	S	+1	2	-	Melee	C	10
Morning star	-	E	-	-1	S+1	-	2	-	Melee	E	
Net	E	2"	-1	-1	2	-	-	-	Entangle, Melee, Versatile, Web	R9	40
Sigmarite warhammer	-	E	-	-	S+1	-	1	-	Knockback, Melee, Shock	E	
Spear	E	2"	-	-	S	-	1	-	Impale, Melee, Versatile	C	20
Staff	E	2"	-	-	S	+1	1	-	Melee, Versatile	C	15
Steel whip ( <i>shock whip</i> )	E	3"	-1	-	S+1	-	1	-	Melee, Shock, Versatile	E	
Stiletto knife	-	E	-	-	-	-	-	-	Melee, Toxin	R9	20
Stiletto sword	-	E	-	-	-	-1	-	-	Melee, Parry, Toxin	R9	35
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry	R6	20
Whip	E	3"	-1	-	2	-	1	-	Entangle, Melee, Versatile	C	15

Weapon	Rng Acc								AL	Credit Cost
	S	L	S	L	S	AP	D	Am		
<b>Two-handed Weapons</b>										
Draich	E	1"	-	+1	S+1	-1	1	-	Melee, Parry, Sever, Unwieldy, Versatile	E
Great pick	-	E	-	-	S+1	-2	1	-	Melee, Pulverise, Unwieldy	E
<i>Greatsword</i>	E	1"	-	+1	S+1	-1	1	-	Melee, Sever, Unwieldy, Versatile	R10 40
Halberd	E	2"	-1	-	S+1	-1	2	-	Melee, Unwieldy, Versatile	R7 40
<i>Heavy rock drill</i>	-	E	-	-	S+2	-3	2	-	Melee, Pulverise, Unwieldy	E
Polearm	E	2"	-1	-	S+1	-	1	-	Melee, Unwieldy, Versatile	R9 30
Scythe	E	2"	-2	-	S+1	-2	2	-	Melee, Sever, Unwieldy, Versatile	E
<i>Two-handed axe</i>	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy	C 25
<i>Two-handed hammer</i>	-	E	-	-1	S+1	-	3	-	Knockback, Melee, Unwieldy	C 35
<b>Shields</b>										
Buckler	-	E	-	-	S	+1	1	-	Melee, Parry	R7 10
Ironfist	-	E	-	-	S	-1	1	-	Melee, Parry, Pulverise	E
Shield	-	E	-	-1	S	+1	1	-	Melee, Defensive	C 45
Gromril shield	-	E	-	-1	S	+1	1	-	Knockback, Melee, Shield	E
<b>Choppas and Goblin Weapons</b>										
Ball and chain	E	4"	-	-	5	-3	3	-	Concussion, Entangle, Fanatic, Melee, Reckless, Unwieldy, Versatile	E
<i>Choppa (brute cleaver)</i>	-	E	-	+1	S	-1	1	-	Disarm, Melee	E
<i>Pulverizer</i>	-	E	-	-	S+1	-1	1	-	Melee, Pulverise	E
<i>Paired pulverizers</i>	-	E	-	-	S+1	-1	1	-	Melee, Paired, Pulverise	E
<i>Renderizer</i>	-	E	-	-	S+2	-1	2	-	Melee, Pulverise, Unwieldy	E
<b>Corrupted Weapons</b>										
<i>Boning sword</i>	-	E	-	-	S	-2	2	-	Melee, Parry, Rending	I9 40
<i>Desire's needle</i>	-	E	-	+1	S+2	-1	1	-	Chem Delivery, Melee, Power, Toxin	I9 50
<i>Flensing knife</i>	-	E	-	-	S	-1	1	-	Melee, Rending	C 15
<i>Hex'iron blade</i>	-	E	-	-	S+1	-3	1	-	Cursed, Melee, Parry	I9 25
<i>Goredrinker axe</i>	-	E	-	-	S+3	-1	2	-	Melee, Reckless, Rending	I9 50
<i>Tenebrous scourge</i>	E	3"	-	-	S+3	-	1	-	Entangle, Melee, Power, Versatile	I10 60
Plague censer	-	E	-	+1	S+1	-	1	-	Entangle, Melee, Rad-phage	E
Weeping blade	-	E	-	+1	-	-1	-	-	Melee, Parry, Rad-phage, Toxin	E
<i>Whisperbane knife</i>	-	E	-	+2	S	-	1	-	Backstab, Melee, Scattershot	I11 30
<b>Exotic Beasts and Brute Weapons</b>										
<i>Daemonic talons</i>	-	E	-	-	S	-2	2	-	Cursed, Melee, Rending	
<i>Jaws</i>	-	E	-	-	3	-	1	-	Backstab, Melee	
<i>Savage bite</i>	-	E	-	-	S	-2	1	-	Disarm, Melee	
<i>Talons</i>	-	E	-	-	S	-1	2	-	Melee, Pulverise	
<i>Venomous claws</i>	-	E	-	-	-	-1	-	-	Melee, Toxin	

## GRENADES

Weapon	Rng		Acc						Traits	AL	Credit Cost
	S	L	S	L	S	AP	D	Am			
Blasting charges	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Grenade, Knockback	R8	35
Choke gas grenades	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade	R9	50
Cinderblast bomb	-	Sx2	-	-	6	-3	3	6+	Blast (3"), Blaze, Demolitions, Grenade	E	
Flares	-	Sx3	-	-	-	-	-	4+	Blast (5"), Grenade, Flare	C	20
Flash grenades	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade	R9	15
Incendiary charges	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade	R7	40
Infernal bomb	-	Sx2	-	-	5	-2	3	*	Blast (5"), Grenade, Single Shot, Unstable	E	
Poisoned wind globe	-	Sx3	-	-	-	-	-	5+	Blast (3"), Cursed, Gas, Grenade, Unstable	E	
Shard grenades	-	Sx3	-	-	2	-2	1	4+	Blast (5"), Cursed, Grenade, Rending	I9	30
Smoke grenades	-	Sx3	-	-	-	-	-	4+	Blast (*), Grenade, Smoke	C	15

## VEHICLE HEAVY WEAPONS

See the Watercraft section for details.

