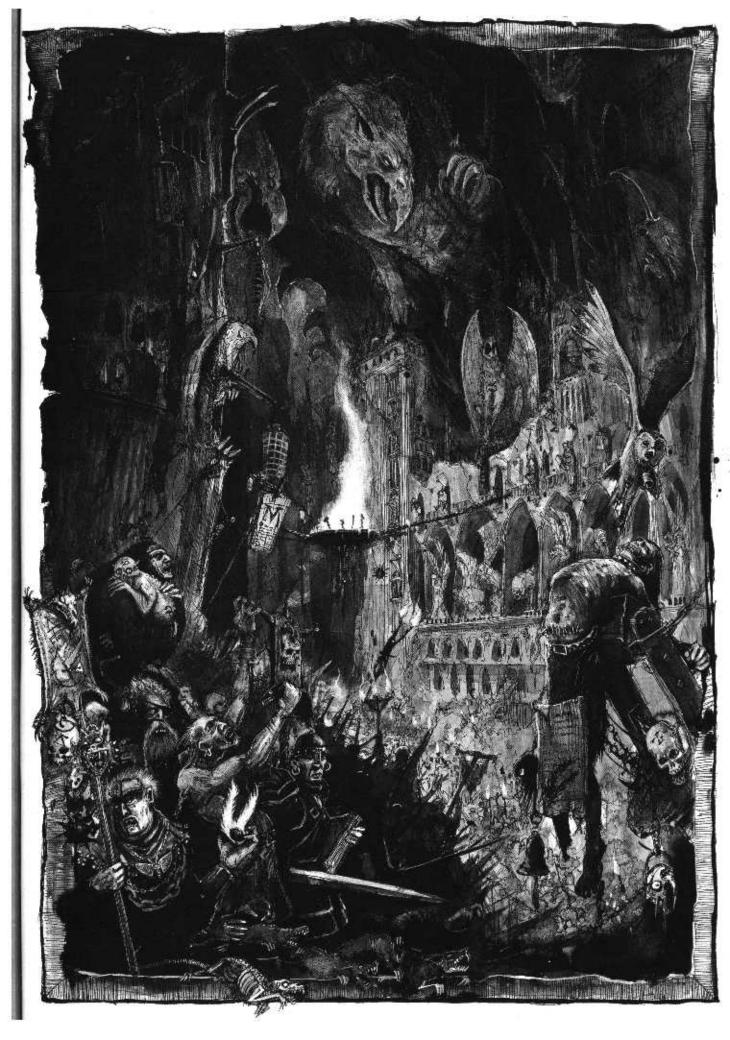
# MORDES











On the last pear of the second millennium, five hundred pears before the rule of the most benevolent Emperor Karl Franz, there fell a time unlife any other. Just as they had before the birth of divine Sigmar, the wings of fire in the sky again heralded the coming of great things – the coming of Plague, the coming of War, the coming of Pestilence and Hunger.

Though its unholy name is now stricken from the records of the Great Library of Altdorf, and its ruins razed by Magnus the Saviour of the Empire, would tell you the tale of the cursed city, brought low by the wrath of gods.

I would tell you the tale of

Mordheim







A Nighty Come of Horror and Adventure by

# Tuomas Pirinen

enscribed with help from Rick Priestley & Alessio Cavatore

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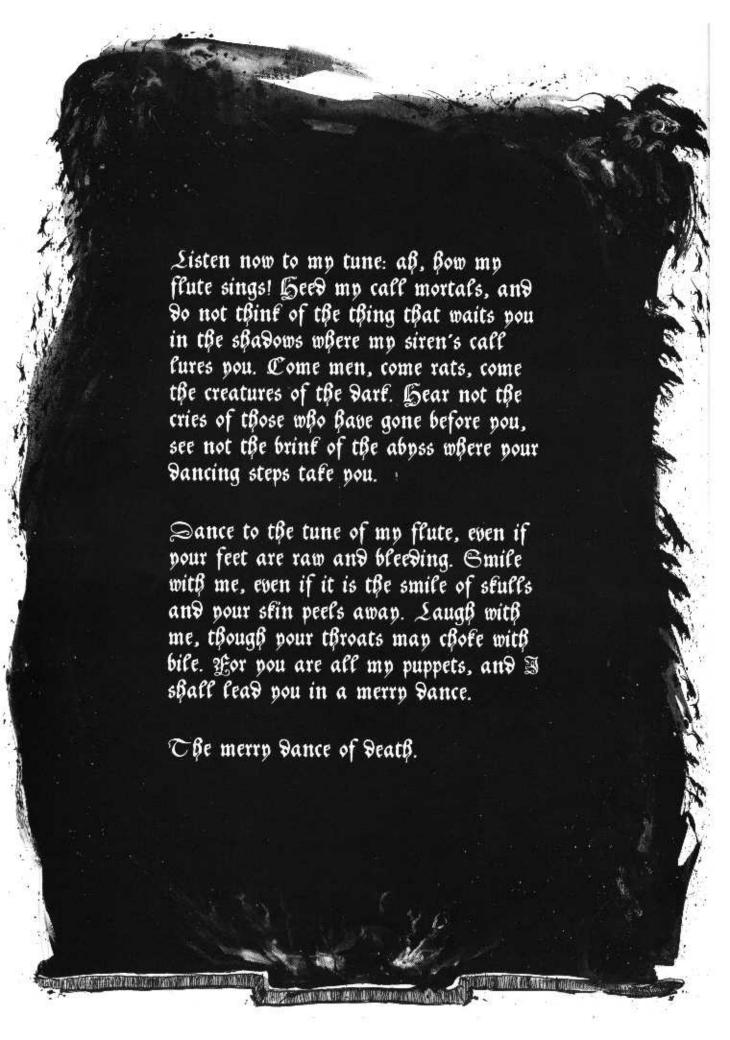
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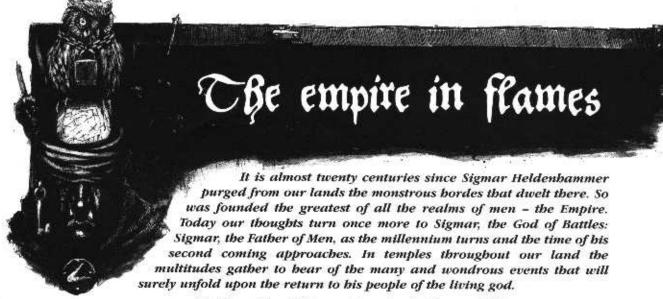
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# Contents The City of the Damned . . . . . . . . . . . . . 10 Rules Introduction The Turn 24 Movement 25 Warbands Campaigns Campaigns . . . . Experience 120 Scenarios 125 Optional rules







The Chronicler of Ostermark - entry for the year 1999

than in the dying year of the last century of the second millennium. For the Empire, once as mighty in arms as it was bold in spirit, is now a realm rent by war and weakened by corruption. No Emperor rules in these dark and terrible days, instead the Empire is riven into many lands, from Ostermark in the cold north to Wissenland in the distant south, from Marienburg by the Western Ocean to Sylvania that lies under the shadow of the Worlds Edge Mountains. Each lord fights his brothers within his borders and his neighbours without. Thus the lords of the Empire squabble over the crown whilst bandits and rogues roam at will.

None suffer as greatly as the dispossessed, so it is scarce wonder that the poor give themselves to wantonness, drunkenness and all manner of vice. Theirs is a wretched existence: slain by blade and fire, squeezed dry by tax gatherers, and robbed by bloated merchants who grow ever richer upon the profits of disorder.

It was in the city of Mordheim, in the land of Ostermark, on the first day of the year nineteen

hundred and ninety nine of the era of Sigmar that the Seeress of the Sisters of Sigmar first observed in the night sky the long awaited sign. It was as the prophet Macadamnus of Greill had predicted more than five hundred years before when he wrote:

In the city of bis sisters be will return to us on wings of fire.

From his throne be shall reign in incorruptible flesh forever.

No death shall there be for those that gather to him there.

And the northern lords shall rule the lands of the world together.

The Cantos of Macadamnus - Verse CXXVI

nly then was it clear that the city referred to was none other than Mordheim. This city was home to the Holy Order of the Sisters of Sigmar, the 'sisters' of the prophesy, and also the most northerly of the lands of the Empire. As to the 'wings of fire', this meaning too was plain for all to see. Overhead in the night sky was Sigmar's own holy sign, the double-tailed comet whose appearance two thousand years before was held to have foretold of his birth. Night after night the comet grew brighter. Day after day people flooded into Mordheim as news spread through the Empire of Sigmar's impending descent upon wings of fire.

As that last year of the twentieth century wore on, the comet swelled until the night was altogether banished from the streets of Mordheim. Its fires raged in the heavens so that the sun itself seemed a dull cold thing in comparison. Beneath that portentous orb the people of Mordheim seemed to forget any sense of modesty and gave themselves up to a ceaseless orgy of depravity. Who knows how many souls were crammed into that city? How many hundreds of thousands had gathered there from all over the Empire so that every

street of every district overflowed with the unceasing music of merrymaking. Outside the city walls the newcomers heaved and crushed and danced. None sought rest or shelter – for in those endless days noone stopped to sleep but danced, feasted, drank and gave themselves up to indecent pleasures. Later, it is said that Daemons crept from the shadows and mingled with the throng, crying joyously and cavorting with man and woman alike. But who can be sure of anything that happened, their minds clouded ever afterwards by the horror of those times.

Thus was gathered into Mordbeim on the eve of its destruction all the sins of men together, as a boil gathers the poisons of the body ready to be lanced by the surgeon's knife.

Bernbardt Hal - Witch Hunter General

the city of Mordheim on the first moment of the first day of the new era. As the cavalcade of wickedness reached its zenith the Hammer of Sigmar fell to earth and ended forever the lives of every man, woman and child within the city. With a roar ten thousand times louder than thunder the ground seemed to rise to meet the fire, casting down buildings, toppling walls and flattening trees in a flaming blast. In the distant city of Altdorf temples shuddered and falling masonry plummeted to the streets below. Far beyond the Empire's borders the underground fortresses of the Dwarfs, that had stood for generations, cracked and fell.

Nothing remained of Mordheim but burned and charred ruins. The city was so crowded that not everyone could enter, and a few of the revellers that massed outside the city walls did avoid the cataclysm. These survivors fled as far as they could, carrying the tale of Sigmar's divine punishment throughout the Empire. But even these did not escape unharmed – for many subsequently died, their bodies twisted and distorted from within by mutation and their minds tortured by the memories of what they had witnessed.

A pall of smoke bung over the ruin for seven days and seven nights, and a great beat burned as a glowing coal from the furnace of the netherworld.

> The Chronicler of Ostermark – entry for the year 2000

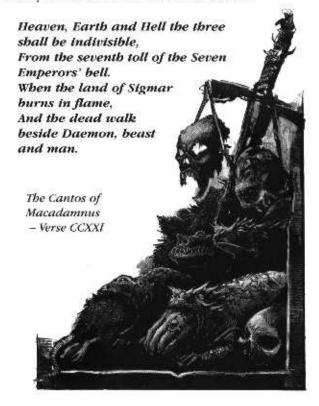
Swirling vapour enshrouded the city for many days after its destruction. This miasma was lit from within by an unearthly green glow and was so hot that none could approach. Eventually, this vapour dispersed somewhat and the ruins cooled. A few of the dispossessed drifted back to make a search for valuables abandoned in haste or such treasures as might have escaped the wrath of Sigmar.

In the new year strange stories began to circulate of a wondrous stone discovered in the ruins – a glowing dark shard capable of working miracles. Soon other stones were discovered, of all shapes and sizes, credited with powers of the most extraordinary kind. If such tales are to be believed the sick were cured, the blind could be made to see, tall trees would grow from the ground in a single day, and the very dead could be raised and made to speak again.

Most telling of all was the successful transmutation of lead to gold – a feat undertaken at the behest of Siegfried, Count of Reikland, by his personal alchemist van Hoffman. Rumours of this discovery spread like wildfire throughout the Empire and beyond as all manner of men flocked to the ruins of Mordheim to search for wyrdstone, as the strange stones were now called.

So it was that the ruins of Mordheim drew the attention of the lords of the Empire and many more besides – for power and wealth was surely there for the taking! For some there was the promise of wealth in the form of gold which would pay their armies and advance their imperial ambitions, for others there was the lure of magical power, yet others were drawn by simple greed or else by more sinister reasons that loyal and goodly men could but hardly imagine.

Then came the reports of monsters that lurked in the ruins, gigantic rats the size of men, the walking-dead, Daemons and mutant creatures that might once have been men. Of such things nothing more is to be said here. All came to Mordheim with their dreams – though few scarce imagined that by their actions the destiny of the world would soon be decided.



# The city of the Jamned

During the year of madness before Mordbeim's destruction, Ostermark fell into ever greater ruin as all matters of governance were neglected. Farmlands were abandoned as people flocked to the city, smiths deserted their forges, and even merchants and money lenders gave up all attempt at commerce. Thus even before the devastation, the land of Ostermark had fallen into anarchy and its ruler, Count Steinbardt, had long since embraced the unhealthy pleasures so prevalent in those final days. He, together with most of the nobility of the land, perished in the cleansing fires of Sigmar and sorrowfully there were

few wbo mourned the passing of the ancient and bonourable line of Steinbardt.

# They flock to mordheim

oday the land of Ostermark exists in name only. Wild reavers roam freely over lands that are now neglected and ruinous. Foreign armies march through its territory without heed and such honest men who remain, a pitiful few, must endure the constant marauding of thieves and bandits. Yet men still come to Ostermark, indeed they flock there from all over the Empire like carrion to a corpse. They are drawn by the mysterious lure of wyrdstone, for the magical powers of this stone have made it valuable



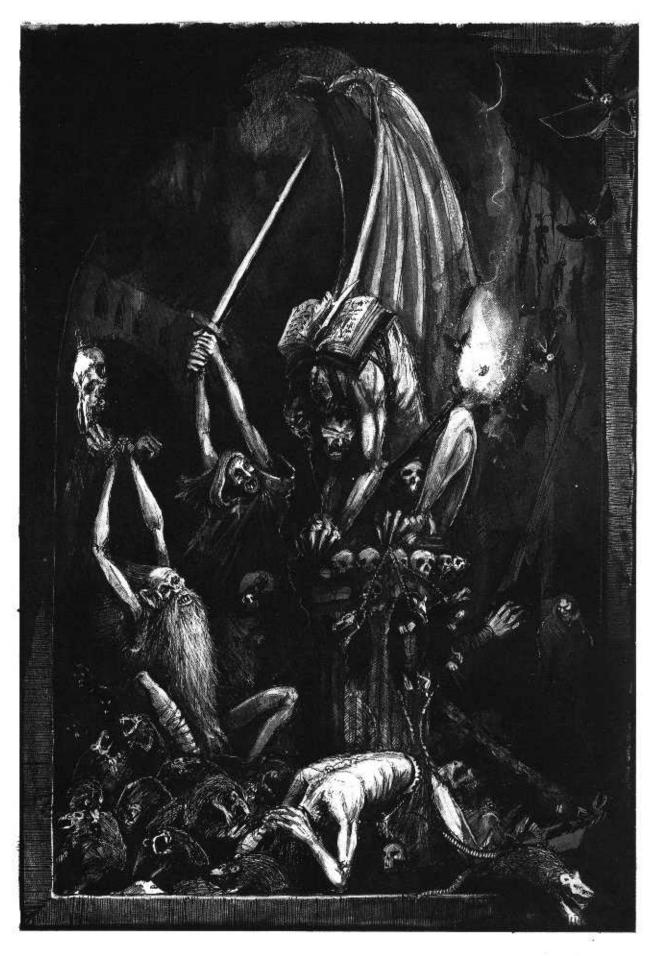
beyond its weight in gold. Though the rewards for their endeavours may be great, and many a fortune has been earned in a day, the dangers are greater still.

When treasure seekers first entered Mordheim they did so without care and often singly or in pairs, for little did they imagine the terrors that lurked in the grim ruins of the city. Many vanished without trace. Others returned maimed in body or unseated in mind, babbling uncontrollably of outlandish and bestial creatures. Some talked endlessly of Daemons and creatures from the pit. A few emerged empty-handed from the ruins to laugh insanely and unceasingly to this very day. Soon it was only the most foolhardy who ventured alone into the City of the Damned. Fortune seekers chose instead to gather into armed groups or warbands; all the better for their mutual protection.

Nor was it only monstrous things that were to take the lives of fortune hunters. For the very air of Mordheim was found to be poisonous to those who lingered there too long. Even the wyrdstone they sought was to prove the death of many - for its raw magical power proved capable of burning flesh and wreaking horrific changes of mind and form. Many who entered Mordheim as comrades were soon driven to discord and murder by the vapours of the air and sorcerous energies of the wyrdstone. Others needed no magical influence before they set upon their fellows, the very discovery of the valuable stone was enough to make them turn upon each other like savages who dispute a glittering trinket whilst all around them lie even greater treasures. Many more were to emerge from their sorties apparently unharmed, yet they soon sickened and died, or else developed such monstrous deformities of the flesh that their comrades abandoned them to die or else slew them outright to spare their shame.

To enter the gargoyle-guarded gates of that place is to pass through the very gates of death!

Last Words of an Unknown Adventurer



# They make their encampment

ecause of the pestilence within the city there Thave grown up beyond its tumbled walls numerous shabby settlements of tents and such rude encampments as parties of hunters build to pass a week in the mountains. Needless to say the great rivalry of men from different lands of the Empire has meant that these are set apart from each other and fortified with crude earthworks against their neighbours' attack. Some, such as Sigmarhaven, are safe enough for all their disorder, mounting paid watchmen to keep the peace, and providing a market place for the arms sellers, sutlers and many victuallers whose shoddy wares fetch inflated prices in the treasure-fever camps that gird the ruins. Others, like Cutthroat's Den, are little more than nests of murderers where mutants walk freely and hooded men barter corpses to Necromancers in return for tainted gold.

These refuges, vile as they are, are safe compared with the ruins of Mordheim itself where even to tarry for an idle hour can spell death or worse. The bands of men that dare to venture within are brave indeed or else filled with a desperate kind of madness. Mercenary adventurers find employment quickly in the warbands that sally through the gates of Mordheim each day. Once through that gate, though,

all common laws of human conduct cease
to have any meaning. One may
injure and murder at will and
every rival becomes a deadly
enemy. Men that might
dice and drink together
of an evening may
find themselves at
each others'
throats with
daggers and
swords the

next morning. Such is the law of Mordheim where there are no rules but the natural rule of kill or be killed, for only the strongest are destined to win the greatest prize of all.

The Count of Middenland offers this much gold! The Count of Reikland offers that much more! The Grand Theogonist offers the blessing of Sigmar – though I'd sooner bave bis gold! Every power in the Empire wants wyrdstone and will do anything to get it... anything except come bere and take it for themselves! So – drink up my lads for tomorrow we do their dirty work for 'em and then... we'll make 'em pay!

Fernando Pavaroti, Mercenary Captain



# They seek to gain great power

has done so undisputed for four hundred years or more. Amongst the counts of the Empire there are many who would wear the crown had they but the strength to impose their will upon their neighbours. By ancient tradition the Emperor is elected from amongst the rulers of the land, who are known as Electors, so that the aspirant must seek the support of his fellows to obtain the majority. In addition there are other authorities who, whilst not eligible for the crown are also Electors, and these must be courted too for their influence is very great. Most notable is the Grand Theogonist of Sigmar, the leader in spirit of the people of Sigmar, whose temples stand in each town in every part of the Empire.

The discovery of wyrdstone in Mordheim has thrown all into confusion – for it offers an opportunity to break the deadlock between rival claimants. Each count has sponsored mercenary adventurers to recover what wyrdstone they can. Of these the rulers of Reikland, Middenland and Sylvania press hardest for the throne whilst Lady Magritta, the common choice amongst the lesser states and champion of the merchant guilds, has been disqualified by the Grand Theogonist of Sigmar according to the doctrine of male ascent by which no woman may wear Sigmar's crown. Thus it is that the eyes of these great rivals turn towards Mordheim and its uncanny wyrdstone that has the power to turn base metals to gold.

Who is lord in Ostermark? Who is not lord nor Emperor beside for every villain is prince in a land where power lies as eagerly at the foot of rogue, noble & beast.

> The Chronicler of Ostermark - entry for Midsummer's Day 2000

he counts are not alone in their greed for many hundreds of years and during that time the influence of the merchants and temples has grown greatly. In the city of Marienburg, the largest and most prosperous port in the Old World, merchants have flourished as nowhere else, and today the Burgomeisters of that city wield powers of patronage greater than that of many noble born men. Most influential of all are the Freetraders, a secret circle of the most wealthy guildsmen whose ambition is to raise the Lady Magritta of Marienburg to the throne of the Empire. The citizens of Marienburg are so well known for their richness of dress, love of jewellery and preening ways that there are many who make funof them and call them 'popinjays'. In truth, there are many more who envy the wealth and security of Marienburg in a time of unrest. As the power of the counts has declined so the power of the merchant guilds has grown apace. Now there are plenty of rich commoners who would like to see an end to the old ways and a new ruling assembly that would give the mercantile classes political authority to match their wealth.

Such is the general discontent that there are some

amongst the wealthy who seek to gain power by

means most foul! They turn to sorcery, that darkest of arts, recognised by all right-thinking folk as the very embodiment of evil, and whose practice has long since been punished with torture and death. Though few dare say so it is common knowledge that wizards walk abroad in the Empire, meeting secretly to worship dark gods, and creeping amongst the charnel houses to steal the dead. In hidden cellars these agents of corruption summon Daemons to do their bidding whilst Necromancers send undead agents into the night to murder and steal. Now it is believed sorcerers walk openly in the City of the Damned, seeking that same wyrdstone whose powers may multiply the vitality of their own dark arts many times over. In consequence the Templars of Sigmar gather to Mordheim, their carts laden with cages, braziers, irons and ingenious instruments of torture, to do the work of Sigmar where it is most sorely needed. Witch Hunters are

The stumps and greasy asbes of the pyres covered the common field as far as the eye could see and the smoke from the witch-fires drifted through the streets. Its stench filled our mouths for days afterwards.

they called, most commonly by those that fear them and those that hate them, and by themselves too, for they take pride in

their persecution of heretics.

Diary of Selestian Bran

Sehind the Witch Hunters stands the greatest spiritual authority in the Empire, the Grand Theogonist of Sigmar. He too dreams of temporal power, having denied the crown to Magritta of Marienburg, he is said to secretly covet it for himself. The destruction of Mordheim has created an atmosphere of religious terror, for who can deny that Sigmar's judgement has come to pass and his people have been found wanting? Since the new year thousands have gathered to the holy places to make peace with their god and accept his punishment. Many supplicants have pledged their goods to the temples and taken to the roads as penance. Great crowds of beggars travel the lands, scourging themselves and each other to atone for the sins of all men. Now the Grand Theogonist has sent his Witch Hunters into Mordheim, ostensibly to cleanse it of the evil that undoubtedly dwells there, but also, it is said, to gather up wyrdstone for his own purposes.

Crow the black Daemon's brother, As carrion to corpses gather. Greed, ambition, guile and bate, All crowd through fiery gate. Who now wears Sigmar's crown, Save be who would be overthrown.





Prophesy of Cassandora – Seeress of the Sisters of Sigmar



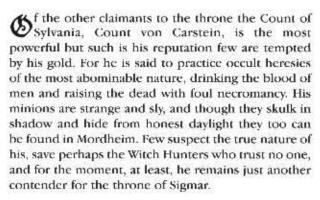
# The warbands of mordheim

What manner of men come to Mordheim? What manner of men do not! To the tattered encampments that lie around Mordheim come men from every state in the Empire, from Middenheim and the city of Ulric to Marienburg by the Western Ocean, from

Sylvania and Wissenland and every state between. Some come for obtuse reasons of their own, but most come for one purpose only – to make their fortune. The largest portion of these mercenary adventurers are hired by the pretenders to the Imperial throne, the Counts of Middenheim, Marienburg and the Reikland, three patrons who are by far the richest and

most ambitious contenders for power. Indeed, these three are such bitter rivals that it is rare to find men from different places even encamped together, and practically unheard of to find men from one land fighting in the same warband as men from another.

As we trod that well beaten track into the City of the Damned we passed them hanging from the crosses to which they had been nailed in long procession by the roadside. We walked then that avenue of broken corpses whose eyes yet followed us, whose heads turned as they addressed us thus in thin, dead words, 'Turn back... turn back... turn back...



Who knows what ambitions the Grand Theogonist of Sigmar nurtures for himself? Having refused to crown the Lady Magritta of Marienburg he has set himself against the merchant guilds and most notably the Freetraders of Marienburg whose secret membership occupies positions of authority throughout the Empire. Whilst proclaiming a holy crusade against mutants and sorcerers the Grand Theogonist has sent the Order of Templars, better known as Witch Hunters, to scour Mordheim for wyrdstone. His sermons preach redemption, the vengeance of Sigmar, and the love of the temple, but many suspect it is earthly rather than spiritual power that he craves.

And what of the thwarted ambitions of the Freetraders and all those like them to whom the old order and old ways are shackles and chains binding their desire? Many have turned to the secret cults of the dark gods whose worship is the most dire of heresies and to the practices of sorcery which all nature abhors as the very stuff of Chaos. Their ambitions drive them



secretly to Mordheim where they gather up the wyrdstone. There they have found a leader, a Dark Emperor, though whether man or Daemon none can say. He is known as the Shadowlord, Master of the Possessed, and is said to dwell within the pit of Mordheim deep inside the crater where the fires of Sigmar's fury still burn hot and foul smoke billows from gaping fissures. From this realm within a realm come daemonic creatures of twisted and malign appearance, things of hideous aspect and great strength, which have come to infest the ruins of the City of the Damned.

Within the city nothing remained as it was but all was utterly devastated, charred and ruinous. Where the bammer blow fell there now stretched a pit the edges of which remained bot to the touch and its sides were as clear and smooth as glass where the very rock bad ran molten in the furnace of Sigmar's fury. When the pall lifted from the pit, which took many weeks so thick and noxious were the vapours that rose from it, the curious could discern bere and there, as insects trapped in amber, the faces of the dead peering in terror from their glassy tomb, arrayed still as on that fateful night of wantonness and merrymaking.

what too of the Sisters of Sigmar, ancient enemies of the Order of Templars whose fanatical creed denies the divinity of women in Sigmar's temple? Stern and unbending in their views and deaf to reason, the Witch Hunters openly curse them for being heretics and an affront to Sigmar. The Sisterhood themselves are not without power. Their numbers are drawn from the daughters of the noblest houses throughout the Empire. Their cloisters have provided a refuge for many who would otherwise have proven troublesome or embarrassing to their families. These two agencies of Sigmar's will fight side-by-side in Mordheim yet are also the most deadly of enemies, for their rivalry is of an implacable and holy nature which no words of forgiveness can end.

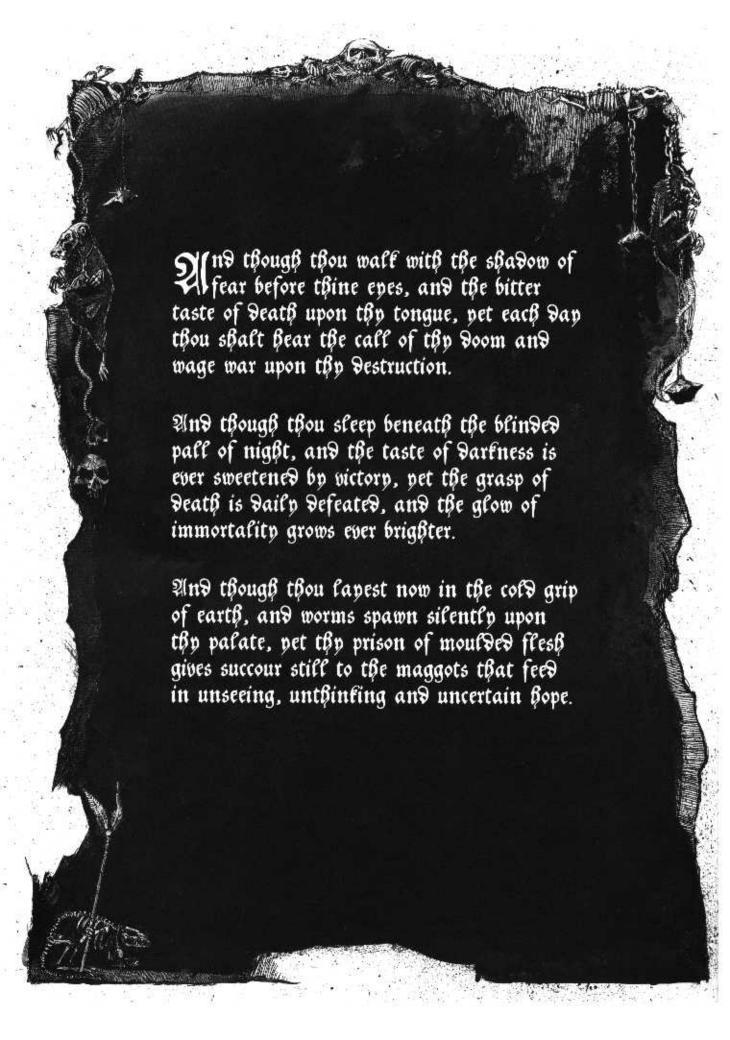
The Sisters of Sigmar hold a unique position in Mordheim for their convent, the Temple of Sigmar's Rock, sits upon a tall and rocky island midstream in the River Stir which flows through Mordheim dividing it in two. Though the destruction of Mordheim left few buildings standing it is an undoubted miracle that the Temple of Sigmar's Rock and its inhabitants survived unblemished. Indeed, whilst all those about them fell into depravity and wantonness the Sisterhood maintained their holy vigil and raised unending prayer to Sigmar and by this means they escaped his judgement – or so they say, for certainly there are no witnesses to dispute their claims. The

Witch Hunters sneer at these pious claims and maintain instead that a daemonic pact allowed the Sisterhood to betray Mordheim yet escape destruction itself. Even today the Sisters seem blessed, or else favoured by some diabolic power, for the great height of their refuge raises them above the poisonous vapours and they claim to be able to resist the contagion without suffering harm.

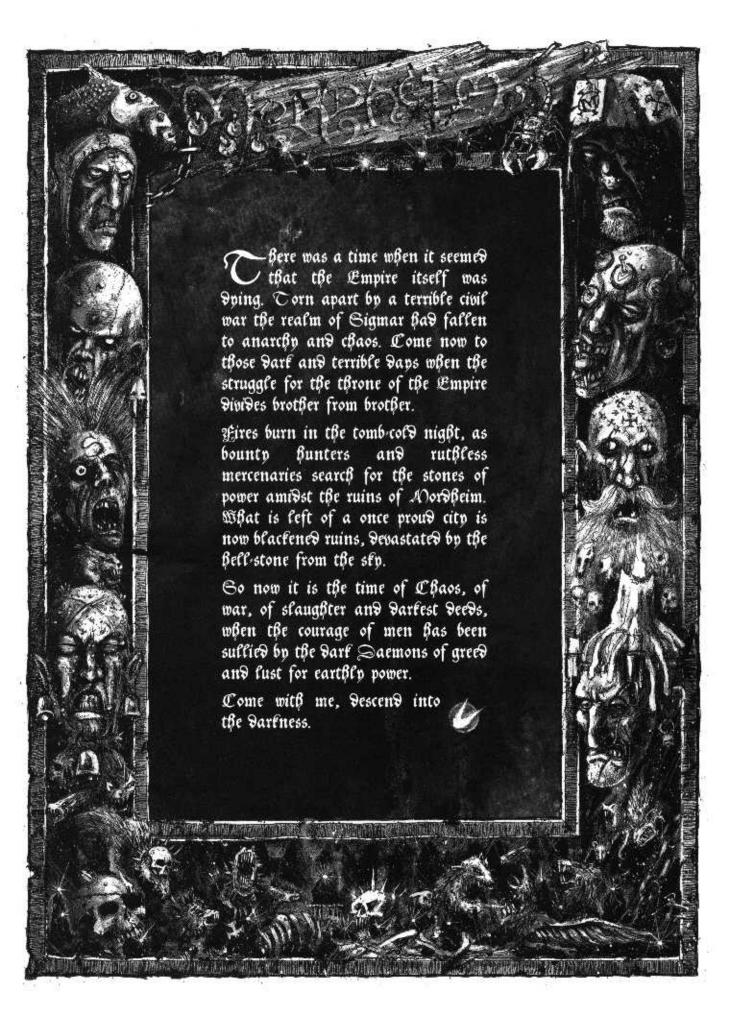
And what of those other denizens, the monstrous and the maimed, the mutant and the daemonic. In what holes do they dwell and to what ends do they come? These things remain a mystery to this day, yet in time, all mysteries must be revealed. The strange rat-shaped creatures that skitter in the ruins we will cast from our minds for now, as many a bold mercenary adventurer would gladly do if he could, for their story is their own, and for the most part men deny their very existence or else place them amongst the other monstrous and deformed creatures of which there is no shortage in the City of the Damned.

Thus are set the principle players upon the stage of destruction: the mercenary adventurers of Reikland, Middenheim and Marienburg, the undead minions of the vampiric Count von Carstein, the Cult of the Master of the Possessed, the Grand Theogonist's Witch Hunters, the holy Sigmarite Sisters, and most mysterious of all, the creatures of the ruins.









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

This book contains all the information you will need in order to play Mordheim, as well as background information, advice on starting a warband, running a campaign, collecting and painting your own warband, etc.

#### tabletop conflict



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

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

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

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

#### building a warband

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

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

In a campaign, every time your warband fights, its warriors gain in skill and experience. Raw recruits quickly progress to become fully fledged warriors, and your Heroes will learn new skills which will make them even better in combat.

Each warband has its own objective and motivation for fighting in Mordheim: be it riches or political influence. Through countless battles and street skirmishes you can try to achieve your ambition and emerge victorious from the city!

#### new plapers

If you're new to Games Workshop games you'll be reassured to know that finding other players is not normally a problem – you'll be surprised how many there are!

There may be a Games Workshop store near to you where you can buy models, paint and games supplements. However Games Workshop stores are not just shops, they are hobby centres, where the staff will happily help you to learn the rules, show you how to paint, and suggest ways to develop your warband.

#### warhammer plapers

If you already play Warhammer, the basic rules of Mordheim will be familiar to you. Remember though, Warhammer is designed for fighting battles between entire armies, whilst Mordheim represents individual action between a dozen or so warriors.

As a result, some of the rules developed for mass combat in Warhammer do not apply to Mordheim, such as unit Break tests and rank bonuses. On the other hand, there are new rules for wounded warriors, climbing, parrying and other aspects of individual combat.



#### what you will need

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

#### citadel models

You will need enough miniatures of the appropriate race/type to represent the warriors in your warband. It is a good idea to work out your warband on paper first and then purchase the miniatures that you require. Almost all possible weapon variations can be added using the Mordheim equipment sprues.

As you will see in the Warbands section, each warband fights in a particular way – some are expert bowmen while others are better in hand-to-hand combat. When choosing which warband you want to lead you could choose one that reflects your preferred playing style, or you could read the background section and choose one that really captures your imagination. A good way of picking a warband is simply to pick the one with the models you like the best.

#### plaping surface

You will also need something to play your battles on. Any firm, level surface is best, such as a tabletop or an area of floor – most kitchen tables will do. It's a good idea to use an old sheet or blanket to protect the table from scratches. Some players make a special gaming board from chipboard or other similar material (divided into two or more pieces for ease of storage) which they can use on top of a table to extend the playing area. Whatever you use, you will find that a square area approximately 4 x 4' is about right for most battles.



Are you new
Ahere, boy?
Thought so, I am
Luthor
Wolfenbaum, You
must have heard of
me. They call me
the Crimson Blade
of Reikland, No? By
Sigmar, where are
you from, lad?

Well, I've got a proposition for you. For a few gold crowns.

I can tell you which warriors to hire, how to equip your men, where to find the best weapons and armour... The only thing I ask in return for my aid is a pouch of gold crowns. Don't look at me like that, lad. It's hard enough to stay alive in Mordheam, let alone find wyrdstone. Ah, that's better.

Yes, that's enough Good Let's go, lad And my first piece of advice as free: watch your back..."

#### terrain

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

Throughout the book you will find photographs, drawings and descriptions of Mordheim. These should give you plenty of ideas for producing your own scenery. Games Workshop's book *How to Make Wargames Terrain* is also a good source of ideas and practical hints on all asp

#### counters

Counters can help you keep track of things on the tabletop. You can always keep notes about who is hidden, carrying treasure, etc, but counters are a convenient memory jogger and speed the game up.





Hidden counter

Wyrdstone counter

Above are some examples of counters you could photocopy and stick onto thin card if you wish.

#### Dice

All dice rolls use a standard six-sided dice (usually shortened to D6). Sometimes you will be asked to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number indicated to get the final result. You may have to roll a number of dice in one go. For example, 2D6 means roll two dice and add the scores together. You may also come across the term D3. As there is no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up: 1 or 2 equals 1, 3 or 4 equals 2 and 5 or 6 equals 3. If you are given the opportunity to re-roll a dice roll, you *must* accept the second score, even if it's worse than the original.

#### tape measure

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

#### other equipment

You will also need pens and paper to record details of your warriors' weapons and other details. You can use roster sheets for this, and blank ones are included at the back of this book. We recommend you photocopy them rather than use the originals.

the crest of the hill at his destination. The land before him was shrouded in twilight gloom, the ever-present cloud over Mordheim blocking out the afternoon sun. Patches of forest spread out from horizon to horizon until they came abruptly to an end several miles away. In the distance the city of the damned could be half-seen through the shadow cast by the pall of smoke and dust hanging over the devastated settlement. Marius turned to his faithful companion, Hensel, who was gazing doubtfully at the grim landscape.

"I can smell the stench of Chaos, the foul stink of unholy magic," spat the Witch Hunter.

"Are you sure the Tainted One came here?" Hensel asked, rightening his grip on the haft of a battered old halberd.

"I know his spoor," Marius replied, turning his stony stare at Hensel. "Graves have been disturbed along the way, the peasants tell of half-dead things plaguing their farms. I've hunted him through briar and bog, forest and fen, and I know his trail well. From his foul lair in the Middle Mountains I ousted him, for one hundred and seventy-five leagues I have pursued him. Through Osterland and Talabecland I have harried and dogged him. He has come to Mordheim, be sure of it. The lure of Chaos has brought him here."

Marius' voice became a bitter whisper. "My vengeance will never be sated until he hes dead by my own hands, his head severed and his heart cut out! Only his blood can pay for the miscry he has brought me and my kin! I will make him pay for his crimes!"

As the pair continued, the smell of woodfires was carried along by the desultory breeze. Breaking from the treeline, they saw a small settlement ahead, and hastened towards it. A sign was planted in the withered grass to one side of the track, three skulls hung from it by rotten twine. On closer inspection, the skulls were clearly deformed: one had three eye sockets, another was grossly misshapen while the third showed vestigial horns and fang-like teeth.

"Brigandsburg, travellers welcome"." Hensel readaloud. "Sounds inviting."

Brigandsburg itself consisted of four stone buildings, once a farmhouse and outbuildings by their layout, surrounded by numerous wooden structures that had been haphazardly thrown together in the last few months. Chickens roamed the streets, a small boy was chasing a group of scrawny goats, whilst pigs grunted at the two newcomers from behind a rope tence. A thin old man was tending to the swine and looked up with suspicion in his eyes when he noticed Marius and Hensel.

"Who's in charge here?" Marius demanded, leaning over the fence to scowl at the pig tender.

"Don't rightly know, milord," the peasant replied, scratching at a weeping boil on his neck with the grimy, broken nails of his right hand. He squinted his eyes in concentration, then hawked and spat. "There's Lapzig the Bold, come all the way from Altdorf, no less. He's got the most men, so I guess he could be in charge. Then again, you might try talkin" to Master Lupos, he's the richest of the merchants. You can usually find Lapzig in the alehouse and ol' Lupos is next to the stables." The swineherd indicated the general direction with the wave of his left arm, which Hensel noticed ended in a crude wooden hook rather than a hand.

They found Lupos haggling with a thin, wasted young boy. The merchant's stomach bulged over his rope belt and a shapeless felt hat was rammed onto his head. As soon as he noticed Marius and Hensel his frown turned to a wide grin.

"Ah, more settlers for Brigandsburg!" he beamed, pushing aside the lad and holding his arms open wide.

"We need men and supplies," snapped Marius, stalking into the stable to stand in front of the overweight tradesman.

"If you've got the money, I've got the time," laughed Lupos, clapping a hand to Marius' shoulder, which was shrugged off hasfily wift a snarl. "I'll take crowns, barter or wyrdstone," the merchant added.

"Wyrdstone?" Marius asked, eyes narrowing dangerously.

"Aye, wyrdstone. Heals the sick, turns lead to gold and water to wine, by all accounts. The gift of the gods, so they say," replied Lupos with a theatrical wink.

"The gods of anarchy and misrule!" declared Marius, "It is corruption incarnate, evil embodied, Chaos given solid form! It burns the soul and sears the mind. It decays and pollutes all who possess it. To touch it is to invite damuation itself! I'll pay in good, honest gold for my wares. This place seethes with corruption. Decadence and Chaos surrounds you. I will cleanse this place with torch and blade, so help me Sigmar!"

"Will ye now?" asked Lupos with a disbelieving look. "We'll see, we'll see."

"You will see, obese fool!" hissed Marius, grabbing Lupos' collar in one hand and pointing to the ragged scar across his own throat with the other. "The Tainted One gave me this reminder of his Dark Ways. That and the memory of my loved ones falling beneath his blade. He and all like him will die before I submit!"

# Characteristics

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abilities, some being better at certain actions, for example, fighting, shooting or climbing, than they are at others. This variety in each warrior is represented in the form of *characteristics* and *skills*. Right now don't worry about skills – these come later with practice and battle experience. For now we just need to consider a warrior's characteristics.

Each model is defined by a set of characteristics: Movement, Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, Attacks and Leadership. Each characteristic is assigned a value of (usually) between 1 and 10. The higher the value your

model has for any characteristic the better - for example, a model with a Strength of 6 is stronger than a model that has a Strength of 2. MOVEMENT (M): A model's Movement rate shows how far the model can move in a turn, under normal conditions.

For example, a typical Human has a move of 4", while a fleet-footed nimble Skaven has a move of 5".

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

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

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

**TOUGHNESS (T):** This is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club or fist. The tougher you are, the harder you are to wound or kill. An average Toughness value is 3, though a gnarled old warrior might have a Toughness of 4!

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

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

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

**LEADERSHIP** (Ld): Leadership represents raw courage, self control and charisma. The higher the model's Leadership value, the more likely he is to remain steadfast in combat while others run off or are slain. For example, a cowardly Skaven may have a Leadership of 5, while a cool, calm Elf could have a Leadership of 8 or higher.

# zero sevel characteristics

Some creatures in Mordheim have been given a '0' for certain characteristics which means that they have no ability in that field whatsoever. This usually applies to creatures unable to use missile weapons (who would have a BS of 0) but it might equally apply to other characteristics as well.

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

# characteristic profiles

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

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

The example above is a typical profile for a Human warrior.

As you fight in more games against other players, your warriors will get better and their characteristics may increase. All these details are recorded using the Warband roster sheets provided at the back of this book. This is explained properly later on. For now it is enough to know what each characteristic is for and how their values vary.

# characteristic tests

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

For example: Dieter Stabl is jumping down from a wall that is 3" high and has to take an Initiative test. He has an Initiative value of 3 on his characteristic profile and therefore will be successful if he rolls a 1, 2 or 3 on a D6. If he rolls a 4, 5 or 6 he will fail the test and fall down, suffering all the painful consequences!

# leadership tests

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

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



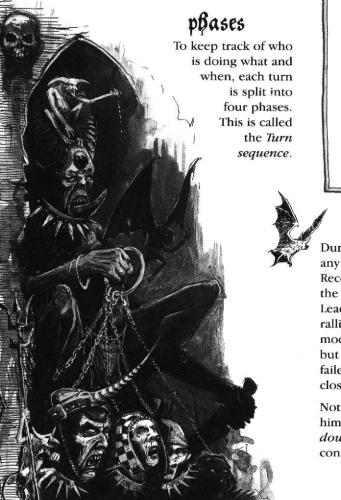
# The turn

n Mordheim you are in a charge of a warband and your opponent is in charge of another.

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

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

to do so, and fight in hand-to-hand combat. Once your turn is complete, it is your opponent's turn to move, shoot and fight.



# Turn sequence

#### 1 Recovery

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

#### 2 Movement

During the movement phase you may move the warriors of your warband according to the rules given in the Movement section.

#### 3 Spooting

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

#### 4 Sand-to-Band combat

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

# recovery phase

During the recovery phase you may attempt to rally any of your models who have lost their nerve (see the Recovery Phase rules). To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied; turn it to face in any direction you wish. The model cannot move or shoot for the rest of the turn, but models able to do so can cast spells. If the test is failed, the model will continue to flee towards the closest table edge.

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

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

# Movement

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

#### 1. CBarge!

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

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

#### 2. Compulsory Moves

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

Make all of your models' compulsory moves before finishing any remaining movement.

#### 3. Remaining Moves

Once you have moved your chargers and made any compulsory moves, you may move the rest of your warriors as you see fit.

### moving

During their movement phase, models can move up to their movement rate in any direction. They may move (including running and charging) up and down ladders and stairs, and over low obstacles such as barrels, boxes, etc.

In normal circumstances models don't have to move their full distance, or at all if you do not want them to. All exceptions are explained later and invariably involve either charging or compulsory moves.



### running

The normal Movement value of models represents a warrior moving at a fairly rapid rate, but allows time for him to aim and shoot a weapon and generally observe what is going on around him. If you wish, a model may move much quicker than this – he can run! A running warrior can move at double speed (for example, 8" rather than 4"). Note that running is not the same as charging as it does not allow your model to engage the enemy in hand-to-hand combat.

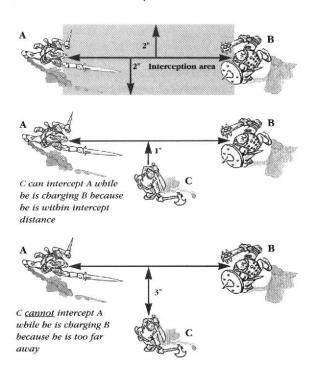
A model can only run if there are no enemy models within 8" of it at the start of the turn (*fleeing*, *stunned*, *knocked down* and *bidden* models do not count). Check this distance after any charges have been declared. If there are any enemies within 8" at the start of the turn, the model will prepare to fight instead and so is unable to run. The running model can move closer than 8" to an enemy as it moves.

Any model that runs loses its chance to shoot during that turn. He is concentrating on running and is not prepared to fight, having sheathed or shouldered his weapons. You should declare that models are running



indicate which enemy model he is going to attack. You can charge any opposing model if you can draw an unobstructed line from your model to the target. If your warrior wants to charge an enemy model within 4" that he can't see (eg, because it is behind a corner) but has *not* been declared as *hidden*, he must pass an Initiative test to detect it. If he fails the roll, your model may not charge this turn, but may move his normal distance, shoot and cast spells.

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



A model may charge any model within its charge range, but it may not charge a model if there is another *unengaged* (ie, not in hand-to-hand combat) enemy model within 2" of the charge route (see diagram). It will undoubtedly be intercepted if it tries to run past the enemy!

Sometimes a charging warrior may not reach the enemy because you have miscalculated the distance. If this happens move your warrior his normal Move distance towards the enemy. This is called a *failed charge*. The model cannot shoot in the same turn in which he failed a charge, but he can cast spells as normal.

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



# charging more than one opponent

If you can move your warrior into base contact with more than one enemy model with its charge move, it can charge them both. This might be inadvisable as it'll then be fighting two enemies at once!

# Biding

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

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

A model that runs, flees, is *stunned* or charges cannot hide that turn. His sudden burst of speed does not give him time to hide.

A model may stay hidden over several turns, so long as he stays behind a wall or similar feature. He may even move around so long as he stays hidden while doing so. If an enemy moves so that he can see the hidden warrior, the model is no longer hidden and the counter is removed. When hidden, a warrior cannot be seen, shot at or charged.

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

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

#### terrain

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

#### **OPEN GROUND**

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

#### DIFFICULT GROUND

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

#### VERY DIFFICULT GROUND

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

#### WALLS AND BARRIERS

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

### climbing

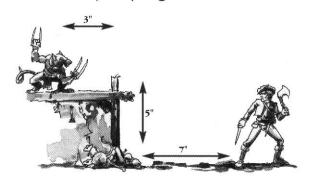
Often the ruined buildings of Mordheim do not have stairs or ladders, so your warriors will have to climb to reach the upper floors of buildings.

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

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



### jumping down



The Skaven runs/charges from the top of a building, jumping down during the move. It moves 3" to reach the edge, then jumps down and has to see whether it can safely make it to the ground. As it has to jump down 5", it must pass two Initiative tests to avoid taking D3 S5 hits. If it fails it will stop its move at the bottom of the wall (if it is not taken out of action). If it passes both tests, it can continue its run/charge and move the remaining 7".

Your warrior may jump down from high places (up to a maximum height of 6") such as walkways and balconies at any time during his movement phase. Take an Initiative test for every full 2" he jumps down. If he fails any of the tests, the model falls from the point where he jumped, takes damage (see *Falling*) and may not move any more during the movement phase. If successful, the model can continue his movement as normal (jumping down does *not* use up any of the model's Movement allowance).

# Diving charge

You may charge any enemy troops that are below a balcony or overhang, etc, that your model is on. If an enemy model is within 2" of the place where your warrior lands, he may make a *diving charge* against it. Take an Initiative test for each full 2" of height your model jumped down from, up to a maximum of 6", like a normal jump. If he fails any of them, your model has fallen and suffers damage, may not move any more during the movement phase and cannot charge the enemy. If he succeeds, the model gains a +1 Strength bonus and +1 to hit bonus but only during the following hand-to-hand combat phase.

### jumping over gaps

Models may jump over gaps (up to a maximum of 3") and streets, (eg, from the roof of a building to another). Deduct the distance jumped from the model's movement but remember that you cannot measure the distance before jumping. If your model does not have enough movement to jump the distance, he automatically falls. If your model is able to cover the distance, he must pass an Initiative test or fall. A model may jump over a gap and still fire a missile weapon if it is not running. It may also jump as part of its charge or running move.

#### warriors knocked down or stunned

If a warrior is *knocked down* or *stunned* (see the Shooting section for details) within 1" of the edge of a roof or building, there is a chance that it will slip and fall off. Take an Initiative test. If the test is failed, the model falls over the edge to the ground and takes damage as detailed below.

# falling

A model that falls takes D3 hits at a Strength equal to the height in inches that it fell (eg, if the model fell 4", it would take D3 hits at Strength 4). No armour saves apply. Falling will not cause critical hits (see the Handto-Hand Combat section for the Critical Hits rules). A model that falls may not move any further or hide during that turn, even if it is not hurt.



# Shooting

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

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

Work through the models one at a time. Pick which fighter is going to shoot, nominate his target, work out whether he hits the enemy and, if he does, any wounds or injuries that are caused. Then continue with the next shooter. You can take shots in any order you wish. Be sure to remember or note down which models have already shot.

# who can shoot

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

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

### closest target

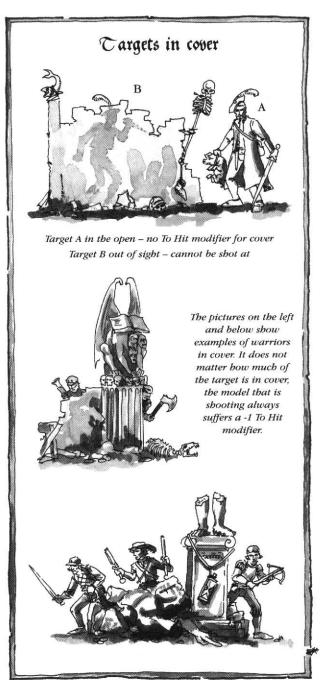
You must shoot at the closest enemy, as he represents the most immediate threat and therefore the most obvious target. However, you may shoot at a more distant target if it is easier to hit or if closer models are stunned or knocked down (see diagram on next page). For example, a closer target may be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

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

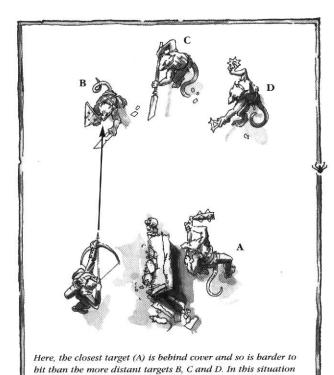
Note that you may not shoot at models that are engaged in hand-to-hand combat, as the risk of hitting your comrades is too great.

#### cover

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



Sometimes it will be obvious whether a target can be seen; at other times it will be more difficult, as buildings and other scenery are in the way. If the shooter can see only part of the target's body, the target is in cover and the shooter suffers a -1 penalty on his To Hit roll.



# \*\*

# spooting from an elevated position

A model situated in an elevated position (ie, anything that is more than 2" above the table surface, such as an upper floor of a building), may freely pick any target he can see and shoot at it. The exception to this rule is that if there are enemies in the same building and in line of sight of the shooter, he must shoot at these, as they present a more immediate threat.

#### range

Once you have decided to shoot and have chosen a target you must measure to see whether the shot is within range. Each type of missile weapon has a maximum range, as described in the Weapons & Armour section of the book.

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

# Bitting the target

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

BS of shooter 1 2 3 4 5 6 7 8 9 10

D6 roll needed 6 5 4 3 2 1 0 -1 -2 -3

wo huge stone gargoyles squatted in front of the crumbling arch of the gateway, leering at Marius and his henchmen as they approached. Lapzig made the sign of the sacred hammer across his chest as they passed between them. The wall itself was already being reclaimed by the land, tendrils of ivy grew everywhere and patches of moss were spreading over the ancient blocks. As they passed into the shadow of the Gargoyle Gate, Marius and Hensel saw the City of the Damned properly for the first time.

the firer may shoot at target B even though be is further away

Just inside the gate was a wide cobbled square, the stores around its edge were old but still standing. Their windows were broken, the doors had been stolen for firewood, even the timbers of some had been hacked at for precious fuel. The empty window frames and doorways stared at them like stone skulls.

"It's pretty tame here. Wait until we get further in, then you'll really understand what has happened to this place," Lapzig growled. With a flick of a finger he sent one of his men to scout ahead. Just then a wheezing cough reverberated around the courtyard and all turned to see a hunched figure limping across the square towards them, swathed in rags.

"Tell ye fortune, sires?" the stranger asked. His eyes were covered in bloodstained bandages and a palsied leg protruded at an odd angle from beneath the old man's tattered, stained white robes.

"Get thy devilry from me!" bellowed Marius with wide, staring eyes. He wrenched his sabre from its scabbard and brandished it in the beggar's face. "Worshipper of darkness, I shalt run thee through!"

"Wait!" the beggar cried, holding up a bony hand.
"Tis not from Chaos comes my visions, but from holy
Sigmar himself." The man fumbled in his robes and
pulled out a tarnished icon of a hammer. "I was a
priest here once. When the sky fell I clawed out my
eyes so that I would not see the evil around me, only
Sigmar's great wisdom. He tells me that you should
turn back now to save your soul. One does not leap
into damnation, one walks there a step at a time."

"Begone with your riddles, wretch," Lapzig interrupted, shoving the old man away. "We must not tarry within the walls too long, already there will be others aware of our presence."



						nd cho rget's tou					
		1	2	3	4	5	6	7	8	9	10
	1	4	5	6	6	-	-	-	-	-	-
_	2	3	4	5	6	6	_	_	-	_	_
	3	2	3	4	5	6	6	-	-	-	-
	4	2	2	3	4	5	6	6	-	_	_
	5	2	2	2	3	4	5	6	6	-	-
	6	2	2	2	2	3	4	5	6	6	-
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

# Bit modifiers

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

These situations are represented by the following modifiers:

#### **HIT MODIFIERS**

-1	Cover	If any part of the model is obscured by scenery or other models then it counts as being in cover.	
-1	Long range	If you are shooting at a target that is more than half of your weapon's maximum range away.	
-1	Moving & shooting	If your model has moved at all during this turn.	
+1	Large target	The main body of the target is more than 2" tall or wide. This includes such targets as buildings and large creatures like Ogres.	,

Deploying your archers in the upper floors of buildings is a good idea. They will be in cover and can freely pick their targets.

### roll to wound

Once you have hit a target test to see if a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment, just scratches the skin or causes some very minor injury which the warrior bravely (or stupidly) ignores. If you fail to cause a wound, the target is unharmed.

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

The chart above shows the D6 score required to turn a hit into a wound Note that a dash (–) means that there is no chance of wounding the target.



### critical Bits

If you roll a 6 when rolling to wound (for hand-tohand combat and shooting only) you will cause a critical hit. Roll a D6 and consult the Critical Hit chart below to determine the damage caused by the critical hit. You should also roll to see whether the target makes its armour save or suffers damage as normal.

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

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

#### CRITICAL HIT CHART

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

If a critical hit causes more than 1 wound,

and the weapon the attacking model is

using normally causes several

wounds, then use the one

that causes the most

damage.

#### armour

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

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

The table below summarises the most common armour types and the D6 rolls required to make a save. Note that carrying a shield increases the save by +1. For example, a warrior in light armour with a shield will save on a roll of a 5 or 6. A warrior who has a shield but no armour will save on a roll of a 6.