Weapon	Rng		Acc						Traits	AL	Credit Cost
	S	L	S	L	S	AP	D	Am			
Bolt thrower	24"	48"	+1	-	6	-2	2	6+	Impale, Scarce, Unwieldy		
- Repeater bolts	18"	48"	+1	-	4	-1	1	6+	Rapid Fire (2), Scarce, Unwieldy		
Carronade	20"	40"	-	-1	7	-3	3	6+	Exploding, Knockback, Scarce, Unwieldy		
Fire thrower	-	T	-	-	5	-2	1	5+	Blaze, Exploding, Template, Unwieldy		
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce		
Mortar	12"	48"	-3	-	4	-1	1	6+	Barrage, Blast (5"), Concussion, Exploding, Knockback, Scarce, Unwieldy		
Warp lightning cannon	18"	36"	-	-	8	-2	3	5+	Blast (3"), Cursed, Shock, Unstable, Unwieldy		

New weapon traits: See page 44.

Exploding: See Exploding Weapons, Necromunda Rulebook (2023) page 236

Lance: See Book of the Outlands page 96.

Paired, Shred: See Book of Ruin page 123. A fighter may discard a non-paired weapon if purchasing a paired version of the same weapon.

All other weapon traits: See Necromunda Rulebook (2023)

# Armour

## CURSED ARMOUR

75 credits - Illegal (13)

Cursed armour grants its wearer a 5+ save, or an unmodifiable 4+ save against the effects of psychic powers. Note that this save, if successful, does not cancel the use of a psychic power, it only renders the wearer immune to the power's effects. In the End phase of each round, the wearer must make a Willpower check or gain the Insane condition.

Cursed armour may be worn by Wizards.

## DRAGON ARMOUR

Exclusive to High Elves

Dragon armour grants a 5+ save roll. Additionally, a fighter wearing dragon armour is immune to the Blaze trait.

## FULL PLATE ARMOUR

100 credits - Rare 11

Full plate armour grants a 4+ save roll. This is increased to 3+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed Prone and is Pinned. If it is not clear if the attacker is within the fighter's Front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 3+ save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are Prone), use the 4+ save roll. However, due to the extra weight of this armour, the fighter's Initiative is reduced by -1 and their movement by 1" when making a Charge action (even if they have the Mounted condition).

Defenders in a scenario that uses the Sneak Attack rules can add 1 to all rolls to determine if a sentry spots an attacker wearing full plate armour.

## GROMRIL ARMOUR

80 credits - Rare (14)

Gromril armour grants a 4+ save roll.

## GUT PLATE

Exclusive to Ogres

If a fighter is wearing a gut plate, their save roll is improved by 1 against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed Prone and is Pinned. If it is not clear if the attacker is within the fighter's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the improved save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are Prone), they gain no benefit from a gut plate.

A gut plate may be worn in addition to other types of armour. It may not, however, be combined with full plate armour or gromril armour.

## HEAVY ARMOUR

15 credits

Heavy armour grants a 5+ save roll. However, due to the extra weight of this armour, the fighter's Initiative is reduced by -1. Defenders in a scenario that uses the Sneak Attack rules can add 1 to all rolls to determine if a sentry spots an attacker wearing heavy armour.

## HELMET

20 credits

A helmet can be added to other armour. When an enemy fighter makes an attack against a fighter wearing a helmet, the Armour Penetration of the weapon used is decreased by 1, to a minimum of -. In addition, should a fighter wearing a helmet suffer a Lasting Injury result of Head Injury or Eye Injury, roll a D6. On a 4+, the fighter does not suffer the characteristic reduction, but will still go Into Recovery.

## ITHILMAR ARMOUR

Exclusive to Elves

Ithilmar armour grants its wearer a save of 5+. This save cannot be reduced to lower than 6+ by AP or other modifiers, though attacks that do not allow a save will ignore Ithilmar armour as normal.

## LIGHT ARMOUR

10 credits

Light armour grants a 6+ save roll.

## LION CLOAK

Exclusive to High Elves

A lion cloak can be worn over other armour. When an enemy fighter makes a ranged attack against a fighter wearing a lion cloak, the Armour Penetration of the weapon used is decreased by 2, to a minimum of '-'.

## SEA DRAGON CLOAK

Exclusive to Dark Elves

A sea dragon cloak can be worn over other armour and adds 1 to any save rolls the fighter makes. Against weapons that use a Blast marker or Flame template, this is increased to add 2 to any save rolls the fighter makes.

## Talismans

Item	Price	Rarity
Obsidian trinket (hexagrammic fetish)	35 credits	Rare (10)
Talisman of protection (conversion field)	60 credits	Rare (11)

## Gang Equipment

Item	Price	Rarity
Ammo cache	60 credits	Rare (8)
Frag trap	20 credits	Common
Gas trap	40 credits	Rare (8)

## Potions (C hemes)

Item	Price	Rarity
Mad Cap Mushrooms (Frenzon)	20 credits	Rare (9)
Itxi Grubs (Ghast)	30 credits	Illegal (9)
Potion of Shape-changing (Icrotic Slime)	35 credits	Rare (10)
Mandrake Root (Kalma)	15 credits	Common
Dreamwine (Obscura)	30 credits	Illegal (8)
Crimson Shade ('Slaught)	30 credits	Rare (10)
Potion of Speed (Spur)	35 credits	Rare (11)
Healing Potion (Stinger Mould)	75 credits	Rare (13)