	Minimum D6 score			
Armour	required to save			
Light armour	6			
Heavy armour	5			
Gromril armour	4			
Shield	adds +1 to the armour save			

# armour save modifiers

Some weapons are better at penetrating armour than others. A shot from a short bow can be deflected relatively easily, but a shot from a crossbow penetrates armour much more effectively.

The higher a weapon's Strength, the more easily it can pierce armour. The chart below shows the reduction to the enemy's armour saving throw for different Strength weapons.

	Strength weapons.	
MERT	Strength	Save modifier
	1-3	None
	4	-1
	5	-2
Total Burney	6	-3
	7	-4
	8	-5
	₹ 9+	-6
The last of the la		are better at penetrating

armour than their Strength value suggests (Elven bows, for example). This is covered in the entry for each particular weapon (see the Weapons & Armour section).

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

# injuries

Most warriors have a Wounds characteristic of 1, but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 from his total each time he suffers a wound. Make a note on the roster sheet. So long as the model has at least 1 wound remaining he may continue to fight.

As soon as a fighter's Wounds are reduced to zero, roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 for the wound that reduced the model to zero wounds and for every wound the model receives after that. If a model suffers several wounds in one turn, roll once for each of them and apply the highest result.

#### 1.2 Anocked down

The force of the blow knocks the warrior down. Place the model face up to show that he has been *knocked down*.

#### 3.4 Stunnes

The target falls to the ground where he lies wounded and barely conscious. Turn the model face down to show that he has been *stunned*.

#### 5.6 Out of action

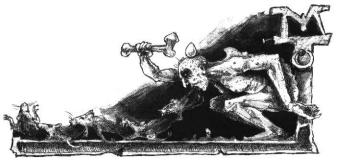
The target has been badly hurt and falls to the ground unconscious. He takes no further part in the game and is immediately removed from the battle.

### fnocked down

A fighter who has been knocked down falls to the ground either because of a jarring blow he has

sustained, because he has slipped, or because he has thrown himself to the ground to avoid injury. Turn the model face up to show that he has been knocked down. Knocked down models may crawl 2" during the movement phase, but may not fight in hand-to-hand combat, shoot or cast spells. If he is in baseto-base contact with an enemy, a knocked down model can crawl 2" away only if the enemy is engaged in hand-to-hand combat with another opponent, otherwise he has to stay where he is. In combat he cannot strike back and the enemy will have a good chance of putting him out of action (see the Warriors Knocked Down section of the Close Combat rules on page 37).

A warrior who has been *knocked down* may stand up at the start of his next turn. In that turn he may move at half rate, shoot and cast



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

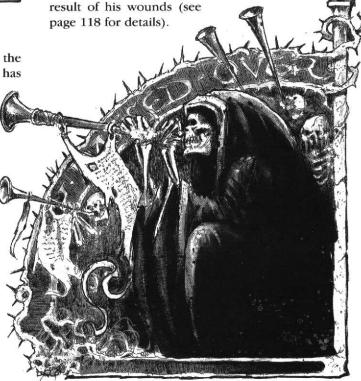
#### stunned

When a warrior is *stunned*, he is either badly injured or temporarily knocked out. Turn the model face down to show that he has been *stunned*. A fighter who is *stunned* may do nothing at all. A player may turn the model face up in the next recovery phase, and the warrior is then treated as *knocked down*.

# out of action

A warrior who is *out of action* is also out of the game. Remove the model from the tabletop. It's impossible to tell at this point whether the warrior is alive or dead, but for game purposes it makes no difference at this stage. After the battle you can test to see whether he survives and if he sustains

any serious lasting injuries as a



# Close combat

# who can fight

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

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

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

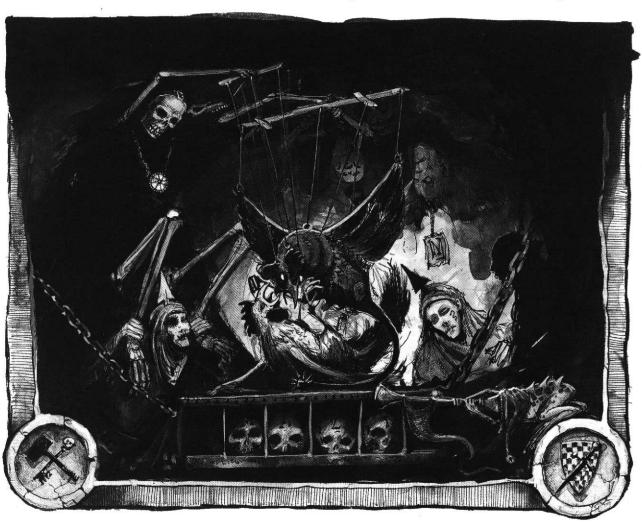
# who strikes first

The model that charged his opponent strikes first in the turn in which he charged. Otherwise, models fight in order of descending Initiative. If their Initiatives are equal, roll a dice to see who fights first. If a model stood up in the recovery phase of that turn, then he will strike last irrespective of any other circumstances.

# which models fight

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

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



# Bitting the enemy

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

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

# figsting with two weapons

Some maniac warriors carry two weapons, one in each hand, so they can rain a flurry of blows on their enemies. A warrior armed with two one-handed weapons may make 1 extra Attack with the additional weapon. Note that this is added to the total of the warrior's attacks after other modifiers, such as *frenzy*, have been applied. If he is armed with two different weapons (sword and dagger, for example), he will make a single attack with whichever weapon he chooses, and all others with the remaining weapon. Roll to hit and wound for each weapon separately.

# weapon modifiers

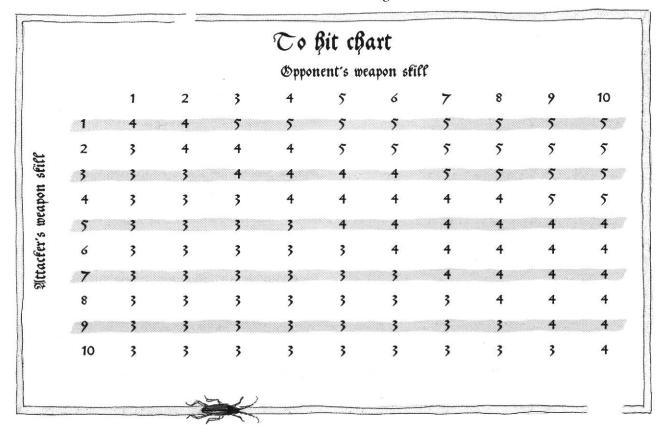
Unlike hits from shooting, the Strength of the attacker is used to determine wounds, rather than that of the weapon itself. However, some weapons confer a bonus on the attacker's Strength (see the Weapons & Armour section for full details).

# roll to wound

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

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

Follow the same procedure for wounding and causing critical hits as in the Shooting section. Note that a dash (–) means that there is no chance of wounding the target.



						nd cho get's To					
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\$	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

#### armour

Combatants that are wounded have the chance to avoid damage if they are wearing armour or carrying shields. This is exactly the same as described for shooting, and the same rules apply.

For each wound suffered the player rolls a D6. If he rolls greater than or equal to the armour save of his fighter then that wound has been absorbed or deflected by the armour.

## armour save modifiers

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

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

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

Some weapons also confer a bonus to the user's Strength, making it more likely that any hits will pierce the opponent's armour. These bonuses are given in the Weapons & Armour section.

#### parry

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

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

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



"Swordsmen are always at their best when they are equipped

with swords and bucklers. The enemy will find it really difficult to penetrate their defences and it makes them good when attacking, too."

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

If your model is armed with a buckler and a sword, you may re-roll any failed parries once. A model armed with two swords can still only roll once.

A model may not parry attacks made with twice (or more) his own basic Strength – they are simply too powerful to be stopped.

### warriors knocked down

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

#### warriors stunned

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

# attacking stunned and knocked down warriors

Note that a model with multiple attacks may not stun/knock down and then automatically take a warrior out of action during the same hand-to-hand combat phase. The only way you can achieve this is to have more than one of your models attacking the same enemy. So, if the enemy is stunned/knocked down by the first warrior, he can be hit and put out of action by the next warrior to attack.

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

# moving from combat

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

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

# breaking from combat

A warrior who panics whilst fighting in hand-to-hand combat will break off and make a run for it as described in the Leadership & Psychology section.

When a fighter breaks from combat he simply turns and runs off. His opponents automatically hit the warrior as he breaks, each inflicting 1 hit which is





# Leadership & psychology

## the rout test

A player must make a Rout test at the start of his turn if a quarter (25%) or more of his warband is *out of action*. For example, in a warband that has twelve warriors a test is needed if three or more are *out of action*. Even warbands who are normally immune to psychology (such as Undead) must make Rout tests.

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

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

If the warband's leader is *out of action* or *stunned*, then the player may not use his Leadership to take the

test. Instead, use the highest Leadership characteristic amongst any remaining fighters who are not *stunned* or *out of action*.

## voluntary rout

Once two or more of the warband are *out of action*, a player may voluntarily abandon the battle at the start of any of his own turns.

#### leaders

A warrior within 6" of his leader may use his leader's Leadership value when taking Leadership tests. This represents the leader's ability to encourage his warriors and push them beyond normal limits.

A leader cannot confer this bonus if he is *knocked down*, *stunned* or *fleeing* himself. The sight of your leader running for cover is obviously far from encouraging!

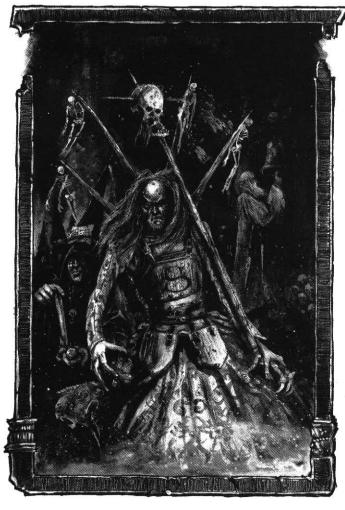


Being outnumbered and alone is a nerve-racking situation for any warrior.

If your warrior is fighting alone against two or more opponents, and there are no friendly models within 6" (knocked down, stunned or fleeing friends do not count), he must make a test at the end of his combat phase. The test is taken against the model's Leadership on 2D6. If the warrior scores equal to or under his Leadership his nerve holds. If the score is greater than his Leadership, the warrior breaks from combat and runs. Each one of his opponents may make one automatic hit against him as he turns to run. If the model survives, he runs 2D6" directly away from his enemies.

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

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





#### fear

Fear is a natural reaction to huge or unnerving creatures. A model must take a Fear test (ie, test against his Leadership) in the following situations. Note that creatures that cause *fear* can ignore these tests.

# a) If the model is charged by a warrior or a creature which causes *fear*.

If a warrior is charged by an enemy that he *fears* then he must take a test to overcome that fear. Test when the charge is declared and is determined to be within range. If the test is passed the model may fight as normal. If it is failed the model must roll 6's to score hits on the first round of combat.

# b) If the model wishes to charge a *fear*-causing enemy.

If a warrior wishes to charge an enemy that it fears then it must take a test to overcome this. If it fails the model may not charge and must remain stationary for the turn. Treat this as a failed charge.

# frenzy

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

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

Frenzied warriors fight with double their Attacks characteristic in hand-to-hand combat. Warriors with 1 Attack therefore have 2 Attacks, warriors with 2 Attacks have 4, etc. If a warrior is carrying a weapon in each hand, he receives +1 Attack for this as normal. This extra Attack is not doubled.

Once they are within charge range, frenzied warriors are immune to all other psychology, such as *fear* and don't have to take these tests as long as they remain within charge range.

If a frenzied model is *knocked down* or *stunned*, he is no longer *frenzied*. He continues to fight as normal for the rest of the battle.

# Batred

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

Warriors who fight enemies they *bate* in hand-to-hand combat may re-roll any misses when they attack in the first turn of each hand-to-hand combat. This bonus applies only in the first turn of each combat and represents the warrior venting his pent-up hatred on his foe. After the initial round of hand-to-hand combat he loses some impetus and subsequently fights as normal for the rest of the combat.

# stupidity

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

Models that are *stupid* test at the start of their turn to see if they overcome their stupidity. Make a test for each model affected by stupidity. If you pass the test by rolling their Leadership value or less on 2D6 then all is well – the creatures behave reasonably intelligently and the player may move and fight with them as normal.

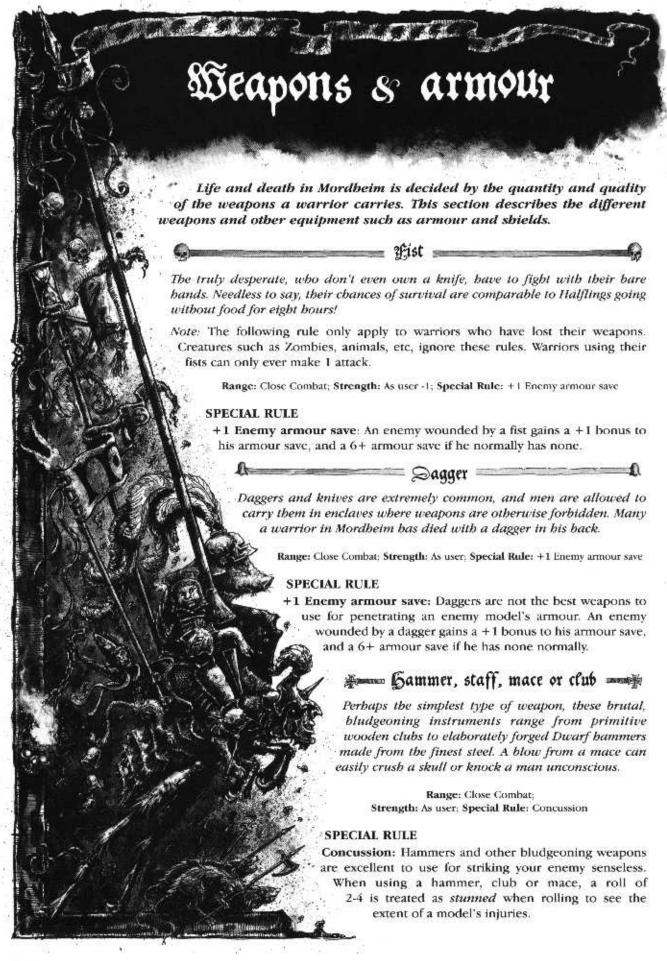
If the test is failed all is not well. If the model is in combat it will not strike any blows during this turn of hand-to-hand combat. If he is a spell caster then he may not cast any spells this turn.

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

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



"You can either have lots of men or really good equipment, weapons and armour. Make your own mind up which. I would try and strike a balance between the two."





The axe is the traditional weapon of Empire woodsmen, and is also used as a weapon in poorer rural areas. Axes bave a beavy blade and, if swung by a strong man, can cause a lot of damage. The blade of an axe can easily cut through armour, though it requires considerable strength from the wielder.

Of all the warriors in the Old World, Dwarfs are the most adept at making axes. Their axes are invaluable to the warriors of the Old World and are some of the most sought after weapons.

Range: Close Combat; Strength: As user; Special Rule: Cutting edge

#### SPECIAL RULE

Cutting edge: An axe has an extra save modifier of -1, so a model with Strength 4 using an axe has a -2 save modifier when he hits an opponent in hand-to-hand combat.



The sword is often referred to as the 'king of weapons'. The most common sword available, the broadsword of the Empire, is a masterpiece by the standards of any smith: four full feet of gleaming steel, double-edged and razor-sbarp.

Swords are much more effective weapons than crude clubs and axes, though learning to use a sword is a long and difficult process. It takes years to truly master this weapon - most warriors in Mordbeim die long before they get this far!

Range: Close Combat; Strength: As user; Special Rule: Parry

#### SPECIAL RULE

Parry: Swords offer an excellent balance of defence and offence. A model armed with a sword may parry blows. When his opponent rolls to hit, the model armed with a sword may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength - they are simply too powerful to be stopped.



2Ffaif

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

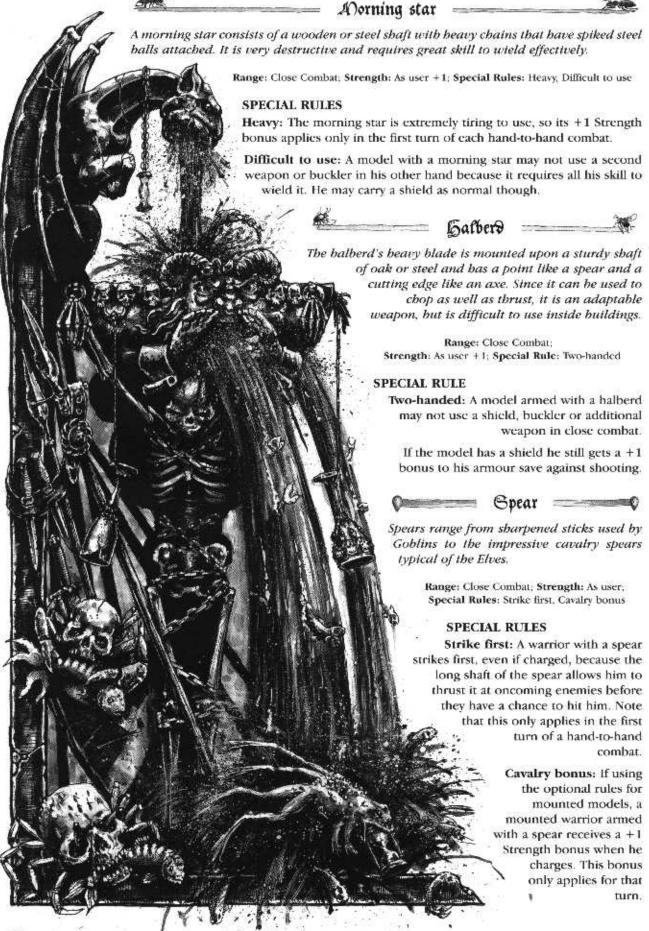
> Range: Close Combat; Strength: As user +2; Special Rules: Heavy, Two-handed

#### SPECIAL RULES

Heavy: A flail is extremely tiring to use and thus the +2 Strength bonus applies only in the first turn of each hand-tohand combat.

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





#### Lance

Lances are long, heavy spears used by mounted shock troops to rip through armour and fling their foes to the ground. They are the chosen weapons of Knights Templar and other wealthy warriors. To use a lance requires great skill and strength, and only the richest warriors ride the heavy warhorses needed to wield these mighty weapons effectively.

Range: Close Combat; Strength: As user +2; Special Rules: Cavalry weapon/bonus

#### SPECIAL RULES

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

Cavalry bonus: If using optional rules for mounted models, a warrior armed with a lance receives a +2 Strength bonus when he charges. This bonus only applies for that turn.

#### Souble-Banded sword, Bammer, are, etc —

A blow from a double-banded axe or sword can cut a foe in balf and break armour apart. It takes a long time to learn bow to use these weapons and even then only extremely strong men are able to wield them effectively.

Range: Close Combat; Strength: As user +2; Special Rules: Two-handed, Strike last

#### SPECIAL RULES

**Two-handed:** A model armed with a double-handed weapon may not use a shield, buckler or additional weapon in close combat. If the model is equipped with a shield he will still get a+1 bonus to his armour save against shooting.

Strike last: Double-handed weapons are so heavy that the model using them always strikes last, even when charging.

#### Gromrif weapon

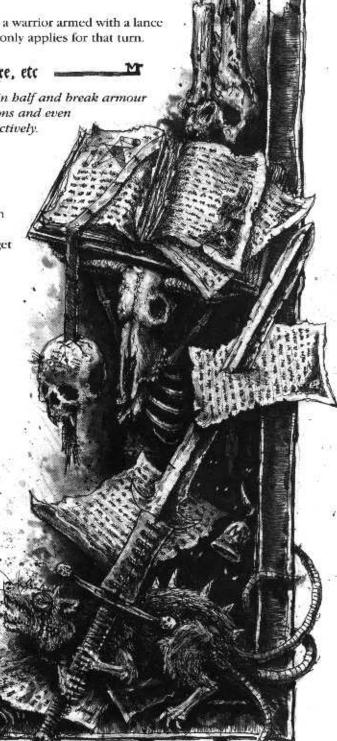
Only a Dwarf Runesmith can forge a weapon from gromril, a rare meteoric iron. A blade fashioned from this metal will stay keen for a thousand years.

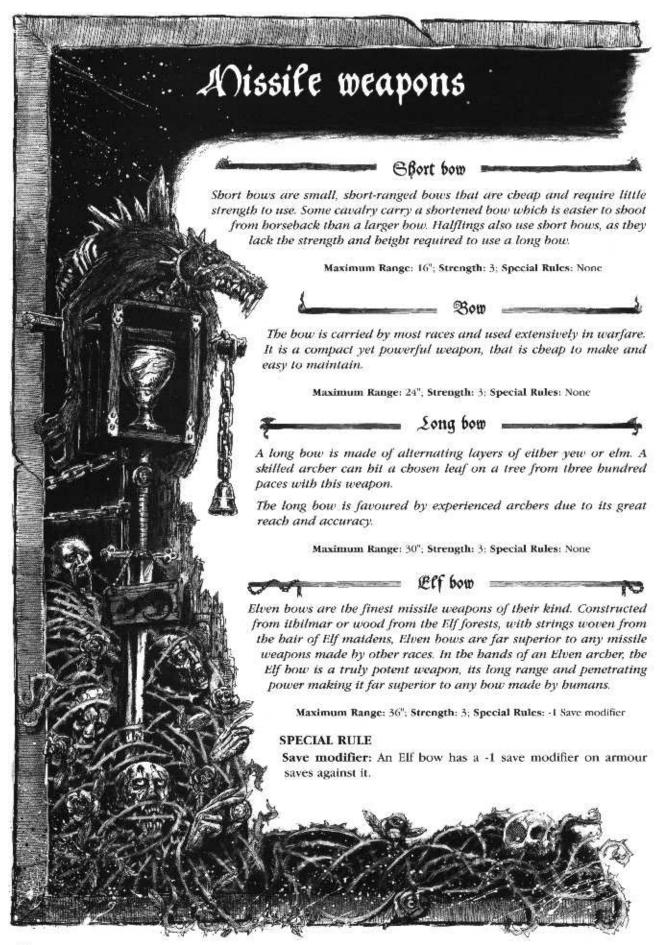
A gromril weapon has an extra -1 save modifier, and costs four times the price of a normal weapon of its kind. You may choose which type of hand-to-hand weapon is offered to you as explained in the Trading section.

#### Ithilmar weapon =

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

An ithilmar weapon gives its user +1 Initiative in hand-to-hand combat, and costs three times the price of a normal weapon of its kind. You may choose which hand-to-hand weapon is offered to you as explained in the Trading section.





#### O rossbom

A crossbow consists of a short, strong bowstave mounted on a wooden or steel stock. The crossbows of the Empire are made of steel and often include a winding mechanism to draw back the string. It takes a long time to prepare a crossbow, but a bolt fired from one has a tremendous range and can penetrate armour easily.

Crossbows take much longer than other bows to make, so they are expensive and relatively rare weapons. Still, they are the preferred weapon of many in Mordheim because of their power and long range.

Maximum Range: 30": Strength: 4; Special Rule: Move or fire

#### SPECIAL RULE

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

#### 

Slings are rarely used, mainly because they are no more powerful than bows and have a shorter range. A sling is little more than a looped strip of cloth or leather into which a stone is placed. The sling is whirled about the slinger's head and the sling stone is then released towards the target.

While this weapon is looked down upon by most archers, a skilled slinger can slay a man from a considerable distance, and the ammunition is easy to find: rocks are everywhere and free!

Maximum Range: 18"; Strength: 3; Special Rule: Fire twice at half range

#### SPECIAL RULE

Fire twice at half range: A slinger may fire twice in the shooting phase if he does not move in the movement phase. He cannot shoot over half range (9") though, if he fires twice.

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#### Browing star/fnife

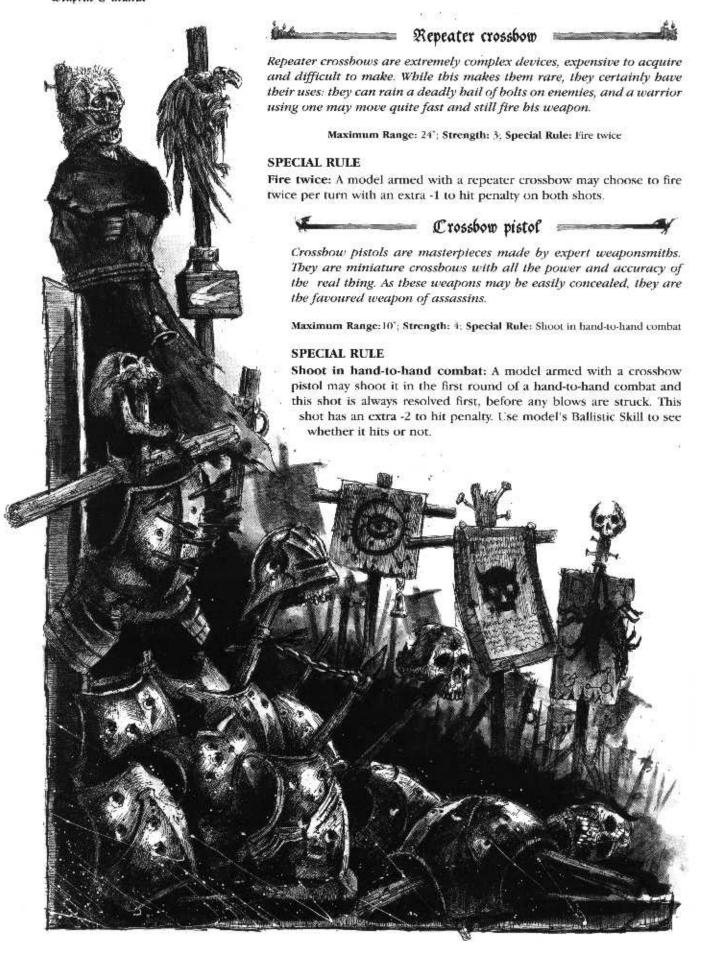
Throwing stars are used mainly by the assassins of the sinister House of Shadows, or by street thugs who specialise in ambushing the unwary. A perfectly balanced knife thrown from behind has ended the life of many a noble and merchant in Mordbeim. Throwing knives are not suitable for close combat, as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

Range: 6"; Strength: As user; Special Rule: Thrown weapon

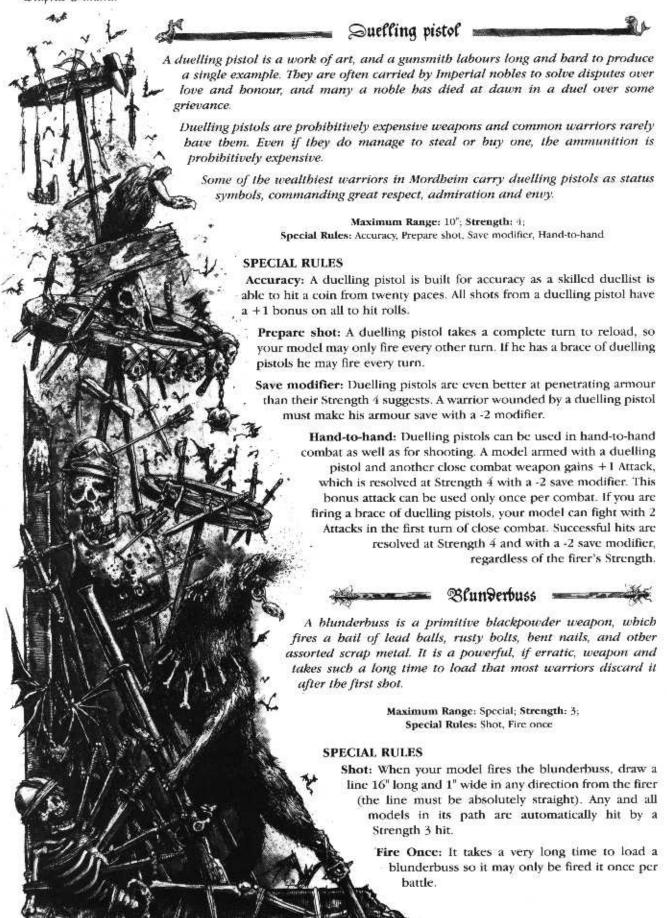
#### SPECIAL RULE

Thrown weapon: Models using throwing stars or knives do not suffer penalties for range or moving as these weapons are perfectly balanced for throwing. They cannot be used in close combat.











A bandgun is a simple firearm. The quality of construction varies ranging from the crude wooden 'bakbuts' of the artillery school of Nuln, to the more sophisticated Dwarf firearms that have levers and springs which hold the burning match, and triggers which release the firing mechanism and fire the gun.

Handguns are not terribly reliable weapons: the gun barrel occasionally tends to explode violently or the powder fails to ignite. But the weapon has a great range and tremendous penetrating power, making a mockery of even the thickest armour.

In Mordbeim, bandguns are rare and expensive, but a warband which can boast such a weapon will command respect from all its rivals.