## Personal Equipment

Item	Price	Rarity
Bugman's Ale ( <i>Wild Snake</i> )	30 credits	Common
Cred sniffer	35 credits	Rare (8)
Elven cloak ( <i>cameleoline cloak</i> )	35 credits	Rare (9)
Forged Guilder seal	55 credits	Illegal (11)
Healing herbs ( <i>medicae kit</i> )	30 credits	Rare (9)
Lantern ( <i>photo-lumens</i> )	20 credits	Common
Lock-punch	10 credits	Common
Malefic artefact	90 credits	Illegal (13)
Mordheim ( <i>dome runner</i> ) map	100 credits	Rare (9)
Rabbit's foot ( <i>blind snake pouch</i> )	60 credits	Rare (12)
Respirator	15 credits	Rare (11)
Rope & hook ( <i>drop rig</i> )	10 credits	Common
Runic ( <i>archaeotech</i> ) device	120 credits	Rare (13, Dwarfs only)
Sanctioning writ	25 credits	Illegal (10)
Skinblade	10 credits	Common
Thieves tools ( <i>strip kit</i> )	15 credits	Common
Threadneedle worms	45 credits	Illegal (13)
Tome of Magic ( <i>Psi-grub</i> )	50 credits	Illegal (12)
Xenoculum	80 credits	Illegal (12) Illegal (11 Skaven)

## Status Items

Item	Price	Rarity
Exotic furs	50 credits	Rare (12)
Noble (uphive) raiments	50 credits	Rare (10)
Opulent jewellery	80 credits	Rare (11)
Master-crafted weapon	* credits	Rare (10)

# Exotic Beasts

## 0-3 WARHOUND

100 credits - Rare (10)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	100 credits
5"	3+	-	3	3	1	4+	1	7+	6+	8+	8+	

### Special Rules:

- **Watchdog:** If the Warhound's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).
- **Loyal Protector:** Whilst the Warhound is Standing and either Active or Engaged, and within 3" of its owner, enemy fighters may not make a Coup De Grace (Simple) action against the owner.

**Equipment:** A Warhound may not purchase weapons or Wargear. A Warhound is armed with a Savage Bite.

## SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity
Warhound	-	-	Primary	-	Secondary

# Mounts

Mounts are a type of Status Item only available to fighters with the Warband Hierarchy (X) special rule (unless specified otherwise in the fighter's Equipment List).

A fighter may only be equipped with a single Mount at a time.

The Mounted condition is detailed on page 109 of *The Book of the Outlands* and on page 70 of the *Necromunda Rulebook* (2023).

## HORSE

50 credits - Human Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of the Possessed, and Marauders only

A fighter equipped with a Horse increases their Movement characteristic to 8" and gains the Mounted condition.

## WARHORSE

80 credits - Rare (10) - Human Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of the Possessed, and Marauders (but not Beastmen) only

A fighter equipped with a Warhorse increases their Movement characteristic to 8" and gains the Mounted condition. In addition, the fighter increases their armour save by +1 and gains the Combat Master (Combat) skill.

# Watercraft

While the Vehicle rules of Necromunda don't fit in the Old World setting, the rules for Sump Sea Vehicles presented in Apocrypha Necromunda can be used for waterborne battles on the River Stir and other bodies of water. The only Vehicles that may be chosen are the Sludge Barge or Scrap Skiff. Refer to [Apocrypha Necromunda: Spiders of the Sump](#) for details.

Vehicle Crew may be chosen from the Scum Racer or Guild of Coin Haulier profiles in *Book of the Outlands*, or any of the gang-specific Crew otherwise published. However, Crew may only choose Pistols from their Warband Equipment List as weapons and may only choose Personal Equipment from their Warband Equipment List as Wargear.

Use the following Vehicle Upgrades, Vehicle Wargear and weapons for the Sludge Barge or Scrap Skiff instead of those listed for Necromunda. Weapons may be sourced from the Warband Equipment List in addition to the list below. Vehicle wargear may not be chosen from the Trading Post, only from the equipment lists below. Weapon profiles can be found on page 38.

## SLUDGE BARGE EQUIPMENT LIST

### VEHICLE UPGRADES

#### BODY UPGRADES

- Ablative armour ..... 15 credits
- Escape hatches ..... 10 credits
- Explosive ram ..... 25 credits
- Extra armour ..... 25 credits
- Ram ..... 15 credits
- Reinforced armour ..... 20 credits
- Rockgrinder ram (Orcs and Goblins only) ..... 40 credits
- Speed fins ..... 10 credits
- Transport bed ..... 15 credits
- Transport cage
  - small ..... 20 credits
  - large ..... 50 credits
- Weapon hardpoint ..... 40 credits
- Weapons stash ..... 20 credits

#### DRIVE UPGRADES

- Elven rigging (Elves only) ..... 10 credits
- Fore-and-aft sails ..... 30 credits
- Kedge anchor ..... 30 credits

#### ENGINE UPGRADES

- Advanced trimming ..... 5 credits
- Gaff rig ..... 15 credits
- Smoke vents (Vehicle with steam engine or warpstone reactor only) ..... 25 credits
- Steam engine (Human Mercenaries, Dwarfs, Skaven only) ..... 25 credits
- Warpstone reactor (Skaven only) ..... 40 credits

### WEAPONS

#### HEAVY WEAPONS

- Bolt thrower ..... 130 credits
  - Repeater bolts (Elves only) ..... +20 credits
- Carronade (Human Mercenaries, Dwarfs, Undead only)
  - ..... ..... 160 credits
- Fire thrower (Dwarfs, Skaven only)
  - ..... ..... 195 credits
- Harpoon launcher ..... 110 credits
- Mortar (Human Mercenaries, Dwarfs, Undead only)
  - ..... ..... 140 credits
- Warp lightning cannon (Skaven only) ..... 180 credits

### VEHICLE WARGEAR

- Boarding ramp ..... 15 credits
- Body spikes ..... 10 credits
- Flare launchers ..... 10 credits
- Minelayer ..... 35 credits
  - Additional mines ..... 20 credits each
- Smoke launchers ..... 20 credits
- Hull scythes ..... 20 credits

# SCRAP SKIFF EQUIPMENT LIST

## VEHICLE UPGRADES

### BODY UPGRADES

- Ablative armour ..... 15 credits
- Speed fins ..... 10 credits
- Transport bed ..... 15 credits
- Weapons stash ..... 20 credits

### DRIVE UPGRADES

- Elven rigging (Elves only) ..... 10 credits
- Fore-and-aft sails ..... 30 credits
- Kedge anchor ..... 30 credits

### ENGINE UPGRADES

- Advanced trimming ..... 5 credits
- Gaff rig ..... 15 credits
- Steam engine ..... 25 credits

## Vehicle Upgrades

### ADVANCED TRIMMING

A vehicle fitted with advanced trimming applies a +1 modifier to any checks to restart its engine.

### FORE-AND-AFT SAILS

This vehicle may re-roll the dice rolled for Drift Movement due to the Waterborne locomotion special rule.

### GAFF RIG

A vehicle fitted with a gaff rig increases its Movement characteristic by 1".

### KEDGE ANCHOR

When performing a Move (Simple) action, this vehicle may make two turns of up to 90° at any point before, during or after its move, rather than the usual one.

## WEAPONS

### HEAVY WEAPONS

- Bolt thrower ..... 130 credits
  - Repeater bolts (Elves only) ..... +20 credits
- Harpoon launcher ..... 110 credits

### VEHICLE WARGEAR

- Flare launchers ..... 10 credits
- Minelayer ..... 35 credits
- Smoke launchers ..... 20 credits
- Hull scythes ..... 20 credits

## Vehicle Wargear

### HULL SCYTHES

If a vehicle fitted with hull scythes moves within 1" of a model, that model takes a S3, AP -, D1 hit, and if they are a fighter they are Pinned.

### ELVEN RIGGING

Elves only

A vehicle fitted with Elven rigging increases its Handling characteristic by 1.

### STEAM ENGINE

Human Mercenaries, Dwarfs, and Skaven only

When this vehicle is activated, its Movement characteristic can be increased by 2"; however, if it is, then after the activation is finished roll a D6. On a result of a 1, the engine overheats and the vehicle loses 1 HP.

### WARPSTONE REACTOR

Skaven only

A vehicle fitted with a warpstone reactor increases its Movement characteristic by 2". When the vehicle is Wrecked, the reactor explodes; all models within 3" suffer a S5, AP -1, D1 hit, and the vehicle is then removed.

# Weapon Traits

## BLACKPOWDER

A blackpowder weapon needs to be reloaded often. When firing a weapon with the Blackpowder trait, the Firepower dice is not rolled (unless the weapon also has a trait that requires the Firepower dice, such as Rapid Fire or Unstable). After the attack has been resolved, an Ammo check is made automatically. If this is failed the weapon must be reloaded as normal.

Elves of all types disdain blackpowder technology and so may not use any weapons with the Blackpowder trait.

## BARRAGE

Barrage weapons can be fired at targets outside of the firer's line of sight. When firing at a target outside of line of sight do not make an attack roll, instead place the Blast marker anywhere on the battlefield, then move it 2D6" in a direction determined by the Scatter dice. If a Hit is rolled on the Scatter dice, the Blast marker does not move. At the start of the End phase of the round in which this weapon was fired, before step 1, any fighters touched by the marker are hit by the weapon.

## CLIMB

When a fighter armed with a weapon with the Climb trait attempts to climb, they may make a Strength check. If the check succeeds, the distance they move is not halved. In other words, they count as climbing up or down a ladder. If the check fails they may still climb normally.

## DEFENSIVE

A fighter armed with a Defensive weapon can use it to either Block or Deflect. They start each battle in the Block stance and may only change their stance at the start of any of their Activations.

- **Block:** the weapon gains the Shield and Unwieldy traits.
- **Deflect:** the weapon gains the Parry trait. While the fighter is Deflecting they gain no protection against ranged attacks, but while Engaged, the fighter increases their save by 1 against Reaction attacks.

## FANATIC

A fighter with a Fanatic weapon may not use it to attack unless they have the Spinning condition. They gain the Spinning condition whenever they make a Charge (Double) action while wielding the weapon, whether or not they are Engaged at the end of their charge move. In addition, a fighter with a Fanatic weapon always rolls 2D6

for charge distance instead of making a standard move and adding D3".

- A Spinning fighter who becomes Prone or Seriously Injured loses the Spinning condition.
- When a Spinning fighter activates, they may not take actions normally and must move D6" in a random direction (determined by the Scatter dice), even if Engaged. The fighter will stop moving if this movement would bring them into base contact with impassable terrain or into base contact with an enemy fighter (in which case they are considered to have made a Charge (Double) action). If the movement brings them within 1/2" of the edge of a level or platform, they risk falling as described on page 113 of the Necromunda Rulebook (2023). If this movement takes the fighter beyond the edge of a level or platform, they will simply fall. If the D6 result for moving is a 1, the fighter does not move and instead loses the Spinning condition and becomes Prone and Pinned. They then suffer an automatic hit from the Fanatic weapon.
- While Spinning, any enemy attacks (shooting or close combat) suffer an additional -1 To Hit the fighter. In addition, a Spinning fighter automatically passes any Cool checks it is required to make and automatically fails any Intelligence checks, and the fighter is not automatically pinned when hit by a ranged attack.

## SHIELD

*In some Necromunda publications this rule is named Assault Shield or Energy Shield, so is reproduced here for clarity.*

A shield grants a +2 armour save modifier (to a maximum of 2+) against melee attacks that originate from within the fighter's vision arc (the 90° arc to their front), and a +1 armour save modifier against ranged attacks that originate from within the fighter's vision arc; check this before the fighter is placed Prone and is Pinned. If it is not clear whether the attacker is within the target's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, the assault/energy shield can be used. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the target does not have a facing (for example, if they are Prone), the shield cannot be used.

*Note that if an attacker uses the Disarm trait to successfully disarm a fighter carrying a shield, the fighter may not use the shield when making save rolls against the disarming attack and any other attacks made as part of the same action.*

# Magic Spells

Wizards use the following spell lists as indicated in their warband rules.

## Lesser Magic

Elven Wizards and Warlock Bounty Hunters may learn spells of Lesser Magic, representing basic spells that touch on a number of different Lores of Battle Magic.

If a Wizard has a list of spells for which the source book is not available to you, they can always generate spells from this list instead.

*This spell list follows the list of Wyrd Powers from the Necromunda Rulebook (2023), page 156.*

1. Assail (Basic)
2. Flame Blast (Basic)
3. Freeze Time (Double)
4. Weapon Jinx (Simple)
5. Terrify (Double)
6. Quicken (Basic)

## Chaos Rituals

A Cult Witch, a Possessed upgraded to a Wizard, a Beastmen Shaman or Marauder Shaman have access to the Chaos Rituals spell list below as one of their primary skill sets.