Maximum Range: 24"; Strength: 4; Special Rules: Prepare shot, Move or fire, Save modifier

#### SPECIAL RULES

Prepare shot: A handgun takes a complete turn to reload, so you may only fire it every other turn.

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

**Save Modifier.** Handguns are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a handgun must take its armour save with a -2 modifier.



#### Bockland long riffe

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

Maximum Range: 48"; Strength: 4; Special Rules: Move or fire, Prepare shot, Pick target, Save modifier

#### SPECIAL RULES

**Move or fire:** You may not move and fire a Hochland long rifle in the same turn, other than to pivot on the spot to face your target or stand up from knocked down.

Prepare shot: A Hochland long rifle takes a complete turn to reload, so you may only fire it every other turn.

Pick target: A model armed with a Hochland long rifle can target any enemy model in sight, not just the closest one.

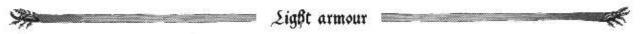
Save modifier: Hochland long rifles are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a long rifle must make his armour save with a -2 modifier.



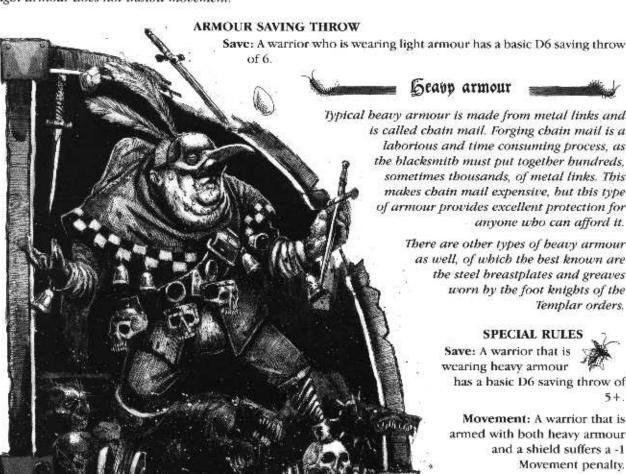


🔀 ben fighting in close combat, a good suit of armour may mean the difference between life and When fighting in close combat, a gent sure of the finest armour in the known world is made in Dwarf forges, where the secrets of steel and fire are well understood. Hardened leather jackets are often worn by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

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



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



SPECIAL RULES

has a basic D6 saving throw of

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



#### Shield



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

Metal shields are heavy and cumbersome, but last much longer and can take a hattering. A typical Empire shield is either round or triangular, and carries the emblem of the province or city of its owner.

#### ARMOUR SAVING THROW

Save: A model with a shield has a basic save of 6 on a D6.







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

#### SPECIAL RULE

Parry: A model equipped with a buckler may parry the first blow in each round of hand-to-hand combat. When his opponent scores a hit, a model with a buckler may roll 1D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.







From the shining steel belinets of Bretonnian knights to the leather caps of the Skaven, all sensible warriors try to protect the most vulnerable part of their body – their bead. Even the most vain fighters still use a belinet, as it can be festioned with plumes, borns and other decorations.

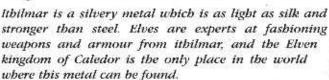
Helmets come in varying shapes and sizes, but their basic function remains the same.

#### SPECIAL RULE

Avoid stun: A model that is equipped with a helmet has a special 4+ save on a D6 against being *stunned*. If the save is made, treat the *stunned* result as *knocked down* instead. This save is not modified by the opponent's Strength.



#### Itkilmar armour



Ithilmar armour gives the wearer a 5+ basic save, and does not slow him down if he is also armed with a shield.



#### Bromrif armour



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

Gromril armour gives the wearer a 4+ basic save, and does not slow him down if he is also armed with a shield.



# Miscellaneous equipment

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

Only Heroes may buy and carry the equipment described in this section. You may not give it to Henchmen unless the rules specifically say so.

# rope & Book

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

A warrior equipped with a rope & hook may re-roll failed Initiative tests when climbing up and down.

# poisons and drugs

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

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

#### **Black Lotus**

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

A weapon coated with the sap of the Black Lotus will wound its target automatically if you roll a 6 to hit. Note that you can still roll a dice for every wound inflicted in this way. If you roll a 6, you will inflict a critical hit with that roll. If you do not roll a 6, you will cause a normal wound. Take armour saves as normal.

#### Dark Venom

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

Any hit caused by a weapon coated with Dark Venom counts as having +1 Strength, so, for example, if a warrior with Strength 3 wielding a poisoned sword hits an opponent, he will cause a Strength 4 hit instead. Armour saving throws are modified to take into account the increased Strength of the attack.

#### Mad Cap Mushrooms

The feared cult of Goblin Fanatics of the Worlds Edge Mountains use these hallucinogenic mushrooms to drive themselves into a frenzied state.

Effect: Any warrior who takes Mad Cap Mushrooms before a battle will be subject to *frenzy*. The Mad Cap Mushroom has no effect on Undead such as Vampires and Zombies, or the Possessed.

**Side effect:** After the battle, roll a D6. On a roll of a 1 the model becomes permanently *stupid*.

#### Crimson Shade

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

Effect: A model using Crimson Shade has his Initiative increased by +D3 points, and Movement and Strength by +1 (this effect lasts for one game). Crimson Shade has no effect on Undead such as Vampires and Zombies, or the Possessed.

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

#### Mandrake Root

The man-shaped Mandrake Root grows in the rotting swamps of Sylvania. It is a noxious, deadly plant which is highly addictive and slowly kills its users, but also allows them to shrug off almost any pain.

Effect: Mandrake Root makes a man almost oblivious to pain. His Toughness is increased by +1 for the duration of a battle and he treats all *stumned* results as *knocked down* instead. Mandrake Root has no effect on Undead, such as Vampires and Zombies, or on the Possessed.

Side effects: Mandrake Root is highly poisonous. At the end of the battle, roll 2D6. On a roll of 2-3 the model loses 1 point of Toughness permanently.

# lucky charm

These take many shapes, but the most common are symbolic hammers that a pious Sigmarite Priest has touched, or carved heads of ancient Dwarf gods.

Anyone with a lucky charm may ignore the first hit suffered in a battle. The hit is discarded and no damage is suffered.

Owning two or more charms does not confer any extra benefits, the model may still only discard the first hit.

#### Blessed water

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

A vial of blessed water contains enough liquid for just one use, and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Blessed water causes I wound on Undead, Daemon or Possessed models automatically. There is no armour save. Undead or Possessed models may not use blessed water.

## elven cloaf

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

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

## Bunting arrows

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

A model using a short bow, bow, long bow or Elf bow may use these arrows. They add +1 to all Injury rolls.

# garlic

Garlic is a common herb grown in most gardens of the Empire. It is said to ward off Vampires and other denizens of the dark. A Vampire must pass a Leadership test or it will be unable to charge a model carrying a clove of garlic. Garlic lasts for the duration of one battle only, whether it is used or not.

#### net

Steel nets, such as those used by Pit Fighters, can be used in battles. Once per game, the net may be thrown in the shooting phase instead of the model shooting a missile weapon. Treat the net as a missile weapon in all respects with a range of 8". Use the model's BS to determine whether the net hits or not – there are no movement or range penalties. If it hits, the target must immediately roll a D6. If the result is equal to, or lower than his Strength, he rips the net apart. If the result is higher, he may not move, shoot or cast spells in his next turn, although he is not otherwise affected. In either case the net is lost.

# bugman's ale

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

A warband that drinks a barrel of Bugman's before a battle will be immune to *fear* for the whole of the battle. Elves may not drink Bugman's ale as they are far too delicate to cope with its effects.



# tome of magic

Sometimes books of forbidden lore are offered for sale in the markets and dark alleys of the settlements around Mordheim.

If a warband includes a wizard, he will gain an extra spell from the tome, permanently. He may randomly generate this new spell from his own list or the Lesser Magic list. See the Magic section for details.

Boly tome

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

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

# Bealing Berbs

Certain plants that grow on the banks of the River Stir have curative properties. Herbalists collect their roots and leaves and use them to treat the sick and wounded.

A Hero with healing herbs can use them at the beginning of any of his recovery phases as long as he is not engaged in hand-to-hand combat. This restores all wounds he has previously lost during the game.

# Boly (unholy) relic

In this age of superstition and religious fanaticism, holy objects are an important part of life. Relics abound in the Old World: hairs of Sigmar, pieces from Ulric's hammer, teeth of Daemon Princes, all are sold to men needing encouragement before battle and as charms against sorcery.

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before.

You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.



# Balfling coofboof

All Halfling chefs have their own secret recipes, and these are recorded in tomes handwritten in Mootland, the home country of the Halflings. Food prepared according to these recipes will attract warriors during these lean times.

The maximum number of warriors allowed in your warband is increased by +1 (note that an Undead warband cannot use this item).

#### animals

Animals are not often offered for sale in Mordbeim. The polluted grass and filthy water cause most animals to die quickly, and since hunger is commonplace, many bave been hutchered for food. However, some horses, even purebred ones from Estalia and Araby, occasionally go on sale for wealthy leaders enjoy commanding their subordinates from horseback.

#### Horses & Warhorses

You may mount one of your Heroes on a horse or warhorse in the coming battles.

Horses and warhorses can only be used if you are using the optional rules for mounted models at the back of the book.

Only Humans can buy horses and warhorses.

Profile	M	WS	BS	S	T	W	I	A	Ld
Horse	8	0	0	3	3	1	3	0	5
Warhorse	8	3	0	3	3	1	3	1	5

#### Wardogs

The men of the Empire have always been experts at raising ferocious bloodhounds to guard their cattle and holdings against roaming Goblins and Beastmen. A highly trained wardog is a dangerous opponent and worth its weight in gold in Mordheim.

If you purchase a wardog, it will fight exactly like a member of your warband, though it is treated as part of the equipment of the Hero who bought it. You will need a model to represent it on a battlefield.

Wardogs never gain experience, and if they are put out of action they have exactly the same chance of recovering as Henchmen (ie, 1-2: Dead; 3-6: Alive). Wardogs count towards the maximum number of warriors allowed in your warband.

Profile	M	WS	BS	S	T	W	1	A	Ld
Wardog	6	4	0	4	3	1	4	1	5

You could also use the profile above to represent one of the more exotic animals used by the warbands of Mordheim, such as trained bears, Chaos familiars or even fighting monkeys from the far-off Southlands!

#### lantern

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

# superior blackpowder

The model has acquired a better quality of blackpowder than is normally available. This new batch adds +1 Strength to all blackpowder weapons that the model has. There is enough superior blackpowder to last for one game.

# mordbeim map

Some survivors of the cataclysm still remain in the many settlements around Mordheim, and make a living by preparing maps of the city from memory. Many of these maps are faked, and even real ones are often crude and inaccurate.

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

When you buy a map, roll a D6:

#### D6 Result

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

# cathapan silf cloaf

Some rich warband leaders like to flaunt their wealth and purchase clothes made out of silk from distant Cathay. This silk is the most expensive fabric in the known world, and wearing such clothes is a sure way to attract attention – especially thieves and assassins!

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

# tears of shallapa

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

A model who drinks a vial of the Tears of Shallaya at the beginning of a battle will be completely immune to all poisons for the duration of combat. Undead and Possessed warriors may not use the Tears of Shallaya.

There is enough liquid in a vial of the Tears of Shallaya to last for the duration of one battle.





here have always been those who have used magic: witches and wizards, wise women and warlocks. But as all scholars know, all magic is dangerous, for it originates from Chaos, the source of corruption and change. Indeed, during these times, sorcery is illegal and punishable by death.

Wizards have little say in whether the world of magic touches them or not. They are born with second sight and to them the world of magical energies and spells is much more real than the mundane world of normal mortals. With all the persecution, fear and hatred it is little wonder that wizards become reclusive and suspicious, and many are downright insane. Some even turn to the worship of the dark gods, and others follow the forbidden path of necromancy.



Mordheim has become home to many magic users and they roam the ruins hiding from Witch Hunters. But there are other ways of gaining power over and above that of a normal mortal man. The gods watch over their subjects and a priest of strong faith can call upon them to assist him in battle. Of these, the Priests of Sigmar are the most common, for Sigmar is the patron god of the Empire, and his following is strong during these times of strife.

# allocated spells

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

Wizard	Type of Magic							
Chaos Magisters	Chaos Rituals							
Warlocks	Lesser Magic							
Skaven Eshin Sorcerer	Magic of the Horned Rat							
Sisters of Sigmar								
& Warrior-Priests	Prayers of Sigmar							
Necromancers	Necromancy							

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

## casting spells

Spells are cast in the shooting phase, and can be used even if the caster is in hand-to-hand combat. To use a spell, the wizard must roll equal to or greater than the spell's Difficulty score on 2D6. If he fails, he may not cast a spell that turn. If the test is passed the spell may be used as described overleaf. A wizard may cast one spell per turn and may not use missile weapons if he wants to cast a spell. He can however run!

A wizard may not use magic if he is wearing armour or has a shield or buckler. The only exception is the Prayers of Sigmar. Sisters of Sigmar and Warrior-Priests may wear armour and use their prayers.

## Damage

Some spells cause direct damage, and are resolved the same way as damage from shooting or blows in hand-to-hand combat. Spells do not cause critical hits. Models always receive armour saves against wounds caused by spells unless noted otherwise.

# Prapers of Sigmar

Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.

The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs, A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.

#### D6 Result

The Hammer of Sigmar

Difficulty 7

This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (eg. 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

2 Hearts of Steel

Difficulty 8

As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make.

Soulfire

Difficulty 9

The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

Shield of Faith

Difficulty 6

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

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

**Healing Hand** 

Difficulty 5

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

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

6 Armour of Righteousness

Difficulty 9

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

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes fear in his enemies and is therefore immune to fear himself.

The power of the Armour of Righteousness lasts until the beginning of the Priest's next shooting phase.

# Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also to destroy the vitality of the living.

#### D6 Result

1 Lifestealer

Difficulty 10

The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself. You may choose a single model within 6°. The target suffers a wound (no save allowed) and the Necromancer gains an extra wound for the duration of the battle. This may take the Necromancer's Wounds above his original maximum value. This spell will not affect the Possessed or any Undead models.

2 Re-Animation

Difficulty 5

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

One Zombie that went out of action during the last hand-to-hand combat phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.

3 Death vison

Difficulty 6

The Necromancer calls on the power of Necromancy to reveal the moment of his enemies' death.

The Necromancer causes fear in his enemies for the duration of the battle.

4 Spell of Doom

Difficulty 9

The Necromancer whispers to the sleeping dead to rise up from the ground and seize his enemies.

Choose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the injury table to see what happens to the unfortunate warrior.

5 | Call of Vanhel

Difficulty 6

The Necromancer summons the world of the dead to invigorate his Undead servants.

A single Zombie or Dire Wolf within 6" of the Necromancer may immediately move again up to its maximum Movement distance (ie, 9" in the case of Dire Wolves). If this moves them into base contact with an enemy model, they count as charging.

6 Spell of Awakening

Difficulty: Auto

The Necromancer calls the soul of a slain Hero back to bis body and enslaves bim with corrupt magic.

If an enemy Hero is killed (ie, your opponent rolls 11-16 on the Serious Injury chart after the battle) then the Necromancer may raise him to fight as a Zombic in his servitude.

The dead Hero retains his characteristics and all his weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a Henchman group on his own, and may not gain ariditional experience. This spell always succeeds (rules for Henchmen and experience are described later).

# Chaos rituals

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

#### D6 Result

#### Vision of Torment

The Chaos Mage summons borrible visions of the realm of Chaos, causing his enemy to recoil in

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately stunned. If the model cannot be stunned it is knocked down instead.

#### Eye of God

Difficulty 7

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

You may use the Eye of God successfully only once per battle. Choose any single model within 6°, friend or foe. Roll a D6 to see what happens to the affected model.

D6 Result

- The wrath of the gods descends upon the target. The model is taken out of action immediately. He does not have to roll on the Serious Injury chart after the battle though.
- The model gains +1 to any one of his characteristics during this battle (chosen by the player who 2-5
- The model gains +1 to all of its characteristics for the duration of the battle.

#### Dark Blood

Difficulty 8

The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the out of action result as stunned instead.

#### Lure of Chaos

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

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will

#### Wings of Darkness

The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever be wants to go.

The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

#### Word of Pain

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

All models within 3" of the Ghaos Mage, friend or foe, suffer one \$3 hit. No armour saves are

# Lesser magic

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

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

#### D6 Result

#### 1 Fires of U'Zhul

Difficulty 7

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

The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (ie, with -1 modifier).

#### 2 Flight of Zimmeran

Difficulty 7

Calling upon the power of the winds of magic, the wizard walks on air.

The wizard may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).

#### 3 Dread of Aramar

Difficulty 7

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

A single model within 12" of the wizard must pass a Leadership test or flee 2D6" directly away from him. If he flees, he must test at the start of each of his own movement phases and will continue to flee until he passes a test. Note that this spell does not affect Undead or any model immune to fear.

#### 4 Silver Arrows of Arha

Difficulty 7

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

The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model, following the rules for normal shooting. The arrows have a range of 24". Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. The arrows cause one S3 hit each.

#### 5 Luck of Shemtek

Difficulty 6

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

The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next turn.

#### 6 Sword of Rezhebel

Difficulty 8

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

The sword gives the wizard +1 Attack, +2 Strength and +2 Weapon Skill. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.

Magic of the Borned rat

This brand of sorcery is used by the Skaven. It is a sinister form of magic which calls upon the kaven deily, a loathsome daemonic god known as the Horned Rat.

#### D6 Result

Warpfire

Difficulty 8

A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony

The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target and one Strength 3 hit on each model within 2" of the target.

2 Children of the Horned Rat

Difficulty Auto

The Softerer raises his pains and calls upon the Father of the Skaven to send forth his servants.

This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Grant Bars, which are placed within 6 of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband

Gnawdoom

Difficulty 7

The turget is attacked by rate and soon is covered from being to foot be small bleeding wounds.

The Gnawdoom causes 2D6 Strength 1 hirs on a single model within 8" of the caster

Black Fury

Difficulty 8

With a chittering incantation the Spreerer turns into a monstron rat-like creature, which attacks with an insane fur

The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.

Eye of the Warp

Difficulty 8

Gaze into the eye of the watp and despaid

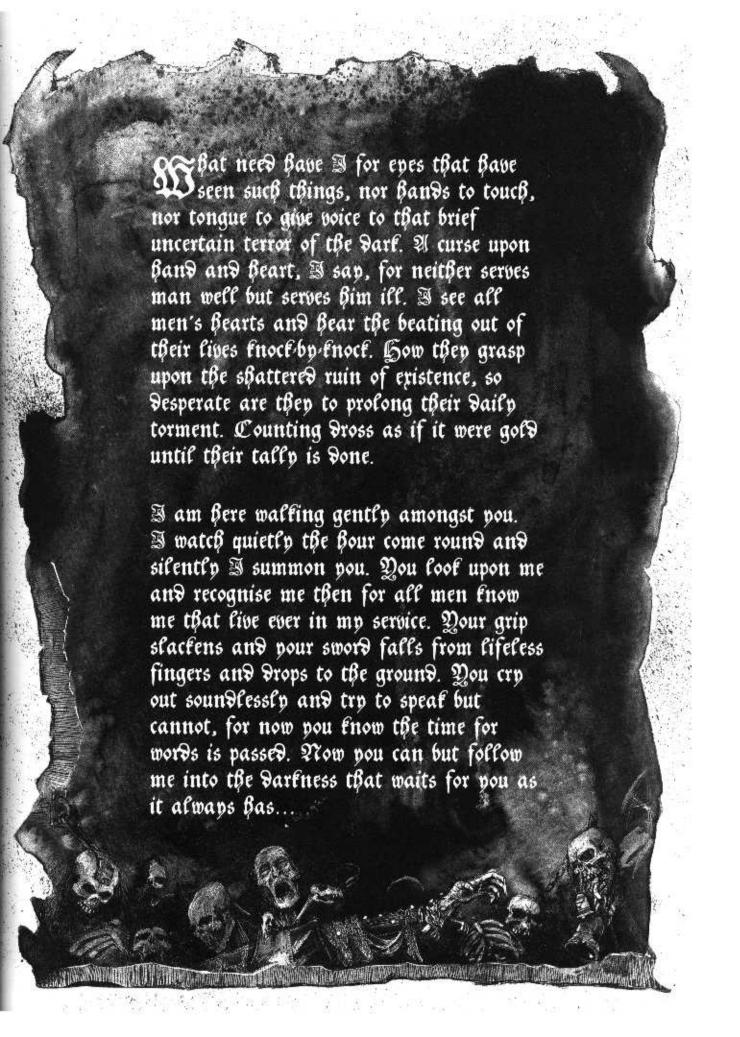
All standing models in base contact with the Sorceter must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.

## Sorcerer's Curse

The Sorcerer points a claw towards one of his enemies and curses him in the name of the

The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.





# Starting a warband

Before you begin to play you must recruit a warband to take part in the battle for Mordheim. The warbands are represented by a whole range of Citadel models available as boxed sets and blister packs. The boxed sets are designed to form an ideal starting point for your collection and further models can be added as your warband grows and thrives.

In this section of the book we take a detailed look at each of the warbands and provide the information you need to recruit a warband of that type.

Use the lists that follow to recruit and equip your warband (an example warband has been included at the back of the book.)

You have 500 gold crowns to spend. Each model and their equipment (if you choose to buy any) costs a set amount of money. As you make your choices, subtract the money you have "spent" from your total until you have bought all you can. Any unspent gold crowns are put into the warband's treasury and can be used later or hoarded to buy something more expensive.

To start with you must recruit at least three warriors including a leader. The weapons, armour and mutations you choose for your warriors must be represented on the models themselves. The exceptions are knives and daggers, which you may assume are tucked in boots or concealed in clothing if not represented on the model.

# skill tables and starting experience

The warband lists also include information about the starting experience of the warriors and which skills they can choose as they progress in the game. Some warbands also include separate skill lists unique to the warband.

The rules about experience and skills will be fully explained in the Campaign section, so don't worry about them for now.

# Beroes and Benchmen

For game purposes the warriors in your warband are classified as *Heroes* and *Henchmen*.

# Beroes

These are exceptional individuals who have the potential to become legends. Heroes can be armed and equipped individually and may carry any special equipment they might pick up during the campaign.

## leader

Every warband must have a leader. He represents you, the player. He makes the decisions and leads your warriors through the dark streets of Mordheim.

# other Beroes

Apart from its leader, your warband may include up to five other Heroes, who form the core of your warband. A warband may never include more Heroes of a specific type than the number in the Warband list. This means that some warbands (eg, the Reiklanders who can only start with five Heroes) can only get the maximum of six Heroes by gaining experience with their Henchmen (see the Experience section).

# Benchmen

Henchmen typically fall into two groups. There are Henchmen such as the Brethren of the Possessed, Skaven Verminkin and Mercenary Swordsmen. These Henchmen gain experience and become better as time goes by. They are bought in groups of one to five models.



The other type of Henchmen are those such as Warhounds and Zombies. These are too dim or too primitive to gain experience.

Henchmen may never use any special equipment you acquire during their adventures (unless otherwise noted); only Heroes may do so. Henchmen can include potentially powerful warriors, but Heroes always have an edge over them with their potential to gain extra experience.

All Henchmen belong to a *Henchmen group*, which usually consists of between one and five individuals. Henchmen groups gain experience collectively and gain advances together.

# weapons and armour

Each warrior you recruit can be armed with up to two close combat weapons, up to two different missile weapons and any armour chosen from the appropriate list. Warriors may be restricted in regard to which types of weapons they can use. The warband's equipment lists tell you exactly what equipment is available. Note that you may buy rare weapons and armour when starting a warband, as indicated by the list in the warband's entry, but after playing the first game the only way to get further rare weapons and armour is to roll to see if you can locate them (see the Trading section).

You may buy additional equipment between battles, but your warriors can only use the weapons and armour listed in their warband entry. As they accumulate experience and gain skills, Heroes may learn to use weapons other than those initially available to them.

Every model in each Henchman group must be armed and armoured in the same way. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

# warband roster

You'll need a warband roster sheet to record the details of your warband. Blank roster sheets can be found printed at the back of this book, one for Heroes and one for Henchman groups. We suggest that you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your warband as it changes from game to game.

When you choose a warband, take a warband roster sheet and write down the details of each Hero and Henchman group in the appropriate places. You'll notice that Heroes and Henchmen have slightly different spaces provided to reflect the different ways in which they gain experience and use weapons, armour and equipment.

It is a good idea to work out the warband on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the maximum permitted value of the warband as possible. If you have any cash left after choosing your warband write this down in the space marked as 'Treasury'. At the end of the book you'll find an example warband; you can use this if you want or choose your own – it's up to you.

The warband roster is a record of your brave group of warriors and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record details such as extra experience, equipment used, etc.

You will need to give your warband a name, and also name all your Heroes and each Henchman group. It's up to you to invent suitable names, though you'll find plenty of inspiration throughout this book.

# calculate the warband rating

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

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

# ready for battle

The warband is now ready to start its fighting career!





# Warbands

Listen to me boy, there are many in Mordheim who you must face. Men from the lands of Middenheim to as far as Marienburg have staked their claim upon this forsaken city. Then there are the rat-men, the Walking Dead and those crazed Witch Hunters...

So seeing as I'm feeling generous, I will describe them all. Then maybe you'll have an idea of what you're up against. So pay attention boy, for this information just might save your life!"

# The Cult of the Possessed

The Possessed. The Damned. The bogeymen. These scum are the worst of the worst. They are dangerous creatures, perhaps more so than any other group in the entire city. This Chaos-worshipping scum consists of mutants, Beastmen and cultists, and even worse things called the Possessed. If you ever let them get close to you, you'll be in big trouble – there are few who are a match for this scum in close quarters.





# The Undead

The Restless Dead plague Mordheim. Zombies, Ghouls and huge hellhounds prowl the streets, and woe to anyone caught by them. He'll be eaten alive, or end up as one of the walking corpses himself. I lost my eye to one of the fanged horrors who leads the Undead. Let me tell you, that thing was not human. I put my sword through it and it still kept coming.

# Witch Sunters

Witch Hunters will burn you and your warband if you give them the slightest reason. They are well armed and equipped, and show no mercy to anyone who dares to stand in their way. They are followed everywhere in Mordheim by a rabble of fanatics and those crazed Flagellants. One word from a Witch Hunter and they'll tear you apart, burn you, decapitate you and excommunicate you from the grace of Sigmar.

# MiddenBeimers

These Northerners are nutters, madmen, berserkers! They are as strong as Ogres and meaner than Orcs. Watch out for them in close quarters - the chances are they'll crush your skull with a hammer or behead you with one of those hefty axes they carry around with them.

#### Reiflanders

Ah, Reiklanders, the finest of men! Disciplined, magnificent archers and good, solid warriors! Reiklanders need the best leaders, so you'd better shape up boy! For these warriors are good at almost all the skills of war, and they are more likely to hold their nerve than others in Mordheim.



# Sisters of Sigmar

Don't believe everything those Witch Hunters say about the Sisters. They're no more heretics than I am and I'll skewer any man that says different. Not that the Sisters need looking after - they're mean fighters and you gotta be tough just to live like they do in that big fortress in the middle of Mordheim.

## Sfaven

These are no ordinary vermin - big as a man, fast on their feet, and smart too, not like common rats. The whole city's full of 'em and the worse of it is they're waitin in the old drains and sewers, watchin for a chance to catch you on your own. Let 'em and you're a dead man.



# Marienburgers

The rich boys of Marienburg. Never turn your back on them. I'll grant them this: they are completely ruthless and have more money than anyone else - hardly surprising, as those fat leeches in the Merchant's Guild fill their coffers. That's why they have such good armour and weapons, and usually a few more men than most as well. Don't let their fancy clothes and flash jewellery fool you, though. They're not wearing those weapons just for show, they know how to use them as well!

So there you have it. You'll encounter all these motley crews in Mordheim sooner or later. Each has its own weaknessess but each also has its strengths that you must learn to deal with. Remember, it is foolish to rush into close combat with the Possessed scum - you'll only get killed. Neither should you try to outpace the Skaven vermin, for they're as fast as quicksilver.

If you need nothing else, lad, remember this. Make your warband as flexible as possible so that you are prepared for almost anything this cursed city will throw at you.





This is a time of unremitting war, civil strife, violence and famine. A time of orphan children and wanton slaughter. For warriors these are good times! Since the discovery of wyrdstone Mordheim has become a magnet for fighting men from all over the Empire. Nobles, merchants, and the Temple of

Sigmar itself offer rich rewards for shards of the mysterious stone. Foremost amongst the patrons of mercenary warriors are the three most powerful contenders for the Emperor's throne: the Grand Prince of Reikland, the Count of Middenheim, and Lady Magritta of Marienburg – favourite of the merchant guilds.

As a mercenary warband you must decide which of the three contenders for Sigmar's throne you are fighting for. Warbands from different places will vary in many respects, offering different benefits as well as having a unique appearance and character.