*These spells are taken from the Chaos Cult Wyrd Powers listed in the Book of Ruin, page 34.*

1. Scouring (Basic)
2. Levitation (Basic)
3. Warp Strength (Simple), Continuous Effect
4. Dark Shield (Simple)
5. Maddening Visions (Basic)
6. Terrify (Double)

## Necromancy

A Vampire has access to the Necromancy spell list as one of their Secondary skill sets, and a Necromancer has access to the Necromancy spell list below as one of their Primary skill sets.

*Spells 1-4 are taken from the Darkness Psychotic Whispers listed in House of Shadow, page 100.*

1. Cacophony of Silence (Double), Continuous Effect
2. Penumbral Mirror (Basic)
3. A Perfect Void (Basic), Continuous Effect
4. Eternal Slumber (Double)
5. Re-animation (Double): Roll a D6; if the result is less than or equal to the number of friendly fighters that have been taken Out of Action during the battle, randomly choose one of the Out of Action fighters. That fighter ignores any Lasting Injury they suffered when taken Out of Action (even a Memorable Death) and returns to the table within 3" of the Wizard. The resurrected Fighter has a single Wound remaining and does not retain any Flesh Wounds they had previously suffered.
6. Spell of Awakening (Double): Pick an enemy fighter that went Out of Action during the battle with a Memorable Death and roll a D6. If the result is greater than the number of starting wounds on the fighter's profile, a new Zombie with a ready marker is placed within 3" of the Wizard. The Zombie wears any armour the enemy fighter was wearing when taken Out of Action, but has no other weapons or equipment. **The opposing warband treats this Zombie as having the Fearsome skill.** If the opposing warband manages to take this new Zombie Out of Action during the same battle, the fighter that does so gains an additional Experience point. If the new Zombie survives the battle, it becomes a permanent addition to the Undead warband and is worth 20 credits for the purposes of calculating Warband Rating.

## Magic of the Horned Rat

An Eshin Sorcerer has access to the Magic of the Horned Rat spell list below as one of their primary skill sets.

*These spells are taken from the Madness Psychotic Whispers listed in House of Shadow, page 98.*

1. Existential Barrage (Simple)
2. Terrible Truths (Basic)
3. Psychotic Lure (Basic)
4. Cyclopean Gaze (Double)
5. Craven Howl (Basic), Continuous Effect
6. Unrememberable Utterance (Simple), Continuous Effect

## Waaagh! Magic

An Orc or Goblin Shaman has access to the Waaagh! Magic spell list below as one of their primary skill sets.

*These spells are taken from the Genestealer Cults Wyrd Powers listed in the Book of Ruin, page 48.*

1. Hypnosis (Basic)
2. Unbreakable Will (Basic), Continuous Effect
3. Zealot (Double), Continuous Effect
4. Mind Control (Basic)
5. Assail (Basic)
6. Force Blast (Basic)

## Lores of Magic

Instead of using the spell list set in the warband rules, a Wizard may instead choose to study one of the eight Lores of Magic. Use the rules for expanded Wyrd Powers described in *Book of the Outcast* for selecting spells/powers. Each one of the eight Winds of Magic correlates with one of the Wyrd Power disciplines.

Elven Wizards may choose their spells from multiple Lores, but all other Wizards may only select a single Lore of Magic. A Wizard who only knows spells from a single Lore of Magic also gains the special ability for the relevant discipline.

The Lores of Magic available to each type of Wizard are as follows:

- **Cult Witch:** Fire, Metal, Shadow, Death
- **Vampire and Necromancer:** Death
- **Eshin Sorcerer:** Shadow
- **Beastmen Shaman:** Beasts, Death
- **Marauder Shaman:** Fire, Metal, Heavens
- **Mage/Sorceress/Spellsinger:** all eight
- **Warlock:** all eight. A Warlock is a Bounty Hunter that has been upgraded to a Wizard for +35 credits following the rules for upgrading Bounty Hunters in *Book of the Outcast*.

### LORE OF FIRE

The Lore of Fire follows all the rules for the Pyromancy Discipline (*Book of the Outcast*, page 56).

**Fire Special Ability: Fire Shield**

1. Body of Flame (Basic), Continuous Effect
2. Stoke Flames (Basic)
3. Wall of Flame (Basic), Continuous Effect
4. Flame Blast (Basic), Continuous Effect
5. Molten Bolt (Basic)
6. Scouring (Basic), Continuous Effect

### LORE OF BEASTS

The Lore of Beasts follows all the rules for the Telekinesis Discipline (*Book of the Outcast*, page 58).

**Beasts Special Ability: Fists of Fury**

1. Assail (Basic)
2. Crush (Basic)
3. Force Field (Basic), Continuous Effect
4. Hailstorm (Basic)
5. Force Blast (Basic)
6. Levitation (Basic), Continuous Effect

## LORE OF METAL

The Lore of Metal follows all the rules for the Technomancy Discipline (*Book of the Outcast*, page 57).

Metal Special Ability: Techno-affinity

1. Weapon Jinx (Simple)
2. Overcharge (Basic), Continuous Effect
3. Hardening (Basic), Continuous Effect
4. Manipulate Door (Simple)
5. Manipulate Lumens (Double)
6. Crack Lock (Basic)

## LORE OF LIGHT

The Lore of Light follows all the rules for the Chronomancy Discipline (*Book of the Outcast*, page 54).

Light Special Ability: Flicker

1. Freeze Time (Double)
2. Suppress Power (Basic)
3. Zen Shootist (Basic), Continuous Effect
4. Walk Through Walls (Double)
5. Mirror Image (Double)
6. Lucky Aura (Basic), Continuous Effect

## LORE OF LIFE

The Lore of Life follows all the rules for the Biomancy Discipline (*Book of the Outcast*, page 53).