# Reikland

Reikland lies at the heart of the Empire and its greatest city is Altdorf, home of the Grand Theogonist and seat of the Temple of Sigmar. Reiklanders are devout followers of Sigmar, the founder, first Emperor, and patron god of the Empire. The Grand Prince of Reikland (as Siegfried, the ruler of Reikland, styles himself) is supported in his claim to the throne by the Grand Theogonist and opposed most strongly by the Count of Middenheim and the Priests of Ulric.

Throughout the Empire Reiklanders are commonly supposed to embody the discipline and loyalty of the professional warrior. Brave and well-versed in the arts of war, Reiklanders disdain fashionable clothing in favour of well-made and practical wargear. In battle they often wear coloured ribbons as marks of identification or authority. They are justly proud of their dynamic and ambitious Grand Prince and contemptuous of other claimants to the throne, especially the Count of Middenheim, Mannfred Todbringer, whom they sneeringly call the 'lap-dog of Ulric'.

# special rules

Reikland Mercenaries are accustomed to the demands of military discipline and have a strongly developed loyalty between officers and men. To represent this, fighters may use their Captain's Leadership if within 12" rather than the usual 6".

A strong tradition of martial training is also responsible for the high standards of archery amongst the people of Reikland. All Marksmen therefore add +1 to their Ballistic Skill, whether they are recruited when the warband is first formed or added later.



# Midden Beim

Middenheim stands on a mountain pinnacle surrounded by dark forest in the centre of Middenland, and is also known as the City of the White Wolf after Ulric, the old god of wolves and winter. The Priesthood of Ulric is still strong in Middenheim where Ulric is venerated as the patron of the city. The tradition of rivalry between Middenheim and Reikland goes back hundreds of years, and the Count of Middenheim, Mannfred Todbringer, is one of the chief contenders for the Emperor's throne. As a result there has always been a great deal of friction between Middenheimers and the Temple of Sigmar.

Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favour long hair and beards their lack of headgear makes them look especially fierce when they charge upon their enemies howling their brutal battle-cries.

# special rules

The men of Middenheim are famous for their physical prowess. To represent their advantage in size and bulk, the Champions and Captains of a Middenheim warband start with Strength 4 instead of Strength 3.

# Marienburg

Marienburg is the largest and most prosperous trading city in the Old World. Many call it the City of Gold which alone conveys a good idea of the wealth of this sprawling cosmopolitan city. Nowhere else can be found the vast array of shops selling goods from as far away as the Elven kingdoms of Ulthuan in the west and distant Cathay in the east. The city's craftsmen represent every skill known to man, and a few others beside, so that it is said in Marienburg there is no activity that cannot be quickly turned to profit.

Many mercantile guilds have their headquarters in Marienburg, most important of all the secretive High Order of Honourable Freetraders which represents the elite amongst mercantile society. This large, rich, and ambitious body of men feel themselves shackled by the old order and are eager to seize power for themselves. Their champion for the Emperor's throne is the Lady Magritta. Thanks to the unseen influence of Freetraders throughout the Empire all the minor

Electors were persuaded to support the Lady Magritta's claim. It was only the Grand Theogonist's refusal to crown her that denied

Marienburg the throne driving a wedge between the City of Gold and the Temple of Sigmar.

Warbands sent to Mordheim are sumptuously dressed and armed. Though Marienburgers are often ridiculed as foppish and effete, their skill at arms and complete ruthlessness has earned them grudging respect. Their chief skills lie in duelling and in the use of poisons and other clandestine fighting methods. Richer individuals dress flamboyantly and wear jewellery. However, the bulk of most warbands are recruited from the dockland thugs, ships' crews, and stevedores who favour a simpler appearance: leather coats, bandanas and short swords that are easy to conceal.

# special rules

As natural traders with contacts in the merchant guilds Marienburg warbands receive a +1 bonus when attempting to find rare items (see the Trading section for rules).

To reflect their enormous wealth Marienburgers start off with an extra 100 gold crowns (600 in total) when fighting in a campaign. In a one-off game they are permitted an extra 20% gold crowns when recruiting a warband. For example, in a 1,000 gold crown game a Marienburger warband will have 1,200gc.

# Choice of warriors

A Mercenary warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

Captain: Each Mercenary warband must have one Captain: no more, no less!



Champions: Your warband may include up to two Champions.

Youngbloods: Your warband may include up to two Youngbloods.

Warriors: Your warband may include any number of Warriors.

Marksmen: Your warband may include no more than seven Marksmen.

Swordsmen: Your warband may include no more than five Swordsmen.

# Starting experience

The Captain starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.

# Mercenary skill tables

#### REIKLAND MERCENARIES

=	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain		- /		,	
Champion	/	1		1	
Youngblood	/	/			-



#### MIDDENHEIM MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain		,	,	-	,
Champion	1			1	1
Youngblood	/				- /

#### MARIENBURG MERCENARIES

	MARIEN	MAKIENBUKG MERCENARIES												
	Combat	Shooting	Academic	Strength	Speed									
Mercenary Captain		-			/									
Champion	1	1			1									
Youngblood	/	/			1									



#### Konsan

# Mercenary equipment lists

The following lists are used by Mercenary warbands to pick their weapons:

#### Hand-to-hand Combat Weapons

# Dagger 1st free/2 gc Mace 3 gc Hammer 3 gc Axe 5 gc Sword 10 gc Morning star 15 gc Double-handed weapon 15 gc Spear 10 gc

Halberd . . . . . . . . . . . 10 gc

#### Missile Weapons

Crossbow		 25 gc
Pistol		 15 gc (30 for a brace)
Duelling pisto	d	 25 gc (50 for a brace)
Bow		

#### Armour

Light armour		3	*	*		+		Œ.	20 gc
Heavy armour									
Shield	i i	+	ુ		4	¥	+	4	5 gc
Buckler			25		97)	es.	0	e.	5 gc
Helmer									

#### MARKSMAN EQUIPMENT LIST

This list is for Marskmen only

#### Hand-to-hand Combat Weapons

Dagger		4	•	t	+	+		er Et	*		e			+		1st free/2 gc
Mace .	×		ì	ï	ï	+		÷	+	+		-			+	3 gc
Hamme																
Axe	6		,	ļ	ï	ï	7	į	į,	Ŷ	K	į.	j	Q.		5 gc
Sword																10 gc

#### Missile Weapons

Missile Weapons	
Crossbow 25 gc	
Pistol 15 gc (30 for a brace)	)
Bow 10 gc	
Long bow 15 gc	
Blunderbuss 30 gc	
Handgun	
Hunting rifle 200 gc	
Armour	
Light armour 20 gc	
Shield 5 gc	

Helmet . . . . . . . . . . . . . . . 10 gc





00



### 1 Mercenary captain

#### 60 gold crowns to hire

A Mercenary Captain is a tough professional warrior, a man who will fight for anyone or against anything so long as the price is right. Mordheim offers such a man the chance to become rich beyond his dreams, though at great risk. But as ruthlessness and lack of mercy and pity are the hallmarks of a successful Mercenary Captain, it is no wonder that they flock to Mordheim.

Profile	M	WS	BS	S	T	W	1	A	Ld
	4	-1	4	3	3	1	4	1	8

Weapons/Armour: A Mercenary Captain may be equipped with weapons and armour chosen from the Mercenary Equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Mercenary Captain may use his Leadership characteristic when taking Leadership tests.

### 0-2 Champions

#### 35 gold crowns to hire

In any Mercenary warband there is one warrior who is bigger, stronger (and often uglier) than his comrades. These men are called Champions (or berserkers, first swordsmen and various other names). Champions are amongst the toughest and the best fighters in the warband. They often answer challenges issued to the warband and, after the Captain, they get the pick of any equipment and loot.

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

Weapons/Armour: Champions may be equipped with weapons and armour chosen from the Mercenary Equipment list.

### 0-2 Youngbloods

#### 15 gold crowns to hire

These are young fighters who are still inexperienced, but eager to win their spurs in the savage fighting in and around the ruins of Mordheim.

Profile	M	WS	BS	S	T	W	1	A	Ld
	4	2	2	3	3	3	3	1	6

Weapons/Armour: Youngbloods may be equipped with weapons and armour chosen from the Mercenary Equipment list.

# Senchmen (Bought in groups of 1-5)

#### Warriors

#### 25 gold crowns to hire

These dogs of war are grim, seasoned fighters, fearing no man as long as they have their weapons and armour. They form the core of any Mercenary warband.

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

Weapons/Armour: Warriors may be equipped with weapons and armour chosen from the Mercenary Equipment list.

### 0-7 Marksmen

### 63

#### 25 gold crowns to hire

The archers and hunters of the Old World are famed for their skill, and it is said that they can hit a coin from 300 paces with a long bow. In the savage street fights of Mordheim they snipe at the enemy from the windows of ruined buildings and pick out enemy leaders with their arrows.

Profile	M	WS	BS	S	T	W	1	A	Ld
	9.	2	2	2	2	-	2	- 1	-

**Weapons/Armour** Marksmen may be equipped with weapons and armour chosen from the Marksman Equipment list.

### 0-5 Swordsmen

#### 35 gold crowns to hire

Swordsmen are professional warriors, experts at taking on and beating several opponents at once. They are much sought after by warband leaders, as their skills are ideally suited for fighting in Mordheim.

Profile	M	WS	BS	S	T	W	1	A	Ld
	4	4	3	3	3	1	2	1	7

Weapons/Armour: Swordsmen may be equipped with weapons and armour chosen from the Mercenary Equipment list.

#### SPECIAL RULES

**Expert Swordsmen:** Swordsmen are so skilled with their weapons that they may re-roll any failed hits when charging. Note that this only applies when they are armed with normal swords, and not with double-handed swords or any other weapons.



# Cust of the possessed

any shortage of men willing to risk their lives for a chance of real power: men whose ambitions lie beyond the scope of their birthright, or whose sorcerous skills or physical deformities place them in constant

danger of persecution. What do such men have to lose if they pledge their souls to the dark gods of Chaos! In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters.

Now a leader has appeared, a new Dark Emperor, who claims lordship of the City of the Damned. He is called the Shadowlord, Master of the Possessed, and followers of the cults of Chaos gather from all over the Empire to pledge their souls to him. Though none know whether he is man or Daemon all proclaim him their saviour and eagerly seek to do his bidding.

As all students of the dark arts know, it is by the power of magic that creatures such as Daemons and spirits are able to stalk the mortal world. The wyrdstone that proliferates in Mordheim grants unnatural life to many vile things that by all natural rights should never exist. The Possessed were once men but by surrendering themselves wholly to the dark gods they have allowed Daemons to possess their bodies. Their appearance is horrific – corrupted from within, their flesh is twisted into a new and monstrous form.

With the power of the Possessed behind them the followers of the Shadowlord have grown powerful in Mordheim. In the Massacre of Silver Street the Cult of the Possessed ambushed and destroyed a large force sent in to hunt them down. Now the streets of Mordheim belong to the Shadowlord and his servants. The contaminated air does not affect them at all or, more likely, it nourishes their inner corruption. Men who venture into Mordheim alone are hunted down and sacrificed to the dark gods. All warbands of the Possessed gather wyrdstone for the Shadowlord who remains hidden in the Pit where he is said to be guarded by titanic Possessed the size of houses. A few shards of the precious stone are kept by the warbands and used to create more of the Possessed.

The leaders of cult warbands are called Magisters and each leads a group of cultists: minions of the dark gods of Chaos. These are men whose hunger for power knows no bounds, who willingly give their bodies over to possession. All take part in the blood sacrifices, dark rituals, and worship of Daemons – nothing is too base for them! These degenerate humans are joined by other creatures as vile as they—things half-man half-beast that call themselves Gors, and which men refer to as Beastmen.

There are few sights as horrific as a cult warband. Deranged warriors smeared with blood and dirt wave jagged weapons and chant blasphemous rites as they throw themselves upon their foes. Many are hardly recognisable as human, their bodies are so scarred and disfigured. The stigmata of mutation is borne by most, but the most unsettling of all are the Possessed themselves – melded flesh made of men, beasts, and metal driven by the implacable will of a Daemon.

### Choice of warriors

A Possessed warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Magister: Each Possessed warband must have one Magister: no more, no less!

Possessed: Your warband may include up to two Possessed.

Mutants: Your warband may include up to two Mutants.

Darksouls: Your warband may include up to five Darksouls.

Brethren: Any number of models may be Brethren.

Beastmen: Your warband may include up to three Beastmen Gors.

### Starting experience

A Magister starts with 20 experience.

Possessed start with 8 experience.

Mutants starts with 0 experience.

Henchmen start with 0 experience.

### Possessed skill table

Combat	Shooting	Academic	Strength	Speed
		- /		-/
/			1	/
	,			, , ,

### Possessed equipment lists

The following lists are used by Possessed warbands to pick their equipment.

Hand-to-hand Combat Weapons	DARKSOULS EQUIPMENT LIST
Dagger 1st free/2 gc	This list is for Darksouls and Beastmen only
Mace       3 gc         Hammer       3 gc         Axe       5 gc         Sword       10 gc         Double-handed weapon       15 gc         Spear       10 gc	Hand-to-hand Combat Weapons:         Dagger       1st free/2 gc         Mace       3 gc         Hammer       3 gc         Axe       5 gc         Sword       10 gc
Missile Weapons	Double-handed weapon 15 gc
Bow	Flail 15 gc
Short bow 10 gc  Armour	Missile Weapons
Light armour 20 gc	TOIL
Heavy armour 50 gc Shield 5 gc Helmet 10 gc	Armour       20 gc         Light armour       20 gc         Heavy armour       50 gc         Shield       5 gc         Helmet       10 gc

When you are facing an enemy that is really scary like the living dead or creatures of Chaos, always shoot at them. Never attack them in close combat if you have the option.

I've seen many powerful warriors losing precious seconds trying to overcome their fear and charge these monsters.

And when they did it, it was often too late ...





### Heroes



### 1 Magister

#### 70 gold crowns to hire

Magisters lead the covens of the Possessed. They have been granted magical powers by their patron gods. They are fanatical followers of the Dark gods, utterly dedicated to bringing Chaos to the world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	3	1	8

Weapons/Armour: The Magister may be equipped with weapons and armour chosen from the Possessed Equipment list.

#### SPECIAL RULES

**Leader:** Any models in the warband within 6" of the Magister may use his Leadership instead of their own.

Wizard: The Magister is a wizard and uses Chaos Rituals. See the Magic section for details.

### 0-2 The possessed

#### 90 gold crowns to hire (+ the cost of mutations)

The Possessed have committed the greatest of heresies: they have given their bodies to Daemons. As a result, they are nightmarish creatures, a melding of flesh, metal and black magic. Inside them lives a supernatural thing of evil, a Daemon from the dark reaches of the Realm of Chaos.

The powerful spirit of a Daemon can meld several creatures together, be they men or animals, into a multi-faceted horror. These monstrous Possessed are perhaps the most dangerous of the creatures of Mordheim, and certainly the most loathsome and dreadful.

Profile M WS BS S T W I A Ld
5 4 0 4 4 2 4 2 7

Weapons/Armour: None. The Possessed never use weapons or armour.

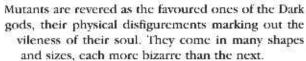
#### SPECIAL RULES

Fear: The Possessed are terrifying, twisted creatures and therefore cause *fear*. See the Psychology section for details.

**Mutations:** Possessed may start the game with one or more mutations each. See the Mutations list over the page for costs.

#### 0-2 Autants

25 gold crowns to hire (+ the cost of mutations)



Profile M WS BS S T W I A Ld

Weapons/Armour: Mutants may be equipped with weapons and armour chosen from the Possessed Equipment list.

#### SPECIAL RULES

Mutations: Mutants must start the game with one or more mutations each. See the Mutations list over the page for the cost.







### henchmen (Bought in groups of 1-5)



### 0-5 Sarksouls

#### 35 gold crowns to hire

Darksouls are men who have been driven insane by the daemonic possession which became all too common after the destruction of Mordheim. The Daemons have left the bodies of these men, but their minds have been scarred by the horror of the experience.



Their insane strength makes Darksouls dangerous fighters. The Cultists regard them as holy men, and let them work out their unreasoning rage in battle. In their tortured minds the Darksouls believe themselves to be Daemons. They wear leering daemonic masks and garb themselves in armour and clothing resembling the scaled skin of Daemons.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	4	3	1	3	1	6

Weapons/Armour: Darksouls may be equipped with weapons and armour chosen from the Darksouls Equipment list.

#### SPECIAL RULES

Crazed: Darksouls have been driven insane by daemonic possession and know no fear. They automatically pass any Leadership tests they are required to take.

### Bretfren

#### 25 gold crowns to hire

Brethren are the crazed human followers of the cults of the dark gods, eager to descend into damnation. Their vile deeds and unspeakable acts have driven them to the brink of insanity.

Profile	M	WS	BS	S	T	w	1	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: The Brethren may be equipped with weapons and armour chosen from the Possessed Equipment list.

### 0-3 Beastmen

#### 45 gold crowns to hire

Beastmen are mutated monstrosities that infest the forests of the Empire: massive horned creatures with an inhuman resistance to pain. The destruction of Mordheim brought many Beastmen into the ruined city to prey upon the survivors. They readily ally with the Magisters of the Possessed warbands.

Profile	М	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	4	2.	3	1	7

Weapons/Armour: Beastmen may be equipped with weapons and armour chosen from the Darksouls Equipment list.



### **Mutations**

Those who dwell in Mordheim soon develop horrible mutations, and the Cult of the Possessed seem to be especially susceptible. In addition, Mordheim attracts mutants from all over the Empire, who are always quick to join the Chaos covens. Most mutations are simply inconvenient or hideous, but some make their bearers extremely dangerous in combat.

Mutations may be bought for a Mutant or a Possessed warrior only when they are recruited; you may not buy new mutations for a model after recruitment. Any Mutant or Possessed may have one or more mutations. The first mutation is bought at the price indicated, but second and subsequent mutations bought for the same model cost double.



#### Jaemon soul

A Daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers. Cost: 20 gold crowns.

#### great claw

One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

Cost: 50 gold crowns.



#### tentacle

One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

Cost: 35 gold crowns

#### blactblood

If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

Cost: 30 gold crowns

#### spines

Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

Cost: 35 gold crowns

#### scorpion tail

The mutant has a long barbed tail with a venomed tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.

Cost: 40 gold crowns

#### ertra arm

The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or a buckler in the extra arm. If a Possessed chooses this mutation, he gains an extra attack but still cannot carry a weapon.

Cost: 40 gold crowns

#### Bideous

The mutant causes fear. See the Psychology section for details.

Cost: 40 gold crowns

The massive rock of Mordheim, topped by the city's ancient keep, eclipsed what little sunlight filtered through the eternal clouds of ash and dust. Deeper inside the town the buildings were more dilapidated. Many of them had collapsed, and the streets were strewn with rubble. Here and there the dark opening of a cellar could be glimpsed through the ruins, while occasionally a staircase or porch stood out on its own, the rest of the building just a pile of stones around it.

As the party marched on, a horde of rats scurred from one ruined building, their skreeking noise echoing off the walls as they swarmed around the humans. With tails lashing they stared at the strangers with evil, glinting eyes before disappearing into a maze of cracks and crevasses. As Lapzig led them on, Marius thought he could see shapes moving in the shadows. A tittering laugh sounded far off in the distance while a sudden gust of wind screeched through the twisted metal of an old coaching inn's gateway. For a second, the Witch Hunter was sure he saw several pairs of yellow eyes glaring at him from a dark corner, but they were gone in an instant.

Lapzig's men were getting more edgy now, and the mercenary leader signalled them to ready their weapons. They proceeded more cautiously, staring into the shadows to spot any enemy. Now and then they would all freeze at a sudden sound a roofing slate slipping, the clink of rubble settling or a faint scratching noise, like a claw scraping on stone.

Without warning, the Skaven struck! Manus found himself face to face with one of the ratmen, where moments before there had been empty air. It swing at him with a serrated blade and the Witch Hunter leapt to one side to avoid the attack. The creature wore a ripped black cloak, its face wrapped in dark strips of cloth studded with metal rivets. Manus dragged one of his pistols from his belt and pulled the trigger. With a sputtering hiss the black powder ignited and a moment later the pistol fired, flinging the Skaven to the ground, its arm a bloody mess.

As Marius looked around, he saw that his men were surrounded. Lapzig and one of his men fought back-to-back against three ratmen wielding crude spears. Lapzig's blade darted out, catching one of the Skaven on the chest, while another was thrown back by a blow from his companion's mace. Hensel was using the point of his halberd to hold off the attack of another Skaven, which ducked and dived nimbly to avoid the man's thrusts. More cloaked figures slinked through the melee, leaping around swinging blades, ducking beneath arrows with a definess almost impossible to believe.

A shadow tell over Marius and he looked up just in time to see something bounding out of an empty window above him. With a hiss the Skaven landed neatly in front of the Witch Hunter. Marius fired his other pistol but the creature easily rolled to one side. With a motion taster than could be seen, it brought its hand back and then forward, flinging something at Marius. He barely ducked in time as something slashed through his cloak and imbedded itself in the wall behind him. Glancing back he saw a three-pointed throwing star stuck in an ancient timber, its sharp edges dripping with a greenish venom.

"Die, spawn of darkness!" Marius snarled, ripping his sabre from its scabbard and charging towards the Skaven. Three blades swept forward to parry the Witch Hunter's attack, one in each of the Skaven's clawed hands and the other gripped by its prehensile tail. Marius pulled a dagger from a scabbard at his left hip, blocking the downward strike of a sword inches from his face. The Skaven's weapons weaved a blurring pattern of rusted iron, slicing in and out with startling speed. The air was filled now with the ring of metal on metal, broken occasionally by the cry of a wounded man or the shriek of an injured Skaven.

Marius was being slowly forced back, using all his skill to parry the flurry of attacks the Skaven was directing at him. Step by step, he inched back across the road, nearly stumbling as his heel caught on a shattered flagstone. Then Marius felt a wall at his back and knew he could retreat no further. Sensing victory the Skaven gave a snarl and redoubled its efforts, one of its blades tearing through the cloth of Marius' leggings. Grimacing through the pain of the wound, Marius batted aside another vicious blow.

With a shout the Witch Hunter punched out, smashing the basket hilt of his sabre into his foe's face. Stunned, the Skaven staggered back. Marius stepped forward to finish the creature off, but it lashed out with one foot, clawed toes raking across the Witch Hunter's chest, sending him reeling back into the wall. With a final menacing glare, the Skaven leapt away, squeaking a command to its followers in its own language. As quickly as they had appeared, the Skaven were gone, just the fairit scrabbling on the piles of stone indicating the direction they fled in.

Chitching his wounded leg, Marius leant against the wall, letting his sabre drop to the ground. Looking around he saw that of the ten men following him, two of them were dead, their bodies lying in spreading pools of blood on the dusty ground. Hensel was leaning heavily on his halberd, puffing for breath, gazing down at the body of one of the ratmen, its head split in half by a heavy blow. Lapzig seemed unhurt. He was tending to one of his men, wrapping a bandage around his upper arm. The others were cut and bruised, but not seriously harmed.

"We have to go back to Brigandsburg, we can't carry on today," Lapzig declared, wiping the blood from his sword. Marius was about to argue but was suddenly gripped by a wave of dizziness. Slumping to the ground, Marius waved away Hensel's offered arm.

"Yes, back to Brigandsburg. But we'll come back. We'll come back!" The Witch Hunter vowed through clenched teeth, before the ground rushed towards his face and blackness descended.

## Witch hunters

he Order of the Templars of Sigmar, universally known as the Witch Hunters, is an organisation dedicated to the eradication of heretics, be they warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of the dark gods, deviants, mutants, blasphemers, sinners, utterers of profanities, servants of Daemons, or composers of corrupting music. Indeed, there are few who altogether escape the suspicions of the Witch Hunters with the possible exception of other Witch Hunters.

It is wise to remember that the practice of magic in all its forms is deemed a most beinous crime in the Empire. Death by fire is the proscribed punishment for this particular beresy. Many of the Witch Hunters' victims treacherously avoid their fate by perishing under torture before making a full confession. In these troubled times the Witch Hunters are kept busy as more and more men turn to the dark arts. The most dangerous of all these heretics are the followers of the Chaos gods. These deprayed individuals practise Daemon worship and (it is claimed) even offer human sacrifices in the name of their vile masters. Of all the enemies of Sigmar they are the most abborrent!

The destruction of Mordheim has fired the Witch Hunters with a new and irresistible sense of purpose. In the light of events the Grand Theogonist has proclaimed Sigmar's punishment on the City of the Damned. The Witch Hunters rejoice that their crusade against widespread corruption has been vindicated. Now they are ready to complete Sigmar's holy purpose by destroying his enemies within the ruins of the city itself. The Grand Theogonist has commanded the Witch Hunters to go unto that place and recover the wyrdstone for Sigmar's temple. Their crusade also pits them into the same arena as their old enemies the so-called Sisters of Sigmar – those loathsome Daemon-worshipping she-heretics whose very existence is a vile affront to the majesty of Sigmar.

Witch Hunters are charismatic rabble-rousers who can soon turn a crowd to their own ends. They are universally dreaded, for everyone has something or someone to hide, and there are countless individuals who would willingly and enthusiastically hunt down

and burn their own kin were a Witch Hunter to command them to do so. Bands of Witch Hunters are often accompanied by zealous citizens, Flagellants, and even holy Priests of Sigmar as well as the huge

vicious warhounds which the Witch Hunters employ to track and bring down fugitives.

As men accustomed to fighting Witch Hunters are well-armed and sturdy individuals. They favour hooded cloaks and headgear which conceal their appearance from the overly curious. Some wear chains about their throats to remind them of fallen comrades and old rivalries and also, so it is said, so that the iron might serve as protection against witchcraft.

The followers of the Witch Hunters, the rabble that accompany them to Mordheim, are a far more dire sight indeed – crazed and self-mutilated men who have lost or surrendered all their worldly goods and, most likely, their reason as well.

### **Choice** of warriors

A Witch Hunter warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12

Witch Hunter Captain: Each Witch Hunter warband must have one Witch Hunter Captain.

Warrior-Priest: Your warband may include a single Warrior-Priest.

Witch Hunters: Your warband may include up to three Witch Hunters.

Zealots: Any number of models may be Zealots.

Flagellants: Your warband may include up to five Flagellants.

Warhounds: Your warband may include up to five Warhounds.

### Starting experience

A Witch Hunter Captain starts with 20 experience.

Witch Hunters start with 8 experience.

A Warrior-Priest starts with 12 experience.

Henchmen start with 0 experience.



### Witch Hunter skill table

19	Combat	Shooting	Academic	Strength	Speed
Witch Hunter Captain	/			- /	
Witch Hunter	1	1	1		1
Warrior-Priest	/		/	- /	

### Witch hunter equipment lists

The following lists are used by Witch Hunter warbands to pick their equipment.

Hand-to-hand Combat Weapons	ZEA
Dagger 1st free/2 gc	
Mace3 gc	
Hammer 3 gc	Hand-to-l
Axe 5 gc	Dagger
Sword 10 gc	Mace
Double-handed weapon 15 gc	Hammer
	Axe
Missile Weapons	Sword
Crossbow	Double-han
Pistol	Spear
Crossbow pistol	Missile W
	Bow
Armour	Short bow
Light armour	The state of the s
Heavy armour	Armour
Shield 5 gc	Light armor
Buckler 5 gc	Shield
Helmet 10 ec	Helmet

#### ZEALOT EQUIPMENT LIST

This list is for Zealots only

Hand-to-hand Combat Weapons
Dagger 1st free/2 gc
Mace 3 gc
Hammer 3 gc
Axe
Sword
Double-handed weapon 15 gc
Spear
Missile Weapons
Bow
Short bow 5 gc

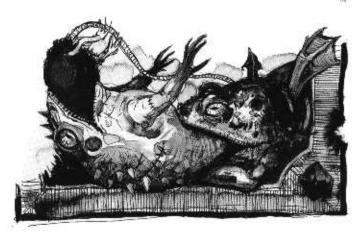
Armour																
Light armour	÷	+		1	30	ř	-	÷	Ť		Ç	÷	,		i.	20 gc
Shield	Ų.	÷		·	Ç	Ç	į		į.	Ÿ	Ċ			i.	V	5 gc
$Helmet \dots .$	*	t	-	±	*	*	•	٠	*	+		-		ı	+	10 gc

#### FLAGELLANT EQUIPMENT LIST

This list is for Flagellants only

Hand-to-hand Combat Weapons	
Flail	15 gc
Morning star	15 gc
Double-handed weapon	15 gc
Missile Weapons	None
Armour	None







**Beroes** 



### 1 Witch Bunter captain

#### 60 gold crowns to hire

Driven by fanaticism, Witch Hunter Captains are obsessed with cleansing Mordheim and bringing the justice of Sigmar to all. Carrying the edict of the Grand Theogonist himself, they have the divine right to judge and execute warlocks, witches, Chaos worshippers... in fact all who dare to oppose them.