Life Special Ability: Fast Healing

1. Arachnosis (Basic), Continuous Effect
2. Chameleon (Basic), Continuous Effect
3. Cause Pain (Basic)
4. Stop Bleeding (Basic)
5. Quickening (Basic), Continuous Effect
6. Iron Arm (Basic), Continuous Effect

## LORE OF HEAVENS

The Lore of Heavens follows all the rules for the Divination Discipline (*Book of the Outcast*, page 55).

Heavens Special Ability: Future Sight

1. Precognition (Special)
2. Foreboding (Double), Continuous Effect
3. Misfortune (Basic)
4. Forewarning (Basic)
5. Warp Whispers (Special)
6. Visions (Double), Continuous Effect

## LORE OF SHADOW

Instead of emulating one of the disciplines in *Book of the Outcast*, the Lore of Shadow uses the list of powers for the Delusion Psychotic Whispers (*House of Shadow*, page 99).

Shadow Special Ability: If a Wizard only selects spells from the Lore of Shadow, they gain the Phantasm special rule:

- **Phantasm:** This Fighter can never be Revealed when **Visibility (X")** rules are in effect.
1. Spatial Psychosis (Simple)
  2. Seen Unseen (Basic), Continuous Effect
  3. Ghost and Shadow (Basic)
  4. Deceitful Thoughts (Double)
  5. Suicidal Embrace (Basic)
  6. Opprobrious Curse (Simple)

## LORE OF DEATH

The Lore of Death follows all the rules for the Telepathy Discipline (*Book of the Outcast*, page 59).

Death Special Ability: Fearful Aura

1. Mind Control (Basic), Continuous Effect
2. Terrify (Double)
3. Invisibility (Double), Continuous Effect
4. Mental Assault (Basic)
5. Hallucinations (Basic)
6. Unbreakable Will (Basic), Continuous Effect

# Campaigns

## Mordheim Map Campaign

A Mordheim Map campaign follows the basic structure of a Dominion campaign but uses the map of Mordheim at the back of this document to drive the narrative. Each district of Mordheim works as a special kind of Territory, with a network of connections joining them. Districts may change owners as normal for Territories in a Dominion campaign. However, if a warband loses a District to an enemy, roll a D6: on a 2+ they may occupy an adjacent unassigned District if one is available.

The details of each District are presented later in this document. Each battle must be fought in a specific District, with the winner gaining control of the District. In phase one, battles are fought over unclaimed Districts. In phase two, battles are fought in claimed Districts, with the winner of the battle taking control over the District at stake.

Players must choose one of the four surrounding villages to use as the location of their starting Settlement.

Multiple players can use the same village. Players use the gate attached to their village to enter the city: gates cannot be controlled separately. Sisters of Sigmar must start at The Rock rather than a gate. Beastmen and Marauders may enter the city through any gate, they need not choose a surrounding village.

Each Settlement will grant the warband a unique benefit, as detailed on the next page. Each player also starts with two other randomly determined Districts, which may be anywhere on the map. These are determined randomly at the start of the first week. You can use a deck of cards containing only diamonds and clubs to randomly determine Districts.

Note that some warbands follow special rules such that they cannot hold Territories/Districts.

## STARTING SETTLEMENTS

<p><b>human settlement</b></p> <p><i>Human Mercenaries Settlement / Witch Hunters Settlement</i></p> <p><b>Income:</b> The warband earns D6x10 credits from this Settlement when collecting income.</p> <p><b>Reputation:</b> Whilst it controls this Settlement, the warband adds +1 to its Reputation.</p> <p><b>Recruit:</b> The warband may choose to roll two D6 after every battle. On a roll of 6 on either dice, the warband may recruit a single Recruit from their House List for free. If both dice come up as 6, then the warband may recruit a Henchman from their House List for free.</p>	<p><b>haunted tomb</b></p> <p><i>Undead Settlement</i></p> <p><b>Income:</b> The warband earns 2D6x5 credits from this Settlement when collecting income. However, if a double is rolled, a randomly determined fighter goes into Recovery. No income is lost.</p> <p><b>Reputation:</b> Whilst it controls this Settlement, the warband adds +1 to its Reputation.</p> <p><b>Recruit:</b> The warband may choose to roll three D6 after every battle. For every roll of 6 on the dice, the warband may recruit a single Zombie for free.</p>
<p><b>dwarf muster</b></p> <p><i>Dwarf Settlement</i></p> <p><b>Income:</b> The warband earns D6x10 credits from this Settlement when collecting income.</p> <p><b>Reputation:</b> Whilst it controls this Settlement, the warband adds +1 to its Reputation.</p> <p><b>Recruit:</b> The warband may recruit a Dome Runner Hanger-on for free.</p>	<p><b>chaos fane</b></p> <p><i>Cult of the Possessed Settlement</i></p> <p><b>Income:</b> The warband earns D3x10 credits from this Settlement when collecting income. Add +1 to the D3 for every other Settlement controlled by the warband.</p> <p><b>Recruit:</b> The warband may recruit an Agitator Hanger-on for free.</p> <p><b>Special:</b> Whilst it controls this Settlement, the warband adds +1 to the result when performing a Dark Ritual.</p>
<p><b>skaven burrow</b></p> <p><i>Skaven Settlement</i></p> <p><b>Income:</b> The warband earns 2D6x5 credits from this Settlement when collecting income. However, if a double is rolled, a randomly determined fighter goes into Recovery. No income is lost.</p> <p><b>Recruit:</b> The warband may choose to roll three D6 after every battle. For every roll of 6 on the dice, the warband may recruit a single Night Runner for free.</p> <p><b>Special:</b> Whilst it controls this Settlement, the warband may infiltrate D3 fighters onto the battlefield ahead of any battle. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot.</p>	<p><b>orc and goblin camp</b></p> <p><i>Orc and Goblin Settlement</i></p> <p><b>Income:</b> The warband earns D3x10 credits from this Settlement when collecting income. Add +1 to the D3 for every other District controlled by the warband.</p> <p><b>Reputation:</b> Whilst it controls this Settlement, the warband adds +1 to its Reputation.</p> <p><b>Recruit:</b> The warband may choose to roll three D6 after every battle. For every roll of 6 on the dice, the warband may recruit a single Goblin Git for free. Alternatively, if two or more dice come up as 6, then the warband may recruit an Orc Boy for free.</p>
<p><b>elfen enclave</b></p> <p><i>Elf Settlement</i></p> <p><b>Income:</b> The warband earns D6x10 credits from this Settlement when collecting income.</p> <p><b>Reputation:</b> Whilst it controls this Settlement, the warband adds +1 to its Reputation.</p> <p><b>Recruit:</b> The warband may recruit a 'Narker Hanger-on for free.</p>	<p><b>feasting grounds</b></p> <p><i>Ogre Settlement</i></p> <p><b>Income:</b> The warband earns D6x10 credits from this Settlement when collecting income.</p> <p><b>Reputation:</b> Whilst it controls this Settlement, the warband adds +1 to its Reputation.</p> <p><b>Recruit:</b> The warband may recruit a Slopper Hanger-on for free.</p>
<p><b>the rock</b></p> <p><i>Sisters of Sigmar Special Settlement</i></p> <p><b>Income:</b> The warband earns 2D6x10 credits from this Settlement when collecting income.</p> <p><b>Warband Assault:</b> A warband can never take control of The Rock. If, however, a warband should assault The Rock and win the ensuing battle, that warband will gain +5 Reputation.</p>	<p><b>raiding outpost</b></p> <p><i>Beastmen and Marauders Special Settlement</i></p> <p><b>Income:</b> The warband earns 2D6x10 credits from this Settlement when collecting income.</p> <p><b>Warband Assault:</b> A warband can never take control of a Raiding Outpost. If, however, a warband should assault the Raiding Outpost and win the ensuing battle, that warband will gain +5 Reputation.</p>

## DISTRICTS

<p><b>the gaol</b> A♦</p> <p><b>Special:</b> Whilst it controls this District, the warband adds +3 to the dice roll to Capture enemy fighters.</p>	<p><b>clock tower</b> A♠</p> <p><b>Special:</b> Whilst it controls this District, the warband may choose an additional D3 Tactics cards in the pre-battle sequence.</p>
<p><b>artisan quarter</b> 2♦</p> <p><b>Income:</b> The warband earns D6x10 credits from this District when collecting income.</p> <p><b>Equipment:</b> The warband can add up to 30 credits worth of weapons or Wargear from its House Equipment List to its Stash for free.</p>	<p><b>the pit</b> 2♠</p> <p><b>Income:</b> When collecting income from this District, the controlling player may choose to roll between 2D6x10 and 6D6x10. However, if a double is rolled, then no income is generated and a random fighter from the warband suffers a Lasting Injury.</p>
<p><b>poor quarter</b> 3♦</p> <p><b>Income:</b> The warband earns D6x5 credits from this District when collecting income.</p> <p><b>Reputation:</b> Whilst it controls this District, the warband adds +1 to its Reputation.</p>	<p><b>market square</b> 3♠</p> <p><b>Income:</b> The warband earns D6x10 credits from this District when collecting income.</p> <p><b>Special:</b> Whilst it controls this District, the warband reduces the Rarity of all items in the Trading Post by 2.</p>
<p><b>the cemetery</b> 4♦</p> <p><b>Income:</b> When collecting income, the warband gains D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.</p> <p><b>Recruit:</b> An Undead warband may additionally recruit a single Zombie for free for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.</p>	<p><b>amphitheatre</b> 4♠</p> <p><b>Special:</b> Whilst the warband controls this District, as a post-battle action a Leader or Champion may fight in the Amphitheatre. Make a Weapon Skill check with a -1 modifier for them. If the check is passed, they permanently gain one random Combat or Brawn skill. If the check is failed, nothing happens. If however the check is failed on the roll of a 1, the fighter suffers one roll on the Lasting Injury table.</p>
<p><b>middle bridge</b> 5♦</p> <p><b>Income:</b> The warband earns D6x5 credits from this District when collecting income.</p> <p><b>Special:</b> Whilst it controls this District, the warband has Priority in the first round of any battle. Any warband in the campaign may pay the controlling warband 20 credits to gain the same benefit in a single battle against another warband.</p> <p><b>Recruit:</b> An Orcs and Goblins warband may halve the cost of recruiting a Troll Brute.</p>	<p><b>quayside</b> 5♠</p> <p><b>Special:</b> Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 3 or more, the warband with this District may decide who the attacker is and who the defender is for the scenario.</p> <p><b>Income:</b> Roll D3x10 and add this many credits to the warband's Stash.</p> <p><b>Recruit:</b> A Skaven warband may halve the cost of recruiting Giant Rats.</p>
<p><b>memorial gardens</b> 6♦</p> <p><b>Special:</b> Whilst it controls this District, the warband may purchase Grapplehawks and Gyrinx Cats from the Black Market, treating them as Common. See <i>Book of Judgement</i> for details.</p> <p><b>Recruit:</b> A Wood Elf warband may recruit a Gang Lookout Hanger-on for free.</p>	<p><b>fence alley</b> 6♠</p> <p><b>Special:</b> Whilst it controls this District, the warband treats any weapon with the Gas or Toxin trait as Common, and reduces the cost of all Chems by 10 credits.</p> <p><b>Recruit:</b> A Dark Elf warband may recruit a Chem Dealer Hanger-on for free.</p>
<p><b>rich quarter</b> 7♦</p> <p><b>Reputation:</b> Whilst it controls this District, the warband adds +1 to its Reputation.</p> <p><b>Special:</b> Whilst it controls this District, the warband treats all Status Items as Common.</p> <p><b>Income:</b> An Ogre warband earns D6x10 credits from this District when collecting income.</p>	<p><b>count steinhardt's palace</b> 7♠</p> <p><b>Income:</b> The warband earns D6x10 credits from this District when collecting income.</p> <p><b>Recruit:</b> Whilst it controls this District, the warband may recruit a Bounty Hunter for free, including their equipment, prior to every battle.</p>
<p><b>executioner's square</b> 8♦</p> <p><b>Reputation:</b> Whilst it controls this District, the warband adds +1 to its Reputation.</p> <p><b>Special:</b> Whilst it controls this District, a Cult of the Possessed warband adds +1 to the result when performing a Dark Ritual.</p>	<p><b>city hall</b> 8♠</p> <p><b>Reputation:</b> Whilst it controls this District, the warband adds +2 to its Reputation.</p> <p><b>Special:</b> Whilst it controls this District, a Human Mercenaries warband always has Home Turf Advantage.</p>