Profile		700	M	ws	BS	S	T	W	1	A	Ld
N W	11.11		4	4	4	2	3	1	4	1	· ·

Weapons/Armour: A Witch Hunter Captain may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

#### SPECIAL RULES

Leader: Any warrior within 6" of the Witch Hunter Captain may use his Leadership value when taking Leadership tests.

> Burn the Witch!: A Witch Hunter

> > Captain bates all models

> > > who can

cast

spells.

### 0-3 Witch Bunters

#### 25 gold crowns to hire

Witch Hunters are members of the grim Order of Witch Hunters, dedicated to eradicating Chaos and all its minions. Usually they prowl the Old World individually trying and executing the enemies of Sigmar, but the situation in Mordheim requires them to band together.

Profile M WS BS S T W I A Ld

Weapons/Armour: Witch Hunters may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

#### SPECIAL RULE

Burn the Witch!: Witch Hunters bate all models who can cast spells.

### 0-1 Warrior priest

#### 40 gold crowns to hire

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exception, and the military wing of the cult is feared and respected throughout the Empire.

The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

Profile M W8 BS S T W 1 A Ld

Weapons/Armour: A Warrior-Priest may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

#### SPECIAL RULES

Prayers: A Warrior-Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic a section.



### Henchmen (Bought in groups of 1-5)



### 0-5 Hagellants

#### 40 gold crowns to hire

Flagellants are fanatics and madmen obsessed with the end of the world. They are often men who have lost their families to war or the ravages of nature, and have also lost their minds. With insane persistence, they travel the length and breadth of the Empire, preaching their view of the end of the world. With their rousing speeches, Witch Hunters can muster these dangerous lunatics to fight in the streets of Mordheim, where no sane man dares tread.

Flagellants are extremely dangerous opponents in close combat, for they have the strength of madmen, and their bodies have become inured to pain because of self-mutilation.

### Profile M WS BS S T W I A Ld

Weapons/Armour: Flagellants may be equipped with weapons and armour chosen from the Flagellant Equipment list. Flagellants never use missile weapons, even if they gain an Advance roll which would otherwise allow them to do so.

#### SPECIAL RULES

Fanatical: Flagellants are convinced that the end of the world is nigh, and nothing in this world holds any terror for them. Flagellants automatically pass all Leadership-based tests they are required to take. A Flagellant may never become a warband leader.

### Zealots

#### 20 gold crowns to hire

When a man loses his family, home and all he cared for, religion is often the last refuge left to him. Such men become wandering pilgrims, bitter and dangerous fanatics who are prepared to avenge their loss at any cost. These men are called Zealots.

Zealots have forsaken their former lives and exist only to destroy evil and the minions of Chaos. Whilst they might have been peasants and craftsmen before, and thus may not be as dangerous in a fight as seasoned mercenaries, their determination and fanaticism should not be underestimated. Witch Hunters find ready allies in their ranks, and many a band of Zealots is led by Witch Hunters.

Profile	M	WS	BS	S	T	W	1	A	Ld
A CHARLES THE PARTY OF T	4	2	2	2	2	-	2	•	-77

Weapons/Armour: Zealots may be equipped with weapons and armour chosen from the Zealot Equipment list.

### 0-5 Warfounds

#### 15 gold crowns to buy

Witch Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any heretics, mutants, deviants and witches.

Profile	M	WS	BS	S	T	W	1	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! Warhounds never use or need weapons and armour.

#### SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience.



# The Sisters of Sigmar

its wayward or troublesome daughters to the Holy Convent of the Order of Merciful Sisters of Sigmar in Mordheim to be initiated into the only order of priestesses dedicated to the Empire's patron god. The Sisters of Sigmar, as they are commonly called, have traditionally travelled the Empire administering to the sick and poor, tending to the needs of orphans, curing the diseased and mending broken bodies. As well as the healing arts, which they practise with expert knowledge of herb-lore and prayer, their advice is frequently sought by those about to make an important decision, for the Sisters of Sigmar are famed for their ability to predict the fickle course of fate.

Though once much loved by the common people, the Sisters have seen their popularity wane in recent years. Rabble-rousing Witch Hunters have denounced them as witches and heretics, so that even in the countryside they are attacked and driven away by the very peasants they seek to help. Many of Sigmar's priests wish to disband the order altogether, claiming that women have no right to teach the holy word of Sigmar. Even the Grand Theogonist, ostensibly the chief authority over the order, has cooled towards the sisterhood, denying the throne to Magritta of Marienburg who was brought up by the Sisters and said to be sympathetic to their cause. These days the Sisters of Sigmar have retreated to their convent situated high on the craggy island of Sigmar's Rock in the river Stir in Mordheim.

Of all the inhabitants of Mordheim only the Sisters of Sigmar were prepared for its destruction. Seeress Cassandora foretold of the disaster and at their nightly vigil the Maidens of Sigmar heard the voice of Sigmar speaking in their dreaming minds. Thus they knew that they would be safe in their fortress high above the city, raised as it is above the polluted vapours, if only they were prepared to survive the fire of Sigmar's Fury.

While the rest of Mordheim fell under a spell of madness the Sisters of Sigmar offered prayer after prayer, scourging themselves to drive out all thoughts of sin, fervently accepting a punishing penitential regime to harden their minds against the wantonness running rampant outside their walls. When the blow finally came the Sisters gathered beneath the great temple dome of their convent which, well built and fortified as it was by the prayers of the Sisters, protected them from the fire and heat of their master's ire.

The Sisters believe they have a holy mission, a task that they have been set by Sigmar himself and to which they must submit themselves body and soul. Their sacred duty is to gather up the shards of wyrdstone and hide it deep beneath Sigmar's Rock in the vaults of their convent where, shielded by a great depth of solid granite and guarded by the eternal prayers of the sisterhood, it will cause no harm to Sigmar's people. It is a nigh hopeless task, for there are few Sisters and countless shards of stone. Worse still, there are many who want the stone for themselves, to take it from Mordheim and spread its contagion amongst the cities of the Empire.

The warbands of the sisterhood are led by tough Matriarchs, each accompanied by a body of warrior sisters. The training and harsh discipline of the convent includes mastery of martial as well as ecclesiastic skills, for mastery of the body is but the first step towards the mastery of the soul. Their favoured weapon is the warbammer, the instrument of Sigmar, seen as his holy symbol, alongside the twintailed comet.

### **Choice** of warriors

A Sisters of Sigmar warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Sigmarite Matriarch: Each Sisters of Sigmar warband must have one Matriarch to lead it: no more, no less.

Sister Superior: Your warband may include up to 3 Sister Superiors.

Augur: Your warhand may include a single Augur.

**Novices:** Your warband may include up to 10 Novices.

Sisters: Any number of models may be Sisters.

### Starting experience

A Matriarch starts with 20 experience.

Sisters Superior start with 8 experience.

An Augur starts with 0 experience.

Henchmen start with 0 experience.

### Special skills

The Sisters of Sigmar may use the following skill list instead of the standard skill lists.



### Sign of Sigmar

The Sister is favoured by the great god Sigmar. Possessed or Undead opponents lose their first attack against the Priestess in the first round of hand-to-hand combat (down to a minimum of 1).

### Protection of Sigmar

The Sister has been blessed by the High Matriarch. Any spell which would affect her is nullified on a D6 roll of 4+. Note that if the spell is nullified it will not affect any other models either.

### Utter Setermination

Only the Matriarch may have this skill, which allows her to re-roll any failed Rout tests.

### Righteous Furp

The Sister feels cold fury and utter contempt towards any evil that pollutes the soil of the holy Empire with its presence. The model *bates* all Skaven, Undead or Possessed warbands and all models in them.

### Absolute Faith

The Sister puts her faith in Sigmar, and faces dangers unflinchingly. She may re-roll any Fear tests and does not have to test if she is fighting alone against several opponents.



### Sisters of Sigmar skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Matriarch	-			-	-	-
Sister Superior	1		1	1	/	- /

### Sisters of Sigmar equipment lists

The following lists are used by the Sisters of Sigmar to pick their equipment.

Hand-to-hand Combat Weapons	Armour
Dagger 1st free/2 gc	Light armour
Mace 3 gc	Heavy armour50 gc
Hammer 3 gc	Shield 5 gc
Sigmarite warhammer 15 gc	Buckler 5 gc
Flail 15 gc	Helmet
Steel whip	Miscellaneous Equipment (Heroines only)
Missile Weapons	Holy tome
Sling	Blessed water 10 gc
	Holy relic 15 gc







### Beroines :



### 1 Sigmarite matriarch

#### 70 gold crowns (dowry to the temple)

The Sigmarite Matriarchs, of whom there is an inner circle of twelve, are answerable to the High Matriarch of the temple. Each must lead a warband of Sisters in frequent searches of the city in order to purge the ruins. Matriarchs are driven by a zealous devotion to the Cult of Sigmar and a relentless determination to redeem the Sisterhood in His eyes.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Sigmarite Matriarch may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

#### SPECIAL RULES

Leader: Any warband member within 6" of the Sigmarite Matriarch may use her Leadership characteristic when taking any Leadership tests.

Prayers of Sigmar: The Matriarch has studied the Prayers of Sigmar. See the Magic section.

### 0-3 Sister superior

#### 35 gold crowns (dowry to the temple)

Each of the Sisters Superior is a long-serving priestess of the Cult of Sigmar, well versed in the rituals of the temple and an example to the younger Sisters and Novices. The Sisters Superior are entrusted with maintaining the faith and fervour of the order. Any peril or foe that may lurk in the ruins of Mordheim is as nothing compared to the wrath of a Sister Superior.

Profile

Weapons/Armour: A Sister Superior may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

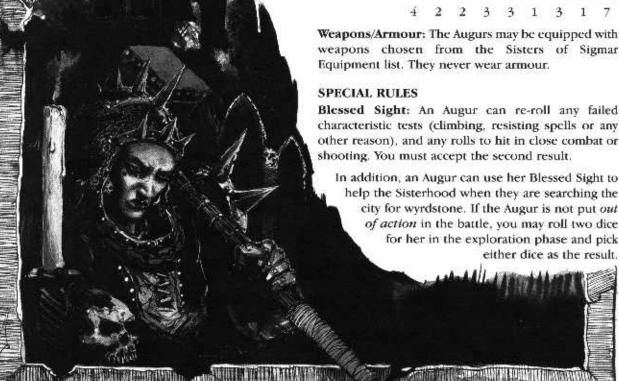
### 0-1 Augur

#### 25 gold crowns (dowry to the temple)

The blind Augurs of the Sisterhood are blessed beyond their comrades. By giving up their sight they have gained something far more, second sight - a gift from their patron god. Only a very few are marked this way, and they are greatly revered by the Sisterhood. Unlike the rest of the priestesses, they shave their heads, save for a single long braid.

Profile

Blessed Sight: An Augur can re-roll any failed characteristic tests (climbing, resisting spells or any other reason), and any rolls to hit in close combat or





### henchmen (bought in groups of 1-5)



### Sigmarite sister

#### 25 gold crowns (dowry to the temple)

Sigmarite Sisters know that their entire order is shamed in the eyes of their Lord Sigmar. Every one of them is sworn upon His altar to pacify the city and thereby redeem themselves. Whatever the perils and horrors that stand in their way, they will be overcome!

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

Weapons/Armour: The Sigmarite Sisters may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.



### 0-10 Provices

#### 15 gold crowns (dowry to the temple)

By tradition, the Sisters draw their recruits only from the most noble houses of the Empire, and families consider it a great honour to have their daughter accepted into the order. Only maidens of noble lineage can be relied upon to have the devotion to duty and innate sense of honour. Few though the recruits may be, they must endure several years as Novices during which time their devotion will be tested to the full. All are eager to prove themselves worthy to be the handmaidens of Sigmar.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: The Novices may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

### Special weapons

### sigmarite warßammer

#### 15 gold crowns

Availability: Common (Sisters of Sigmar only).

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

Range	Strength	Special rules
Close Com	As user+1	Concussion, Holy

#### SPECIAL RULES

Concussion: Warhammers are excellent at striking people senseless. When using a warhammer in close combat a roll of 2-4 is treated as *stunned* when rolling on the Injury chart.

Holy Weapon: Each warhammer is blessed by the High Matriarch herself before it is handed to the Sisters. The warhammer has a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.

### steel whip

#### 10 gold crowns

Availability: Common (Sisters of Sigmar only).

Another weapon unique to the Sisterhood is the steel whip, made from barbed steel chains. The weapon can be as much as 12' long and some of the Sisters have acquired a truly punishing skill with this weapon.

Range	Strength	Special rules
4"	As user	Cannot be parried, reach

#### SPECIAL RULES

Cannot be parried: The steel whip is a flexible weapon and the Priestesses use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a steel whip may not make parries with swords or bucklers.

Reach: A model armed with a steel whip may attack enemies up to 4" away in the hand-to-hand combat phase. She may make her usual number of attacks, using the normal combat procedure, except that her opponent may not strike back. Note that if the model is already engaged in close combat, she may not use the steel whip to attack opponents other than those in base contact.

## The Undead

and his wife Isabella have ruled the province of Sylvania for as long as anyone can remember – peasants whisper of some dark secret, Witch Hunters revile them, and the Priests of Sigmar shun their court. Indeed, Sylvania has the most dire reputation of all the provinces of the Empire. Few men sent to spy on the rulers of Sylvania have ever returned from those dark Sylvanian forests, and then rarely with their sanity intact.

Count Vlad von Carstein

In the dimly-lit chamber of the Drakenhof castle, on a throne of black obsidian, sits Vlad von Carstein, the ruler of Sylvania. He waits in shadows, having set himself apart from the politics and bickering of the Empire. For he holds a terrible secret: he, and all the ruling aristocracy of his province are Vampires, undying monsters from beyond the grave. Here he patiently waits, drinking the blood of maidens from gold goblets.

For many long years Vlad has gathered his strength and mustered his Undead legions in secrecy. One day soon he will march from the forests of

Sylvania at the head of an army of restless dead. The pieces of magic stone that lie scattered among the ruins of Mordheim can give the Count the power to challenge the nobles of the Empire and enslave the men of the Old World.

Wyrdstone holds enough captured magical energy to unleash a great spell of doom to rival that of Nagash the Black. If the Count is successful, he will raise all the dead between the Worlds Edge Mountains and the borders of Stirland, and go to war against the divided rulers of the Empire. His plans laid out, Vlad sends his thralls, the immortal Vampires, to do his bidding.

During dark, moonless nights, black coaches arrive at the gates of Mordheim carrying coffins. Ghouls scuttle from their hiding places to greet them, and corpses are stirred by a command which the living cannot hear. Following the commands of the Vampire, they hunt for shards of wyrdstone.

The night belongs to the Undead, and in Mordheim it is always night.

### **Choice** of warriors

An Undead warband must include a minimum of three models. You have 500 gold crowns to recruit your warband. The maximum number of warriors in the warband may never exceed 15.

Vampire: Each Undead warband must have one Vampire: no more, no less!

**Necromancer:** Your warband may include a single Necromancer if you wish.

Dregs: Your warband may include up to three Dregs.

Zombies: Your warband may include any number of Zombies.

Ghouls: Your warband may include any number of Ghouls

Dire Wolves: Your warband may include up to five Dire Wolves.

### Starting experience

A Vampire starts with 20 experience.

A Necromancer starts with 8 experience.

Dregs start with 0 experience.

Henchmen start with 0 experience.

### Undead skill tables

/

### Undead equipment lists

The following lists are used by Undead warbands to pick their equipment.

Hand-to-hand Combat Weapons	Missile Weapons
Dagger 1st free/2 gc	Bow
Mace 3 gc	Short bow 5 gc
Hammer 3 gc	VANCE DE
Axc 5 gc	Armour
Sword 10 gc	Light armour
Double-handed weapon 15 gc	Heavy armour
Spear	Shield 5 gc
Halberd 10 gc	Helmet

"All who profit from the spoils of Chaos shalt be doomed.' So quoth Grand Theogonist Vilgrim the Third," Marius said vehemently. "I am not a looter or a thief!"

"It's been three weeks now, Marius!" Hensel argued bitterly. "We've run out of money. We need more men, we need new weapons. For Sigmar's sake, Marius, we'll all starve!" Hensel paused for a moment, and a sly look entered his dark brown eyes. "That broken vault is there, and someone will find it. Others, less righteous than us, will be looking for it. Would you see the wealth of the Empire stolen by wicked creatures or men of no moral virtue. At least we'll be spending it to further our noble cause!"

As the two spoke, Enderlin, one of Lapzig's men, came around the corner, clearly excited.

"We've found the merchant's house. The vault is there, alright!" he told them with a grin. "We better be quick," and grab the hoard before there's any trouble." With that he hurried off again, the Witch Hunter and Hensel following.

Enderlin led them down a narrow alleyway, choked with debris. At the far end, where the alley opened onto a wider street, a skeleton hung from a

gibbet, its rusted metal creaking as the cadaver swung in the stale wind. A corner of a nearby building had broken through its foundations and within the dark confines of the exposed cellar goldglinted in the dim light.

"We'll be taking that!" a voice called out, and from the shadows stepped a dozen men, some carrying crossbows, the others wielding swords and spears. They were all well dressed, in the manner of Marienburgers.

"Dare not oppose me!" cried Marius, pulling forth his own blade. "I am sent here by Sigmar himself. Cross my path and be forever damned. The world around us is in turmoil, Chaos gnaws upon the bones of our lands, foul creatures lurk in our once proud cities. Men should not fight men in these troubled times, for have we not a common foe to fight against?"

"All the same, that gold is ours!" their leader replied, signalling his men to advance.

"Then so be it, you shall be in the arms of damnation before the sun sets!" Marius snarled back, leaping to the attack.







### 1 Vampire

#### 110 gold crowns to hire

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire.

Although but pale shadows when compared to the dread Vampire Lords, the immortal servants of Vlad are still some of the most powerful creatures who fight in Mordheim. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

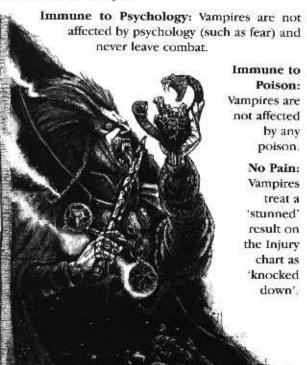
Profile	M	WS	BS	S	T	W	1	A	Ld
	6	4	4	4	4	2	5	2	8

Weapons/Armour: Vampires may be armed with weapons and armour chosen from the Undead Equipment list.

#### SPECIAL RULES

Leader: Any models in the warband within 6" of the Vampire may use his Leadership instead of their own.

Cause Fear: Vampires are terrifying Undead creatures and therefore cause fear.



#### 0-1 Necromancer

#### 35 gold crowns to hire

Necromancers are evil wizards, studying the corrupt art of Necromancy. Many of them are acolytes and servants of Vlad von Carstein, and follow the agents of their master to the city of the Damned. Others are recruited from amongst wizards and warlocks who have come under the suspicion of the various agents of Sigmar and have fled to Mordheim to avoid persecution.

Profile M WS BS S T W I A Ld

Weapons/Armour: Necromancers may be armed with weapons and armour chosen from the Undead Equipment list.

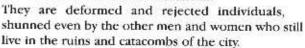
#### SPECIAL RULES

Wizard: Necromancers are wizards and so are able to use Necromantic magic. See the Magic section for details.

### 0-3 Sregs

#### 20 gold crowns to hire

Dregs are the most miserable human survivors of the demise of Mordheim.



Vampires often recruit Dregs as their servants and treat them with surprising kindness. As a result, Dregs are often fanatically loyal to their Undead overlords and will do anything to protect and serve them.

Dregs are very useful to their masters as they can be sent to buy equipment, weapons and supplies from the settlements around Mordheim which would often not welcome Necromancers or where Vampires would fall under the suspicion of the Witch Hunters. They can also do the bidding of their vampiric master during daylight, when the Vampires must rest in their coffins.

Profile M WS BS S T W I A Ld
4 2 2 3 3 1 3 1 7

Weapons/Armour: Dregs may be armed with weapons and armour chosen from the Undead Equipment list.



### Bencomen.



### Zombies

#### 15 gold crowns to hire

Zombies are the most common of the Undead: creatures animated by the will of their Necromantic masters.

Profile	M	WS	BS	S	T	W	1	A	Ld
	4	2	0	3	3	1	1	1	5

Weapons/Armour: Zombies may not have any weapons or armour and suffer no penalties for this.

#### SPECIAL RULES

Cause Fear: Zombies are terrifying Undead creatures and therefore cause fear.

May not run: Zombies are slow Undead creatures and may not run (but may charge normally).

Immune to Psychology: Zombies are not affected by psychology and never leave combat.

Immune to Poison: Zombies are not affected by any poison.

**No Pain:** Zombies treat a *stunned* result on the Injury chart as *knocked down*.

No Brain: Zombies never gain experience. They do not learn from their mistakes. What did you expect?

### GBouls

#### 40 gold crowns to hire (bought in groups of 1-5 models)

Ghouls are the descendants of evil and insane men who ate the flesh of the dead. When the lean and hungry times of famine come upon the Old World, the most depraved and destitute took to feasting on corpses to survive.

Driven by their unspeakable craving for the meat of their fellow men, these creatures have given up their human life and dwell near graveyards, crypts and tombs, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

The destruction of Mordheim attracted many Ghoul clans from the north, and now they have taken up permanent residence in the crypts and cemeteries of the ruined city.

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

**Weapons/Armour:** Ghouls never carry any equipment, apart from a few bones which they use as primitive weapons.

#### SPECIAL RULES

Cause Fear: Ghouls are twisted and repulsive creatures and therefore cause fear.

### 0-5 Sire wolves

#### 50 gold crowns to hire

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

Profile	M	WS	BS	5	T	W	1	A	Ld
	9	3	0	4	3	1	2	1	4

Weapons/Armour: None.

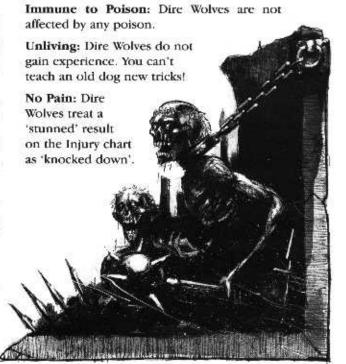
#### SPECIAL RULES

Charge: Dire Wolves are slavering creatures that overpower their opponents when they charge. Dire Wolves fight with 2 attacks instead of 1 during the turn they charge.

May not Run: Dire Wolves are slow to react and may not run (but may charge normally).

Cause Fear: Dire Wolves are terrifying Undead creatures and therefore cause fear.

Immune to Psychology: Dire Wolves are not affected by psychology and never leave combat.



## Staven

Unbeknownst to man, for thousands of years he has shared his world with another and altogether different race. There have always been signs for those who cared to see them: a scurrying black shadow, an inhuman scream from the sewer, scuttling shapes at the back of the cellar.

All these years these creatures have worked away in secret, burrowing beneath the world of man, undermining his great cities, infiltrating his sewers and cellars, and joining all up into a vast worldspanning labyrinth of tunnels and nests. These creatures call themselves Skaven and they are

> ratmen, the mutant spawn of an older age of chaos and mutation.



upon mankind. For centuries they have been content to feed upon his ruins, to seed plague in his cities, and spread contagion amongst his lands. At least they were content to wait and watch, for now everything has suddenly changed. Now the destruction of Mordheim has created new opportunities in the secret war against mankind.

Since ancient times the Skaven have searched the world for the stones of power that men in their ignorance call wyrdstone but which Skaven have long since known as warpstone, blackstone, or seerstone. It was as a result of gnawing upon this magic stone in ages past that commonplace rats began the slow process of mutation that spawned the Skaven race. Wyrdstone is quite literally in their blood, for they feed upon it and make use of it in their foul sorceries. Until now the ratmen's search for wyrdstone has been difficult and time-consuming as the stone has grown increasingly rare, but now a new and abundant source has appeared – a dark blessing from the skies!

For the Skaven of Clan Eshin, this is an especially opportune time for such a thing to happen, for, just as the Empire is divided, so the Skaven race is divided amongst itself. Clan fights clan the world over, each struggling for domination of the Council of Thirteen whose masters rule the Skaven race. Mordheim's secret is not yet revealed to all the clans, or else the City of the Damned would already be overrun with ratmen. The Nightmaster of Clan Eshin is keen to guard this secret, and for this reason has not sent his multitudinous armies into Mordheim. Instead, he has sent small warbands of Skaven skittering through secret tunnels into the city to gather up the shining stones and bring them back to the clan nests.

The Skaven of Clan Eshin are supremely adapted to their task. Masters of the art of bringing silent death to their foes, they are skilled in the use of poison and trained in the thousand secrets of the assassin. Since birth Skaven warriors practise martial crafts in the ruinous temples of the Horned Rat, their everhungering and hideous god. There are none better amongst their verminous kind to gather up the treasure of Mordheim, but they must be silent, swift

and efficient. Were rival Skaven clans to discover the secret of Mordheim there would come not hundreds, not thousands, but millions upon millions to contend for the wyrdstone in the City of the Damned.



The following lists are used by the Skaven to pick their equipment.

HEROES EQUIPMENT LISTS	Armour
Hand-to-hand Combat Weapons	Light armour 20 gc
Dagger 1st free/2 ge	Buckler 5 gc
Sword 10 gc	Helmet
Flail	HENCHMEN EQUIPMENT LIST
Spear	Hand-to-hand Combat Weapons
Weeping Blades 50 gc	Dagger 1st free/2 gc
Fighting Claws 35 gc	Club
Missile Weapons	Spear
Sling 2 gc	Missile Weapons
Throwing stars 15 gc	Sling 2 gc
Blowpipe 30 gc	
Warplock pistol 35 gc	Armour

(70 for a brace)

### Choice of warriors

A Skaven warband must include a minimum of three models. You have 500 gold crowns (representing your resources) which you can use to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 20.

Assassin Adept: Each Skaven warband must have one Assassin Adept: no more, no less!

Eshin Sorcerer: Your warband may include a single Eshin Sorcerer.

Black Skaven: Your warband may include up to two Black Skaven.

**Night Runners:** Your warband may include up to two Night Runners.

Verminkin: Any number of models may be Verminkin.

Giant Rats: Your warband may include any number of Giant Rats.

Rat Ogre: Your warband may include a single Rat Ogre.

### Starting experience

An Assassin Adept starts with 20 experience.

Light armour . . . . . . . . . . . . . . . . 20 gc

Eshin Sorcerers and Black Skaven start with 8 experience.



### - Chicken State of the Paris

### Skaven special equipment m



This equipment is only available to Skaven, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

### blowpipe

25 gold crowns

Availability: Rare 7, Skaven only

The blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison used by the Skaven can cause searing agony and eventual death.

The other advantage of a blowpipe is that it is silent, and a well-hidden shooter can fire the darts undetected.

Range	Strength	Save modifier	Special rules
8"	1	+1	Poison, Stealthy

#### SPECIAL RULES

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is



automatically wounded). A blowpipe cannot cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur or the like.

Stealthy: A Skaven armed with a blowpipe can fire while *bidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Skaven. If the test is successful, the Skaven no longer counts as *bidden*.

### warplock pistol

35 gold crowns (70 for a brace)

Availability: Rare 11, Skaven only

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

Range	Strength	Save modifier	Special rules
8"	5	-3	Fire every other
			turn

### figsting claws

35 gold crowns per pair

Availability: Rare 7, Skaven only

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

		Save	
Range	Strength	modifier	Special rules
Close Com.	As user	্	Pair, Climb, Parry,
			Cumbersome

#### SPECIAL RULES

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

Climb: A Skaven equipped with Fighting Claws can add +1 to his Initiative when making Climbing tests.

Parry: A Skaven armed with Fighting Claws may parry blows and can re-roll a failed attempt once, in the same way as a model armed with a sword and buckler.

Cumbersome. A model armed with Fighting Claws may not use any other weapons in the entire battle.

### weeping blades

50 gold crowns (per pair)

Availability: Rare 9, Skaven only

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

Range	Strength	Special rules
Close Com.	As user	Pair, Venomous, Parry

Pair: Weeping Blades are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.

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

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

### Skaven skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Adept	1	/	- /	-	1	-
Black Skaven	1	1		1	1	1
Eshin Sorcerer	-		/		<b>V</b>	
Night Runners	1	1				1

### Skaven special skills



Skaven Heroes may choose to use the following Skill list instead of any of the standard Skill tables available to them.

### black Bunger

The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

### tail figsting

The Skaven may wield a knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a + 1 bonus to its armour save.

#### wall runner

The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces.

### infiftration

A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

### art of silent death

The Skaven has patiently mastered the deadly art of open-hand fighting, as taught by the mystics of Cathay in the temples of the far East. In hand-to-hand combat, the Skaven can fight with his bare paws without any penaltics and counts as having two weapons (ie,  $\pm 1$  attack). In addition, a Skaven Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Eshin Fighting Claws ( $\pm 2$  Attacks instead of  $\pm 1$ ).