<b>raven barracks</b>  <p><b>Recruit:</b> Whilst it controls this District, the warband may recruit two City Scum Hired Guns for free, including their equipment, prior to every battle.</p>	<b>merchant's quarter</b>  <p><b>Income:</b> The warband earns D6x10 credits from this District when collecting income. If the warband also controls Market Square, this is increased to 2D6x10.</p>
<b>dwarven district</b>  <p><b>Income:</b> The warband earns 2D6x5 credits from this District when collecting income.</p> <p><b>Recruit:</b> A Dwarf warband may recruit an Ammo-jack Hanger-on for free.</p>	<b>little moot</b>  <p><b>Income:</b> The warband earns D6x5 credits from this District when collecting income.</p> <p><b>Recruit:</b> The warband may recruit a Slopper Hanger-on for free.</p>
<b>statue of count gotthard</b>  <p><b>Reputation:</b> Whilst it controls this District, the warband adds +2 to its Reputation.</p>	<b>the great library</b>  <p><b>Special:</b> Whilst it controls this District, the warband treats Malefic Artefacts and Tomes of Magic as Common.</p>
<b>temple of morr</b>  <p><b>Special:</b> At the start of the Campaign Week, roll a D6 for each fighter in the warband. On a 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing. An Undead warband may never claim this special ability.</p> <p><b>Income:</b> Roll D3x10 and add this many credits to the warband's Stash.</p>	<b>sage's hall</b>  <p><b>Special:</b> Any number of weapons owned by the warband may be given one of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given this Trait. These weapons also gain the Unstable Trait (Wizards may attempt to roll a Willpower check to negate the Unstable effect). If the District is lost, the weapons lose these additional Traits.</p> <p><b>Recruit:</b> A High Elf warband may recruit a Scholar Hanger-on for free.</p>
<b>temple of sigmar</b>  <p><b>Special:</b> At the start of the Campaign Week, roll a D6 for each fighter in the warband. On a 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing. A Cult of the Possessed warband may never claim this special ability. Fighters in a Witch Hunter warband instead gain the blessed condition on a roll of 5+.</p> <p><b>Income:</b> Roll D3x10 and add this many credits to the warband's Stash.</p>	 <p>Choose any unclaimed district.</p>

# Alternative Campaigns

Alternatively, a Mordheimunda campaign can follow the rules for any existing Necromunda campaign, such as a Dominion campaign, an Uprising campaign, and even an Outlands campaign.

## boons and rackets

- If a boon or racket makes an item of Wargear common or free that is not usually available, it may be made available if suitably themed to Mordheim.
- If a boon or racket makes a type of weapon common or free, these must be chosen from the Mordheim Trading Post or Mordheim Black Market. When a racket refers to Imperial Weapons, these may be chosen from the Human Mercenaries weapon list. When a racket refers to Xenos Weapons, these may be chosen from the Dwarfs or Elves weapon list.
- If a racket would provide an automatic alliance, ignore that option and use the option to recruit a Bounty Hunter and Hive (City) Scum instead.

## using the map

The Mordheim map on the next page can be used to expand the narrative of either a Dominion Campaign or an Uprising Campaign. Each district of Mordheim represents a territory, with a network of connections joining them.

Players must choose one of the four surrounding villages to use as their Settlement (or Chaos Fane in an Uprising campaign): Sigmar Haven, Cutthroat's Den, Black Pit Settlement, or Brigandsburg. Multiple players can use the same village. Players use the gate attached to their village to enter the city: gates cannot be controlled separately.

## DOMINION CAMPAIGN

During the Occupation phase of a Dominion campaign, instead of determining territories randomly, the winner of each battle may choose to occupy a territory that is no more than two connections away from a territory they already occupy, or from the gate at which they enter the city.

During the Takeover phase of a Dominion campaign, players may challenge an opponent for a territory that is no more than two districts away from a territory they already occupy.

The Rock operates the same as a Palanite Precinct and can only be occupied by Sisters of Sigmar. Sisters of Sigmar start the campaign occupying The Rock.

Beastmen and Marauders have a Raiding Camp that also follows the same rules as a Palanite Precinct, however it has no set location. Each campaign week a player with a Raiding Camp must nominate one of the four gates as the location of the Raiding Camp. From there they can conduct their raids and be assaulted by enemy warbands.

## UPRISING CAMPAIGN

In an Uprising campaign, players start with a Warband Starting Territory as determined by the type of warband they are playing, which follows all the same rules as a Gang Starting Territory.

### WARBAND STARTING TERRITORY

**Sisters of Sigmar:** Precinct Fortress

**Cult of the Possessed, Undead, Skaven, Beastmen and Marauders, Orcs and Goblins:** Chaos (or more generally Destruction) Fane

**Human Mercenaries, Witch Hunters, Dwarfs, Elves, Ogres:** Settlement

Each player also starts with two other randomly determined territories, which may be anywhere on the map. During Downtime, each player may abandon one territory and occupy an adjacent unassigned territory instead. Territories may otherwise change owners as normal for an Uprising campaign. If a warband loses a territory to an enemy, they may occupy an adjacent unassigned territory if one is available.

The *Order from Chaos* alternative Uprising Campaign detailed in Book of Ruin is most appropriate for Mordheim, though any campaign variants could be used.

# MORDHEIM



**A mighty map of horror and adventure:** Created by Philip Spence (beyondthetabletop.com), translation by Roland Wenskus, special help from Daniel Sämlblom, Giuseppe Chiavele, Maxine Howells and Tuomas Pirinen. Based on the campaign by Chrismish 2010. Map Illustrated by Nuala Kennedy. Modified for Mordheim by Sean Rogers (alwaysstrikesfirst.com). Mordheim © Games Workshop Limited. All Rights Reserved.