### **Seroes**



### 1 Assassin adept

#### 60 gold crowns to hire

The Nightmaster of Clan Eshin has sent the Assassin to collect precious wyrdstone. Success means many breeders, wealth and a better position amongst the clan. Failure, on the other hand, is best not contemplated...

Profile	M	WS	BS	S	T	W	1	A	Ld
	6	4	4	4	3	1	5	1	7

Weapons/Armour: An Assassin Adept may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

#### SPECIAL RULES

Leader: Any warrior within 6" of the Assassin Adept may use his Leadership instead of his own.

Perfect Killer: An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).

#### 0-2 Black skaven

#### 40 gold crowns to hire

Black Skaven are the most powerful fighters of Clan Eshin: black-furred killers trained in the martial arts of their clan. In Mordheim they excel at ambushing and assassinating man-things.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	3	4	3	-1	5	1	6

Weapons/Armour: A Black Skaven may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

### 0-1 Eskin sorcerer

#### 45 gold crowns to hire

The Sorcerers of Clan Eshin are black magicians who manufacture the enchanted weapons of the Assassins. Though their power is slight compared to the Warlocks of Clan Skryre or the mighty Grey Seer, their black sorcery is still potent.

Profile M WS BS S T W I A Ld

Weapons/Armour: A Skaven Eshin Sorcerer may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

#### SPECIAL RULES

Wizard: An Eshin Sorcerer is a wizard and uses the Magic of the Horned Rat. See the Magic section for details.

### 0-2 Nigst runners

#### 20 gold crowns to hire

Night Runners are the young apprentices of Clan Eshin. Recently initiated into the secrets of the clan, they make up for their lack of knowledge with their ambition and energy.

Profile M WS BS S T W I A Ld
6 2 3 3 3 1 4 1 4

Weapons/Armour: Night Runners may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.





### Henchmen (bought in groups of 1-5)



### Verminfin

#### 20 gold crowns to hire

Verminkin are the Clanrats of Clan Eshin. The strongest amongst them are initiated into the secrets of the clans and begin their training to become Assassins, the most feared warriors of the Skaven warbands. All the Clanrats of Clan Eshin dream of rising to the status of an Assassin one day.

Profile	M	WS	BS	S	T	W	1	A	I.d
	5	3	3	3	3	1	4	1	5

Weapons/Armour: Verminkin may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.

#### Giant rats

#### 15 gold crowns to buy

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

# Profile M WS BS S T W I A Ld 6 2 0 3 3 1 4 1 4 Weapons/Armour: None: Giant Rats never use any armour or weapons.

#### SPECIAL RULES

Pack size: You can recruit as many Giant Rats as you wish.

Experience: Giant Rats are animals and do not gain experience.

### 0-1 Rat ogre

#### 210 gold crowns to buy

These horrible monsters are much in demand as bodyguards to important Skaven.

Profile M WS BS S T W I A Ld

Weapons/Armour: Jaws, claws and brute force! Rat Ogres can never use weapons or armour.

#### SPECIAL RULES

Fear: Rat Ogres are so frightening they cause fear.

Stupidity: A Rat Ogre is subject to *stupidity* unless a Skaven Hero is within 6" of it.

Experience: Rat Ogres do not gain experience.

Large: Rat Ogres are huge creatures and therefore make tempting targets for archers. Any model may shoot at a Rat Ogre, even if it is not the closest target.



# Swarf Treasure Hunters

Dwarfs are a grim and exceptionally proud people. They respect three things above all others: age, wealth and skill. It is no surprise then that these grim warriors can be found in Mordheim searching for fame and fortune. Mark Havener gives full rules for including Dwarf warbands in Mordheim.

Occasionally a Dwarf noble find himself in desperate times. His family hold may have been overrun by Goblins or Skaven, or he may have somehow disgraced himself and been banished. Other Dwarfs know these warriors as the Dispossessed. Dwarfs are a proud race and it is against a Dwarf's nature to lose himself in despair. Instead, a noble who finds himself in such dire straits will gather together a group of his closest friends and kin and go treasure hunting, hoping to accumulate a large enough hoard to establish his own holding. At this time, the largest source of wealth in the Known World is rumoured to be a city in the Empire. The city is known as Mordheim...

Special Rules

All Dwarfs are subject to the following special rules.

Hard to Kill. Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

Hard Head. Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Armour. Dwarfs never suffer movement penalties for wearing armour.

Hate Orcs and Goblins. All Dwarfs bate Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

**Grudgebearers.** Dwarfs hold an ancient grudge against Elves from the days when the two races fought for supremacy in the Old World. A Dwarf warband may never include any kind of Elven Hired Sword.

Incomparable Miners. Dwarfs spend much of their lives underground searching for precious minerals, and they are the best in the world at this kind of work. In the city of Mordheim they apply similar skills to the search for wyrdstone. When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.

Absolute silence bung over the feasting ball like a burial sbroud. The celebration had lasted for days, ever since the invading Goblin tribes had been repulsed. The people of Karak Azar had not had much cause for rejoicing over recent decades so all were making the most of this rare occasion; songs were sung that had not been heard in these halls for a generation, and legendary quantities of the most precious Dwarf ales were being drunk.

That was until young Lord Orrick had entered the hall. Orrick was the youngest son of King Kurdan, ruler of Karak Azar. To say the two sometimes clashed would be an understatement.

"What did you say, lad?" asked the aged king in a steady voice. "My old ears must have misheard you."

"I merely asked what we are celebrating for," slurred the younger Dwarf He lacked his father's ability to appear sober regardless of the amount of drink be had imbibed. "We heat them this time, but they'll be hack, mark my words. And next time we might not be so lucky."

"Lucky?" roared the enraged king, balf rising from his chair. His hearthquard seated to either side exchanged worried looks yet rose with him. Would noble blood be spilled in the ball this night?

"How dare you speak to me of luck? It was Dwarf courage and fighting skill that drove off those green-skinned hordes. This hold has never fallen to invaders, and never will! Not while I draw breath!" "All I am saying is that times are changing, and we must change with them! You speak of skill – but the age-old tactics that our ancestors employed are the same ones we still use today. Eventually a canny foe will figure out our methods, and this kingdom will fall!"

Do you not have any pride in your ancestors, lad? The Dwarf king was nearly silent now, bis voice barely above a whisper. Those who knew him well realised that this was a dangerous sign, and more worried looks were exchanged throughout the room.

"Ancestors be damned!" the young prince exclaimed, slamming his fist into the hard stone of the feasting table. "Over the last generation half a dozen Dwarf holds have fallen to their enemies. I'm quite sure their rulers thought just as highly about the outdated strategies of their forefathers. We must abandon the old ways, before it is too late for us all!"

Though he had been flushed with drink before, the ancient ruler's face had been drained by his son's last outburst. To bis ears, the words his offspring had spoken were the worst desecration imaginable – disrespect of the ancestors.

"Get out." The words were barely audible, even in the silent ball. "Leave this kingdom never to return. Your name shall be stricken from all records. You are no longer the son of King Kurdan of Karak Azar."

### Swarf equipment lists

The following lists are used by Dwarf warbands to pick their equipment.

#### **Dwarf Warrior Equipment List**

#### Hand-to-hand Combat Weapons

Dagger 1st free/2 gc
Mace 3 gc
Hammer
Axe
Dwarf axe
Sword
Double-handed weapon 15 gc
Spear
Halberd
Gromril weapon* $\dots\dots$ 3 times the cost
Missile Weapons
Pistol
Armour
Light armour

Heavy armour . . . . . . . . . . . . . . . . . 50 gc



#### Thunderer Equipment List

#### Hand-to-hand Combat Weapons

Dagger	'n	(*)		4	ï	×		4		Ŧ	ï	ě	÷	Ŧ	ï	£		*	·	r	ÿ.	1	st	ď	fr	e	c/	2	gc
Mace		9	+	÷	4	4	•	æ		-	4	9	39	+	3	+	,	Ŧ			3	÷	+	÷	*	+	90	3	gc
Hamm	er	59	æ	÷	3	¥	ā	ŭ,				×		+		4	9					+		+	÷	4		3	gc
Axe	. ,	19				+	1			,	,	9	Ŧ.		÷	•	1				,	7	ě		÷	÷	1	5	gc
Sword				÷	÷	Ģ		-	÷		ě.	ě	ŝ	3	÷	÷	į	=	*	×	×,	4	2	÷	+	÷	1	0	gc
Missile	e '	W	e	a	p	O	ı	15	i																				
Crossb	ov	W	:			1			1		o,		6						ú			0	्	ļ		2	2	5	gc
Handg	ur	1			51							,							200		7		٠.,			Ų,	1	35	gc
Pistol	10				*	e It					·												*	,	,	÷	1	5	gc
																			(	3	0	1	ò	r	a	ł	or	a	œ)

#### Armour

Light armour	4		4	ŝ		4		+	3	à	٠		9	1				+	ŝ		٠	20 gc
Heavy armour			4			÷		Ŧ	Ť	÷	÷	-	٠	1		÷		Ŧ	ř	÷		50 gc
Shield	÷		2	÷	×	×.	÷		į	¥	Ť	í	٠	*	i,	ű,	ě		÷	•	÷	. 5 gc
Helmet		4	7	ì	ř	+		Ŷ	i	¥			7	è				Ŷ.	¥		÷	10 gc

\*Any weapon a Dwarf may normally purchase may be bought as a Gromril weapon instead. This multiplies the cost of the weapon by 3. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarfs outfitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the price chart in the Mordheim rules.

\*\*The price of a suit of Gromril armour is cheaper for a starting warband to represent the relative ease with which Dwarfs can find such items in their own stronghold. Later purchases of Gromril armour must be done using the normal price chart in the Mordheim rules.

### Swarf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Noble						Ti.
Engineer	/	1				/
Troit Slayer	7			<b>-</b>	CO TRANS	

### **Choice** of warriors

A Dwarf warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Noble: Each Dwarf warband must have one Noble: no more, no less!

Engineer: Your warband may include up to 1 Engineer.

**Troll Slayers:** Your warband may include up to 2 Troll Slayers.

Dwarf Clansmen: Your warband may include any number of Dwarf Clansmen.

**Dwarf Thunderers:** Your warband may include up to 5 Dwarf Thunderers.

Beardlings: Your warband may include any number of Beardlings.

### Starting experience

A Noble starts with 20 experience.

An Engineer starts with 10 experience.

Troll Slayers start with 8 experience.

Dwarf Clansmen start with 0 experience.

Dwarf Thunderers start with 0 experience.

Beardlings start with 0 experience.









### 1 Swarf Noble

#### 85 gold crowns to hire

Dwarf Nobles are fortune seekers who have recruited a band of like-minded Dwarfs and set off from their stronghold in search of riches. A Dwarf Noble is well respected by the members of his warband. Often he is a member of one of the noble families of the lost Dwarf strongholds, dreaming of collecting enough treasure to restore the former glory of the Dwarf Kingdoms.

Profile	M	WS	BS	S	T	W	1	A	Ld
	3	5	4	3	4	1	2	1	9

Weapons/Armour: A Dwarf Noble may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

#### SPECIAL RULES

**Leader:** Any models in the warband within 6" of the Dwarf Noble may use his Leadership instead of their own.

### 0-1 Swarf Engineer

#### 50 gold crowns to hire

Dwarf Engineers are respected members of Dwarf society. It is they who design and build the complex war machines and devices which have made the Dwarfs famous.

Profile	M	WS	BS	S	T	W	1	A	Ld
A TOTAL CONTRACTOR	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Dwarf Engineer may be armed with weapons chosen from Dwarf Thunderer equipment list.

#### SPECIAL RULES

Expert Weaponsmith: A Dwarf Engineer is a master of mechanical devices. By using stronger construction materials and time-tested secrets of Dwarf engineering, a Dwarf Engineer can increase the distance the warband's missile weapons can shoot. All the warband's missile weapons have 6" added to their range, as long as the Dwarf Engineer is in the warband (the modifications require constant maintenance).

### 0-2 Swarf Troll Slapers

#### 50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind. Troll Slayers are insanely dangerous individuals, psychopathic and violent. There are however few better fighters in the Known World, so they are much sought after by Dwarf treasure hunters.

Profile	M	WS	BS	S	T	W	1	A	Ld
TI A CONTROL OF THE PARTY OF TH	3	4	3	3	4	1	2	1	9

Weapons/Armour: Troll Slayers may be equipped with weapons chosen from the Dwarf Warrior equipment list. Slayers may never carry or use missile weapons or any form of armour.

#### SPECIAL RULES

Deathwish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

Slayer Skills: Troll Slayers may choose a skill from the Troll Slayer Skill table instead of the normal skill tables when they gain a new skill.

#### TROLL SLAYER SKILLS

Dwarf Slayers may use the following Skill table as well as any of the standard Skill tables available to them.

Ferocious Charge: The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 'to hit' penalty on that turn.

Monster Slayer: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc.) would mean that a lower roll than this is needed.

Berserker: The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges.



Splinters flew toward his face as another crossbow bolt embedded itself into the door frame that Reinhold was using as cover. Damn but those stunties were good shots! As he quickly glanced outside, he could see that both Dieter and big Klaus lay prone in the middle of the street. They might have appeared to be sleeping if their poses weren't so awkward, and of course there was that bolt through Klaus' right eye socket. If the big man was still alive, he'd not be using that eye again.

The worst part of the whole situation was that it was all the result of a silly argument. Reinhold and his mates had met the Dwarfs at the Halfling Hotpot, a local tavern and well-known meeting place for those of Reinhold's occupation. The two groups had actually gotten along quite well at first. Klaus had been able to keep up with the incredible drinking capacity of the smaller Dwarfs, and this caused them to accord him a certain measure of respect. Of course, with strong drink comes lack of judgement, and Klaus was no exception. He began to make fun of the Dwarfs' small stature and overall dour appearance, which was bad enough, but then he made a very unfriendly remark about the Dwarf leader's mother, and that was all the diminutive warriors could stand. The Dwarfs had not made a scene at the tavern, as such locations were regarded as holy ground to groups like themselves, but they had not forgotten Klaus' words, and had called out Reinhold and his warband in the street the next day.

And now here they were, with Reinhold's band occupying buildings (or the dirt!) at one end of the street, and the Dwarfs occupying the other. Most of Reinhold's band were holed up in a building on the other side of the street - he could see Gunter, their hired Warlock, attempting to cast something at their adversaries through one of the windows. A second later there was an explosion somewhere down the street and Reinhold could hear curses and a few muffled screams of pain. Gunter was not given much time to enjoy his handiwork, as suddenly three crossbow bolts struck him in the chest. Reinhold could see the mage look down in shock and surprise at the deadly quarrels protruding from his body, and then he slumped down out of the old veteran's sight. Damn' thought Reinhold, 'I always told him he gawked too much!'

"This is bad, very bad," the mercenary muttered under his breath. As he looked around at his surroundings, he noticed something he had not seen when he first entered this building – another door. He took a look back out in the street at the warriors he had fought with through a dozen battles. Most were dead or dying. The dwarfs had begun moving down the street, looting the dead and taking prisoners. They were moving cautiously now, but soon they would be at this doorway, entering this building, and he would be at best their prisoner. "Time to disband this warband," whispered Reinhold as he backed to the other doorway and safety.



### Senchmen (Bought in groups of 1-5)



### Swarf Clansmen

#### 40 gold crowns to hire

These are Dwarf warriors in their prime: tough, stubborn and brave warriors who can be relied on to hold their own against any foe.

Profile M WS BS S T W I A Ld
3 4 3 3 4 1 2 1 9

Weapons/Armour: Dwarf Warriors may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

### 0-5 Swarf Thunderers

#### 40 gold crowns to hire

Dwarf Thunderers are experts at using missile weapons. Many an Orc or Goblin has died by the sting of a crossbow bolt or a roaring handgun bullet shot by a Dwarf Thunderer.

Profile M WS BS S T W I A Ld

Weapons/Armour: Thunderers may be armed with weapons and armour chosen from the Dwarf Thunderer equipment list.

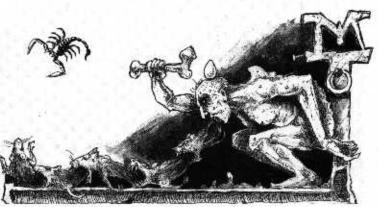
### Beardlings

#### 25 gold crowns to hire

These are young Dwarfs who have joined the retinue of an experienced Dwarf treasure hunter hoping to make their fortune.

Profile M WS BS S T W I A Ld
3 3 2 3 4 1 2 1 8

Weapons/Armour: Beardlings may be armed with weapons and armour chosen from the Dwarf Thunderer equipment list.



# Special weapons

15 gold crowns

Availability: Rare 8 (Dwarfs only)

Dwarf axes are smaller-hafted weapons made of lighter (but stronger) materials than normal axes. Dwarf Warriors are specially trained in their use and are able to use them as deftly as a Human warrior might wield a sword.

Range	Strength	Special Rule
Close Combat	As user	Cutting Edge, Parry

#### SPECIAL RULES

Cutting Edge: Dwarf axes have an extra save modifier of -1, so a model with Strength 4 using a Dwarf axe has a -2 save modifier when he hits an opponent with the axe in close combat.

Parry: Dwarf axes offer an excellent balance of defence and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll 1d6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. A model may not parry more than one attack in a single close combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc) does not get to parry two attacks but may instead re-roll a failed parry.

### Swarf special skills

Dwarf Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

### Master of Blades

This Dwarf's martial skills surpass those of a normal warrior; he has fought unscathed against hordes of Ores and Goblins. When using a weapon that has a Parry special rule, this hero parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry

special rule, he is allowed to parry
two attacks (if his two dice
match or beat the two
highest attack dice
against him) instead
of the normal
maximum of one.
Note that if this
Dwarf has two Dwarf
axes (as detailed
above) he can reroll any failed
parries.

### Extra Tough

This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Scrious Injury chart for this Hero after a game in which he has been taken *out of action*, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

### Resource Hunter.

This Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the Hero may modify one dice roll by +1/-1.

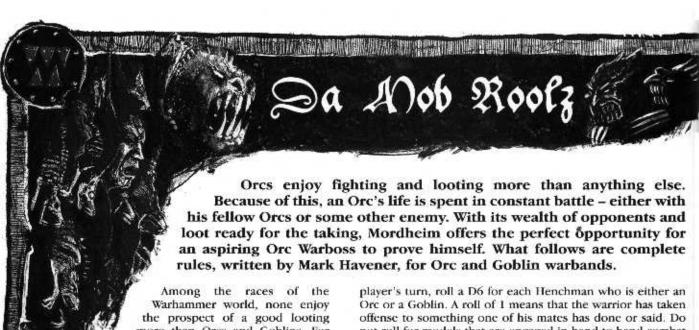
### True Grit

Dwarfs are hardy individuals and this hero is hardy even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as *knocked down*, 4-5 as *stunned*, and 6 as *out of action*.

### Thick Shull

The Hero has a thick skull, even for a Dwarf. He has a 3+ save on a D6 to avoid being stunned. If the save is made, treat a stunned result as knocked down instead. If the Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).





more than Ores and Goblins. For this reason many Orc warbands have been drawn to the city of Mordheim and the wyrdstone that lies hidden there. Of course, Orcs would much rather ambush other warbands and take their wyrdstone than collect it themselves, but their goals are the same as any other warband - collect as much treasure as possible! These traits are reflected in the following special rules.

not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

#### D6 Result

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Orc or Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Orc Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Orc or Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Distasteful Company. Many Hired Swords refuse to work for Orcs, as they know that Orcs are just as likely to eat them as fight alongside them. Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks.



### Grc skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Boss	/	/		1	1	1
Shaman				/		/

### Choice of warriors

An Orc warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Boss: Each Orc warband must have one Boss: no more, no less!

Shaman: Your warband may include up to one Shaman.

Big 'Uns: Your warband may include up to two Big 'Uns.

Orc Boyz: Your warband may include any number of Orc Boyz.

Goblin Warriors: Your warband may include any number of Goblin Warriors, though it may not have more than two Goblins for each Orc in the warband (including Orc Heroes).

Cave Squigs: Your warband may include up to five Cave Squigs. You may never have more Cave Squigs in your warband than you have Goblin Warriors.

Troll: Your warband may include up to one Troll.

### Starting experience

A Boss starts with 20 experience.

A Shaman starts with 10 experience.

Big 'Uns start with 15 experience.

All Henchmen start with 0 experience.

Characteristic increase

Ore characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	1	A	Ld
Orc	4	6	6	4	5	3	5	4	9

### Grc equipment fists

The following lists are used by Orc warbands to pick their equipment.

#### Orc equipment list

#### Hand-to-hand combat weapons

CC																					
Battle axe				÷	4	43	į.		÷	+	÷		_	4		÷	i	-	Ģ	+	. 5 gc
Sword				÷	÷	÷		-	ï	ï	ì		4	à	÷	è	Ų	2	,	·	10 gc
Morning star																					
Dwarf axe				٠	÷				·	,				7.				e.			15 gc
Sword	or.			Ċ.	,			,	,	,	'n		e.	7	,	4		į.	÷	÷	10 gc
Double-handed	v	ve	2	ıŗ	oc	m	1	+	t	+	2			e.	95			01			15 gc
Spear	es.			+						+	٠	-		*	*		3	*			10 gc
Halberd																					

Dagger ...... 1st free/2 gc

#### Missile weapons

Bow	Crossl	00	W	9					13	-	ė	ď,	ø	c	100	e.		-	13	e.	e.	e.	-	0.0	25	gc
	Bow				,	,	,	,	,	,	,	,						4			-				10	gc

#### Armour

Light armou	г	ř		ì		.+	,	į	Ç.		4	7			4	+	+	÷	•	+	+	20	gc
Shield		4			ş	4		+	÷	÷	+	į	÷	į	÷	ì	i	Ÿ	7	T		. 5	gc
Helmet		Q	3		0			়	70	٠	3	0	ķ		0			ু	Ţ			10	ec.

#### Goblin equipment list

#### Hand-to-hand combat weapons

Dagger	r	*	*		*	-	÷		*	٠		÷	æ	·		+	į.	ï		1	Si	t	fr	e	e/2	gc
Sword																										
Spear	·			0.0	,	9		4		,	1	7	14	77	34				4	4		4			10	20

#### Missile weapons

Short bow		5 gc
-----------	--	------

#### Armour

Light armour	-				ij				4	+		-			Ŧ				÷	+		20	gc
Shield	ì	i	,	,	i	ï	ï	ì			7	,			ì	ì	V	i		ş	Ţ	. 5	gc
Helmet	1	ě			á	Ç			Ċ,				+	÷	ï			4	÷	,		10	gc



The lithe figures peered through the foliage at the group in the clearing below. The pair of Wood Elf scouts had been shadowing the Ores for days, attempting to determine if the small band of creatures was an isolated warband or the scouting party of a larger army. While most beings would not be able to hear the guttural Ore speech from 100 yards away, the keen ears of the Elves allowed the scouts to discern what the creatures were saying. Most of it was nonsense of course, squabbling over some scraps of meat or pretty rocks, but the Elves patiently awaited the words that would reveal the purpose of the foul creatures.

Members of the band loitered about the clearing. Goblins scampered around ceaselessly, attempting to avoid the annoyed grasp of their larger Ore cousins. A single Troll slowly wandered around aimlessly in a small circle, digging a groove into the ground where it had been dragging its feet for hours. As the Elves watched, a solidly built Ore with blood covering his arms up to the elbows approached a much larger Ore who was seated on a primitive 'throne' of bones and hides. The scouts had already determined that the seated Ore was the leader of the motley group.

"How'd da huntin' go?" asked the Orc Boss.

"Ran inta some 'umies, All dey 'ad was some black rocks."

"Where's da loot den?" asked the Orc Boss, "All 'umies got loot!"

"Dat's what I asked 'em!" replied the Big 'Un, "Dey tried to tell me dat da rocks WAS da loot! Den after I leans on 'em a bit, dey tells me dat some big boss 'umies pay loads for dis stuff!"

#### "Loads?"

"Dat's what dey sed." the Big 'Un replied, disbelief plain on his face, "dey told me da rocks wuz from dis place called More-ty...Mordh...Mork...well, dey drew us dis map."

The larger Ore grabbed the scrap of parchment his lieutenant had been holding and scanned it for a few quick seconds, then began barking orders. Goblins squealed and ran about the encampment, frantically packing up the warband's gear. Four huffed and strained as they picked up their leader on his throne and carried him aloft. The Ore warriors were much more composed about the whole affair, and calmly packed up their kits and prepared for the journey ahead.

The scouts faded back into the forest, secure in the knowledge that these Ores were no threat. They too had heard stories about the human city that had treasure supposedly lying on the streets for easy picking. But they had also heard other stories about the city. The Ores would be dead within a fortnight.



### Geroes

### ×

#### 1 Grc Boss

#### 80 gold crowns to hire

An Orc Boss is a tough and brutal warrior, who will throw his lads into any fight that he thinks he can profit from. He is the strongest, toughest and most barbaric member of the warband and if any of his Boyz think otherwise, the band may soon find itself with one less member!

Profile	M	WS	BS	S	T	w	1	A	Ld
	4	4	4	4	4	1	3	1	8

Weapons/Armour: An Orc Boss may be equipped with weapons and armour chosen from the Orc equipment list.

#### SPECIAL RULES

Leader: Any warrior within 6" of the Orc Boss may use his Leadership characteristic when taking Leadership tests.

### 0-1 Orc Shaman

#### 40 gold crowns to hire

Ore Shamans are outcasts from Ore society. They are gifted by the Ore gods Gork and Mork with powers they can neither understand nor completely control. Many join roaming Ore warbands where they are no longer shunned for their abilities, but respected for them.

### Profile M WS BS S T W I A Ld

Weapons/Armour: An Orc Shaman may be armed with weapons chosen from the Orc equipment list. An Orc Shaman may never wear armour.

#### SPECIAL RULES

Wizard: An Orc Shaman is a wizard and uses Waaagh! Magic. See Waaagh! Magic overleaf for his spell list.

### 0.2 Orc Big Uns

#### 40 gold crowns to hire

Ore society is a savage hierarchy where only the toughest survive and rise through the ranks (often atop the bodies of other challengers). Big 'Uns are such rising stars, and they carry out the orders of the Ore Boss. If the Boss ever falls, it is up to the Big 'Uns to decide on a new leader (usually through personal combat).

Profile	M	WS	BS	S	T	W	1	A	Ld
, processing the same of the s	4	4	3	3	4	1	3	1	7

Weapons/Armour: Big 'Uns may be equipped with weapons and armour chosen from the Orc equipment list.



### Benchmen (Bought in groups of 1-5)



### Gre Boyz

#### 25 gold crowns to hire

Ore Boyz are savage and tough. They fear nothing that they can get their bare hands on, though they are even more ignorant and superstitious than most other beings in the Warhammer world. They form the core of any Ore warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	- 1	2	1	7

Weapons/Armour: Boyz may be equipped with weapons and armour chosen from the Orc equipment list.

#### SPECIAL RULES

Animosity: Orc Boyz are subject to the rules for Animosity (see Special Rules for details).

#### Goblin Warriors

#### 10 gold crowns to hire

Goblins are often used as cannon fodder (as well as a food source in lean times!) by their larger Orc cousins. They are usually not as well equipped as Orc Boyz, having to make do with whatever the Orcs do not want or cannot use.

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

Weapons/Armour: Goblins may be armed with weapons and armour chosen from Goblin equipment list.

#### SPECIAL RULES

Animosity: Goblin Warriors are subject to the rules for Animosity (see Special Rules for details). Note: A Goblin Warrior who fails his Animosity test and rolls a 1 for the result will never charge an Orc Henchman, though he will still use any missile weapons to attack as normal. Goblins are far too afraid of Orcs to challenge them individually.

Not Orcs: Orcs don't expect much from non-Orcs, and are therefore not unsettled if Goblins or Cave Squigs break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior or Cave Squig taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

Useless Gits: Goblins never gain experience.

### 0.5 Cave Squigs

#### 14 gold crowns to hire

Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns, and a nasty temperament.

Profile	M	WS	BS	S	T	W	1	A	Ld
WATER AND THE	2D6	4	0	4	3	1	4	1	5

Weapons and Armour: Big gob and brutality! Cave Squigs never use or need weapons or armour.

#### SPECIAL RULES

Movement: Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Goblin Warrior, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Ores & Goblins player's control until the end of the game.

Not Orcs: See Goblin Warriors entry for rules.

Animals: Cave Squigs are animals of a sort and so do not gain experience.

#### 0.1 Troff

#### 200 gold crowns to hire

Trolls are not intelligent enough to recognize the value of gold, but large amounts of food can often instill a certain loyalty in them.

Profile	M	WS	BS	S	Т	W	1	A	Ld
	6	3	1	5	4	3	1	- 3	4

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

#### SPECIAL RULES

Fear: Trolls are frightening monsters which cause fear.

Stupidity: A Troll is subject to the rules for stupidity.

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing a Goblin Warrior or Cave Squig to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single

## Grc special equipment

Squig Prover

15 gold crowns

Availability: Common (Goblins only)

This item is a long pole with a trio of spikes at the end. It is used by Goblin Squig herders to keep their livestock in line. Cave Squigs will recognize a Squig prodder and automatically give the bearer more respect, as they've all been on its pointy end more than once! To represent this, a Goblin with a Squig prodder can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule under the Cave Squig entry). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.

### Mad Cap Muskrooms

25 gold crowns

Availability: Common (if warband includes Goblins)

Mad Cap Mushrooms (see the rules in the Mordheim rulebook for more information on Mad Cap Mushrooms) are a necessity for someone wishing to wield a ball and chain (see below). Fortunately for Orc warbands, Mad Cap Mushrooms are cultivated by the Night Goblins of the Worlds Edge Mountains, and they are much more willing to trade these to other Goblins. Though normally a rare item in Mordheim, Mad Cap Mushrooms are a common item that costs 25 gold crowns for an Orc warband that includes one or more Goblins.



### Ball and Chain

15 gold crowns

Availability: Common (Goblins only)

This is a huge iron ball with a chain attached, used by the dreaded Night Goblin Fanatics to deal out whirling death. Enormously heavy, it can only be used when combined with Mad Cap Mushrooms.

Range Strength Special Rule

Close Combat As user +2 Incredible Force,
Random, Two-handed,
Cumbersome, Unwieldy

#### SPECIAL RULES

Incredible Force: Because the ball and chain is so heavy, normal armour does very little to protect against it. No armour saves are allowed against wounds caused by a ball and chain. In addition, any hit from a ball and chain is very likely to take off someone's head (or at least break some ribs!). Therefore, any hit that successfully wounds will do 1D3 wounds instead of 1.

Random: The only way to wield a ball and chain is to swing it around in large circles, using your body as a counter-weight. Unfortunately this is not a very controllable fighting style, and as soon as he starts swinging his ball and chain a warrior starts to lose control. The first turn he starts swinging the ball and chain, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does:

#### D6 Result

1 The model trips and strangles himself with the chain. The model is taken *out of action*. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.

2-5 The model moves 2D6" in a direction nominated by the controlling player.

6 The model moves 2D6" in a random direction. If the player owns a Scatter dice (available from Games Workshop stores), roll that to determine direction. If not, then roll a D6: 1 – Straight Forward, 2-3 – Right, 4-5 – Left, 6 – Straight Back.

If the ball and chain wielding model moves into contact with another model (friend or foe), he counts as charging into close combat, and will engage in close combat until his next movement phase. Opponents wishing to attack a ball and chain wielding model suffer a To Hit penalty of -1, as they must dodge the whirling ball to get close enough to strike. The ball and chain wielder cannot be held in close combat and will automatically move even if he starts the Movement phase in base contact with another model. If the model moves into contact with a building, wall, or other obstruction, he is automatically taken out of action. In addition, a ball and chain wielding Goblin is much too busy trying to control the spinning weapon to worry about what others are saying about him behind his back, so ignores the special rules for

Cumbersome: Because the ball and chain is so heavy, a model equipped with one may carry no other weapons or equipment. In addition, only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.

Unwieldy: The great weight of the ball and chain can easily tear ligaments or pull a wielder's arms out of their sockets. While someone under the influence of Mad Cap Mushrooms will not notice such effects, when the drug wears off he will be in great pain. To represent this, at the end of the battle the controlling player must roll for Injury for each model that used a ball and chain, just as if the model had been taken out of action. If the model was actually taken out of action normally, just roll once for Injury – there is no need to make a second roll.



### Grc special skills

Ore Heroes may use the following Skill list instead of any of the standard Skill lists available to them.

### 'ard ead

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).

### waaaaB!

Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

### 'ere we go!

Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

### da cunnin' plan

Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not out of action.

### well 'ard

The Orc has a thick, dark-green skin, possibly indicating Black Orc blood. Such is the toughness of the Orc that he may add +1 to any armour saves.

### 'eadbasBer

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any knocked down results which the Orc causes in hand-to-hand count as stunned results instead.

Baaagh! Dagic

Waaagh! spells are used by Orc Shamans. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork.

D6 Result

1 Led'z go.

Difficulty: 9

The Shaman's howling invigorates the tadz to fight even harder for Gork and Mork.

Any Ore or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances.

2 Oil Gerroff!

Difficulty: 7

A huge, green ectoplasmic hand pushes an enemy away.

Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1.83 hit. Note: very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.

Zzapl

Difficulty: 9

A crackling green bolt of WAAAGH! energy erupts from the Shaman's forebead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed apponent.

Range 12". Causes D3 S4 hits on the closest chemy target, with no armour saves allowed.

Fooled Ya!

Difficulty: 6

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

No enemy may charge the Shaman during liber next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.

5 Clubba.

Difficulty: 7

A buge, green club appears in the band of the Shaman.

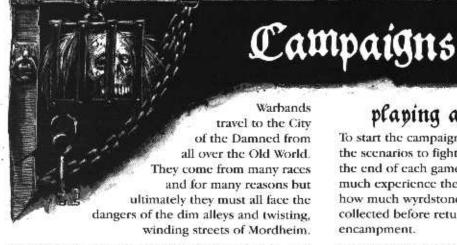
The ectoplasmic club counts as a normal club with +2 Strength bonus and gives the Shaman +1 attack as well. This spell lasts until the Shaman suffers a wound.

6 Fire of Gork.

Difficulty: 8

hvin bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model.

Range 12". Each of the two bolts causes D3 S3 hits; the bolls can either be fired both at the closest enemy target or split between the two closest enemy targets.



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

# starting a campaign

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

You can start a campaign as soon as two players have recruited their warbands. New players can join the campaign any time after that. Although the new



# playing a campaign game

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

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

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

# warband rating

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

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

The warband's rating changes after each game, because surviving warriors will gain extra experience, warriors may have been killed, new ones added, etc. Hopefully your warband rating will go up, signifying your increase in power!

# post battle sequence

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

- 1 Injuries. Determine the extent of injuries for each warrior who is out of action at the end of the game. See the Serious Injuries, on page 118.
- 2 Allocate experience. Heroes and Henchmen groups gain experience for surviving battles. See the Experience and Scenarios sections for details.
- 3 Roll on the Exploration chart. See the Income section for details.
- 4 Recruit new warriors. Add extra manpower to your warband and buy new equipment as described in the Trading section.
- 5 Update your warband rating. You are now ready to fight again.

# disbanding warbands

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

# Death of a warrior

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

# death of a leader

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

the warrior with the most Experience points becomes the leader. In the case of a tie roll a D6 to decide the new leader. Note that you may **not** hire a new leader for your warband.

In the case of Undead warbands, the death of the Vampire means that the warband's Necromancer must take over. If the warband doesn't include one, the spells that hold the restless dead together unravel, and the warband collapses into a pile of bones. You can buy a Vampire after the next game.



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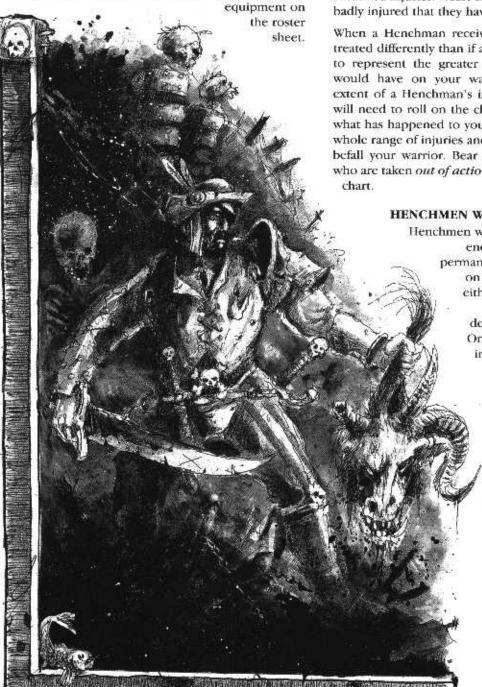
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# buping new equipment between games

As explained in the Trading section, warriors may purchase new equipment and armaments using the warband's treasury. Warriors can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date.

Weapons and armour purchased, swapped or taken from storage for your warband must be of an appropriate type for the warrior, as indicated by the warband lists. Record any changes to the warrior's



# serious injuries

During a game some warriors will be taken *out of action* and removed from play. At that time it doesn't matter whether the warrior is dead, unconscious, injured or just playing dead – in game terms he is no longer capable of fighting in the battle which is all that matters.

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

When a Henchman receives a serious injury this is treated differently than if a Hero received one (this is to represent the greater effect that losing a Hero would have on your warband). Working out the extent of a Henchman's injuries is very simple. You will need to roll on the chart opposite to determine what has happened to your Hero. The chart covers a whole range of injuries and random things that might befall your warrior. Bear in mind that only Heroes who are taken out of action are obliged to roll on this chart.

# HENCHMEN WITH SERIOUS INJURIES

Henchmen who are *out of action* at the end of the battle are removed permanently from the roster sheet on a D6 roll of 1-2. They have either suffered severe injuries, died of their wounds, or decided to quit the warband. On a roll of 3-6 they can fight in the next battle as normal.

# HEROES WITH SERIOUS INJURIES

After a battle some of your Heroes may be taken out of action.
You will need to determine the extent of their injuries before the next game.

To use the Heroes'
Serious Injuries chart
opposite, roll two D6.
The first dice roll
represents 'tens' and
the second 'units', so
that a roll of 1 and 5
is 15, a roll of 3 and
6 is 36, etc. This type
of dice roll is
referred to as a
'D66 roll'.

# Heroes' serious injuries chart (roll (266))

#### 11-15 DEAD

DESCRIPTION OF THE PARTY OF THE

The warrior is dead and his body is abandoned in the dark alleys of Mordheim, never to be found again. All the weapons and equipment he carried are lost. Remove him from the warband's roster.

#### 16-21 MULTIPLE INJURIES

The warrior is not dead but has suffered a lot of wounds. Roll D6 times on this table. Re-roll any 'Dead', 'Captured' and further 'Multiple Injuries' results.

#### 22 LEG WOUND

The warrior's leg is broken. He suffers a -1 Movement characteristic penalty from now on.

#### 23 ARM WOUND

Roll again: 1 = Severe arm wound. The arm must be amputated. The warrior may only use a single one-handed weapon from now on. 2-6 = Light wound. The warrior must miss the next game.

#### 24 MADNESS

Roll a D6. On a 1-3 the warrior suffers from stupidity; on 4-6 the warrior suffers from frenzy from now on (see the Psychology section for details).

#### 25 SMASHED LEG

Roll again: 1 = The warrior may not run any more but he may still charge. 2-6 = The warrior misses the next game.

## 26 CHEST WOUND

The warrior has been badly wounded in the chest. He recovers but is weakened by the injury so his Toughness is reduced by -1.

#### 31 BLINDED IN ONE EYE

The warrior survives but loses the sight in one eye; randomly determine which. A character that loses an eye has his Ballistic Skill reduced by -1. If the warrior is subsequently blinded in his remaining good eye he must retire from the warband.

#### 32 OLD BATTLE WOUND

The warrior survives, but his wound will prevent him from fighting if you roll a 1 on a D6 at the start of any battle. Roll at the start of each battle from now on.

#### 33 NERVOUS CONDITION

The warrior's nervous system has been damaged. His Initiative is permanently reduced by -1.

#### 34 HAND INJURY

The warrior's hand is badly injured. His Weapon Skill is permanently reduced by -1.

#### 35 DEEP WOUND

The warrior has suffered a serious wound and must miss the next D3 games while he is recovering. He may do nothing at all while recovering.

#### 36 ROBBED

The warrior manages to escape, but all his weapons, armour and equipment are lost.

#### 41-55 FULL RECOVERY

The warrior has been knocked unconscious, or suffers a light wound from which he makes a full recovery.

#### 56 BITTER ENMITY

The warrior makes a full physical recovery, but is psychologically scarred by his experience. From now on the warrior *bates* the following (roll a D6):

#### D6 Result

- 1-3 The individual who caused the injury. If it was a Henchman, he hates the enemy leader instead.
- 4 The leader of the warband that caused the injury.
- 5 The entire warband of the warrior responsible for the injury.
- 6 All warbands of that type.

#### 61 CAPTURED

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

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

Captives may be sold to slavers at a price of D6x5 gc. Undead may kill their captive and gain a new Zombie. The Possessed may sacrifice the prisoner. The leader of the warband will gain +1 Experience if they do so. Captives who are exchanged or ransomed retain all their weapons, armour and equipment; if captives are sold, killed or turned to Zombies, their weaponry, etc, is retained by their captors.

#### 62-63 HARDENED

The warrior survives and becomes inured to the horrors of Mordheim. From now on he is immune to fear.

#### 64 HORRIBLE SCARS

The warrior causes fear from now on.

#### 65 SOLD TO THE PITS

The warrior wakes up in the infamous fighting pits of Cutthroat's Haven and must fight against a Pit Fighter. See the Hired Swords section for full rules for Pit Fighters.

Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (ie, a D66 roll of 11-35). If he is not dead, he is thrown out of the fighting pits without his armour and weapons and may re-join his warband.

If the warrior wins he gains 50 gc, +2 Experience and is free to rejoin his warband with all his weapons and equipment.

#### 66 SURVIVES AGAINST THE ODDS

The warrior survives and rejoins his warband. He gains +1 Experience.

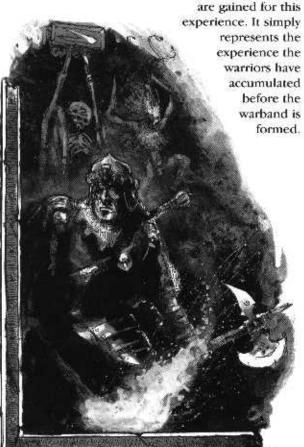
# Experience

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

Warriors earn Experience points when they take part in a battle. Once a warrior has enough points he gains an advance. This takes the form of an

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

When warriors are recruited, some of them already have some experience. The warband lists detail how many Experience points different warriors begin with. Record these on your warband roster sheet by ticking the right number of boxes. No extra advances



# earning experience

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

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

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

The Scenarios section includes details of how many Experience points are earned for each scenario.

# experience advances

As warriors earn more Experience points they are entitled to make Advance rolls. The warband roster sheet shows how much experience a Hero or a Henchman group must accumulate before making a further roll. When the accumulated experience reaches a box that has thick borders, the warrior may make an Advance roll. The roll(s) must be taken immediately after the game in which the advance was earned, while both players are present to witness the result. Note that Henchmen gain experience as a group, and consequently all the warriors in one group gain the same advance.

# underdogs

When a warband fights against an enemy warband with a higher rating, its warriors earn extra Experience points as shown on the table below. The higher the opposing warband's rating the more points the underdog earns.

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



# advance rolls

Make Advance rolls straight after the battle so both players can witness the result. Roll 2D6 and consult the appropriate tables below.

# Heroes

- 2D6 Result
- 2-5 New Skill. Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill. See the Magic section.
- 6 Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attack.
- 7 Characteristic Increase. Choose either +1 WS or +1 BS.
- 8 Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.



- 9 Characteristic Increase. Roll again: 1-3 = +1 Wound; 4-6 = +1 Toughness.
- 10-12 New Skill. Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill.

# Gencomen.

Henchmen never add more than +1 point to any of their initial characteristics. If the dice roll indicates an increase in a characteristic which has already been increased, roll again. All warriors in the group gain the same advance.

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

# new stills

There are several types of skill and each has a separate list. You may not choose the same skill twice for the same warrior. The skills a Hero may have are restricted by the warband he belongs to and what type of Hero he is.

To select a new skill for a Hero, pick the type of skill you want from those available, then choose which skill has been learned.

# characteristic increase

Characteristics for certain warriors may not be increased beyond the maximum limits shown on the following profiles. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Note that this is the only way to gain the maximum Movement for some races. Remember that Henchmen can only add +1 to any characteristic.

HUMAN (Witch Hunters, Flagellants, Mercenaries, Dregs, Freelancers, Warlocks, Pit Fighters, Magisters, Darksouls, Mutants, Brethren, Warrior Priests, Zealots, Sisters of Sigmar, etc.)

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
ELF (Elf Rang	ger Hi	red S	Swor	d)					
Profile	M	WS	BS	S	T	w	I	A	Ld
Elf	5	7	7	4	4	3	9	4	10
DWARF (Tro	II Slay	er H	red .	Swo	rd)				
Profile	M	WS	BS	S	T	W	1	A	Ld
Dwarf	3	7	6	4	5	3	5	4	10
BEASTMAN									
Profile	M	WS	BS	S	T	W	I	A	Ld
Gor	4	7	6	4	5	4	6	4	9
POSSESSED									
Profile	M	WS	BS	S	T	W	I	A	Ld
Possessed	6	8	0	6	6	4	7.	5	10
VAMPIRE									
Profile	M	ws	BS	S	T	W	I	A	Ld
Vampire	6	8	6	7	6	4	9	4	10
SKAVEN									
Profile	M	WS	BS	S	T	W	I	A	Ld
Skaven	6	6	6	4	4	3	7	4	7
GHOUL									
Profile	M	ws	BS	s	T	W	I	A	Ld
Ghoul	5	5	2	4	5	3	5	5	7

# Sfill lists

The Skill lists are used to pick skills earned as advances. Your warrior is restricted to specific Skill lists depending upon his warband type and what kind of warrior he is. Each warband entry includes a list of skills available to the Heroes of that particular warband.

All warbands have their own strengths and weaknesses which relate to the skills available to them. For example, the Possessed are good fighters and very strong, but they are not very academically minded.

Some warbands also have access to a unique Skill list, which is clearly indicated in their entry.

# combat sfills

Strike to Injure. The warrior can land his blows with uncanny accuracy Add + I to all injury rolls caused by the model in hand-to-hand combat.

Combat Master. The warrior is able to take on several opponents at once. If he fights against more than one enemy at a time, he gains an extra Attack in each hand-to-hand combat phase as long as he is fighting two or more enemy models. In addition, the warrior is immune to 'All Alone' tests.

Weapons Training. A warrior with this skill is adept at using many different weapons. He may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.

Web of Steel. Few can match the ability of this warrior. He fights with great skill, weaving a web of steel around him. The model gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.

Expert Swordsman. This warrior has been expertly taught in the art of swordsmanship. He may re-roll all missed attacks if he is using a sword in the hand-to-hand phase of the turn that he charges.

Step Aside. The warrior has a natural ability to avoid injury in combat. Each time he suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves.

# shooting stills

Quick Shot. The warrior may fire twice per turn if he has not moved that turn except to pivot on the spot.

**Pistolier.** The warrior is an expert at using all kinds of pistols. If he is equipped with a brace of pistols or duelling pistols, he may fire twice in any shooting phase.

Eagle Eyes. The warrior's sight is exceptionally keen. He adds +6" to the range of any missile weapon he is using.

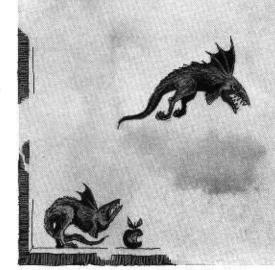
Weapons Expert. The warrior has been trained to use some of the more unusual weapons of the known world. He may use any missile weapon he comes across, not just the weapons available from his warband's list.

Nimble. The warrior may move and fire with weapons that are normally only used if the firer has not moved. Note that this skill cannot be combined with the Quick Shot skill.

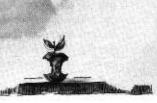
Trick Shooter. The warrior can shoot through the tiniest gap without it affecting his aim. He ignores all modifiers for cover when using missile weapons.

Hunter. The warrior is an expert at getting his weapon loaded and ready. He may fire each turn, even with weapons that can normally only be fired every other turn.

Knife-Fighter. The warrior is an unrivalled expert at using throwing knives and throwing stars. He can throw a maximum of three of these missiles in his shooting phase and may divide his shots between any targets within range as he wishes. Note that this skill cannot be combined with the Quick Shot skill.







# academic skills

OR HEAT MAN TO HER THE

Battle Tongue. This skill may only be chosen by a leader. The warrior has drilled his warband to follow short barked commands. This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill.

Sorcery. This skill may only be taken by Heroes capable of casting spells. A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Note that Sisters of Sigmar and Warrior-Priests may not use this skill.

Streetwise. A warrior with this skill has good contacts and knows where to purchase rare items. He may add +2 to the roll that determines his chances of finding such items (see the *Trading* section).

**Haggle.** The warrior knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item on each visit to a merchant (down to a minimum of 1).

Arcane Lore. Witch Hunters, Sisters of Sigmar and Warrior-Priests may not have this skill, Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic.

Wyrdstone Hunter. The warrior has an uncanny ability to find hidden shards of wyrdstone. If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. The second result stands.

Warrior Wizard. This skill may only be taken by spellcasters. The mental powers of the wizard allow him to wear armour and cast spells.

# strength skills

Mighty Blow. The warrior knows how to use his strength to maximum effect and has a +1 Strength bonus in close combat (excluding pistols). As his Strength is used for close combat weapons, the bonus applies to all such weapons.

Pit Fighter. The warrior has learned how to fight in enclosed spaces from his time in the dangerous fighting pits of the Empire. He is an expert at fighting in confined areas and adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins.

Resilient. The warrior is covered in battle scars. Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers.

**Fearsome.** Such is the reputation and physique of the model that he causes *fear* in opposing models.

Strongman. The warrior is capable of great feats of strength. He may use a double-handed weapon without the usual penalty of always striking last. Work out order of battle as you would with other weapons.

Unstoppable Charge. When he charges, the warrior is almost impossible to halt. He adds +1 to his Weapon Skill when charging.

# speed stills

**Leap.** The warrior may leap D6<sup>+</sup> in the movement phase in addition to his normal movement. He may move and leap, run and leap, or charge and leap, but he can only leap once per turn.

A leaping warrior may jump over opposing man-sized models, including enemies, and obstacles 1" high, without penalty.

The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap (see page 28).

Sprint. The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.

Acrobat. The warrior is incredibly supple and agile. He may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".

Lightning Reflexes. If the warrior is charged, the order of attack is determined by comparing Initiative values instead of the charger automatically striking first.

Jump Up. The warrior can regain his footing in an instant, springing to his feet immediately if he is knocked down. The warrior may ignore knocked down results when rolling for injuries, unless he is knocked down because of a successful save from wearing a helmet.

Dodge. A warrior with this skill is nimble and as fast as quicksilver. He can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound.

Scale Sheer Surfaces. A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.



Bt is a Sarf Time.

The might of the Emperors is dust, their crown is lost to them and their glory forgotten.

The promise of an age of peace and prosperity is drowned in blood.

This is your time. For the ruins of Mordheim hold a prize beyond imagination: stones of power which can grant all your wishes.

But beware of your enemies.

Fear the Possessed, the Beasts of the Pit which roam the night.

Batch for the knives of the Ratmen, the Skaven of the Underworld.

Sread the corpses who walf life the living: the foul Vampires and their rotting minions.

This is Mordheim, the city of the Samued. This is the home of all your hopes. Be warn or it will be your grave as well.



Scenarios



# Starting the game

organization and the control of the

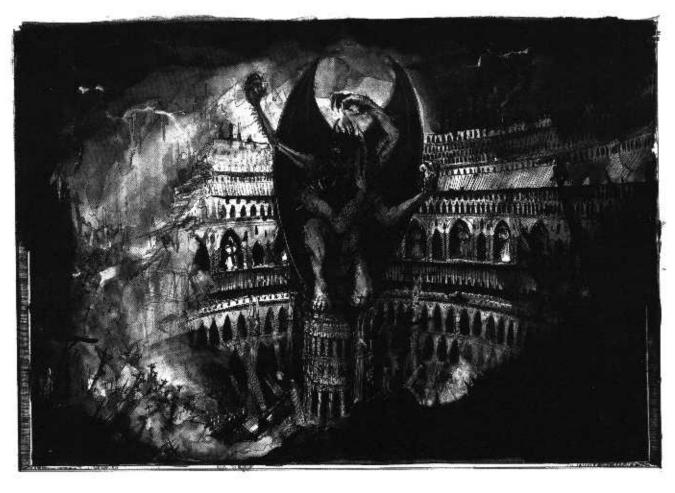
# pre-battle sequence

Although you can simply decide with your opponent which scenario you want to play, most players prefer to generate their scenarios randomly. To do this, work your way through the following sequence before the battle.

- 1 The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player may choose which he is.
- 2 Roll for warriors with old battle wounds to see whether they can take part or not.
- Set up the terrain and warbands according to the rules for the scenario you are playing. The more buildings the better, so you should place all the terrain you have.

# scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played.
3	Play Scenario 5: Street Fight.
4	Play Scenario 7: Hidden Treasure.
5	Play Scenario 3: Wyrdstone Hunt.
6	Play Scenario 8: Occupy.
7	Play Scenario 2: Skirmish.
8	Play Scenario 4: Breakthrough.
9	Play Scenario 9: Surprise Attack.
10	Play Scenario 6: Chance Encounter.
11	Play Scenario 1: Defend the Find.
12	The player with the lower warband rating may choose which scenario is played.





# Scenario 1: Defend the find =



Often a warband finds a building with a hoard of wyrdstone or other treasure inside, only to be challenged by a rival warband. This usually leads to conflict as it is unlikely that either side will be willing to give up the wealth easily.

# terrain

Each player takes it in turn to place a piece of terrain. either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

# warban8s

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide.

The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

# starting the game

The attacker has the first turn.

# ending the game

If at the end of the defender's turn the attacker has more standing models within 6" of the objective than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

# erperience

- +1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.
- +1 Winning Leader. The leader of the winning warband gains +1 extra Experience.
- +1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

# wordstone

One shard of wyrdstone for each Hero of either warband who is inside the objective building at the end of the game (up to a maximum of three shards per warband).



# Scenario 2: skirmish



In the vastness of the Mordheim ruins there is always the risk of running into a rival warband. While two groups sometimes pass each other without a fight. more often than not there is a vicious battle amongst the ruins. If a warband can drive their rivals away, they will have a larger area in which to search for wyrdstone.

#### terrain

Each player takes it in turn to place a piece of terrain. either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

# warbands

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

# starting the game

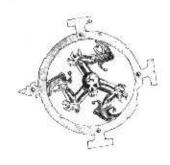
Both players roll a D6. The higher scoring player takes the first turn.

# ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents

# experience

- +1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.
- +1 Winning Leader. The leader of the winning warband gains +1 extra Experience.
- +1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy model he puts out of action.





# Scenario 3: wprdstone Hunt =



Scattered in the ruins of Mordheim are innumerable tiny shards of priceless wyrdstone. It often happens that two warbands come upon the same area and only a battle can determine who will pick the spoils.

In this scenario, warbands encounter each other while scavenging in the same ruined warehouse, vault, temple or other such potentially rich building.

#### terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.



# special rules

Once you have placed the terrain, put some Wyrdstone counters on the tabletop to represent where the shards are. There will be D3+1 counters in total

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. The counters must be placed more than 10" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into

> contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken out of action, place the counter on the table where he fell.

# marbands

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

# starting the game

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

# ending the game

The game ends when one warband fails its Rout test. The routers automatically lose.

# experience

- +1 Survives, If a Hero or a Henchman group survives the battle they gain +1 Experience.
- +1 Winning Leader. The leader of the winning warband gains +1 Experience.
- +1 per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.
- +1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

# wordstone

Your warriors earn one shard of wyrdstone for each counter still in their possession at the end of the battle.



# Scenario 4: breakthrough



When news of a huge deposit of wyrdstone starts circulating, warbands will mount expeditions to unearth the wealth. However, their rivals often try to block them, eager to claim all the wyrdstone for themselves.

# terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

# warbands

Each player rolls a dice. Whoever scores higher decides which table edge the attacker sets up on.

The attacker sets up first, within 8" of his table edge. The defender sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

# starting the game

The attacker has the first turn.

# ending the game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses.

If the attacker manages to move two or more standing warriors to within 2" of the defender's table edge, they have broken through and he wins the game.

# experience

- +1 Survives. If a Hero or a Henchman group survives the battle, they gain +1 Experience.
- **+1 Winning Leader.** The leader of the winning warband gains **+1** Experience.
- +1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.
- +1 Breaking Through. Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 Experience.



# Scenario 5: street figst



Often two warbands will come face to face with each other in the narrow streets of Mordheim. Sometimes they pass each other without incident but more often the meeting ends in bloodshed.

# terrain

Set up all the buildings into a single street, with no gaps along the sides. Behind the buildings are impassable ruins, although the buildings themselves are still accessible. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. We suggest that the terrain is set up within an area roughly 4' x 4'.

#### set up

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses whether to deploy first or second. The warbands are deployed within 6" of opposite ends of the street.

# special rules

Neither warband can backtrack down the street to leave the battlefield via their own edge.

# starting the game

Roll a D6 to see who has the first turn.

# ending the game

When one of the warbands manages to move all its remaining warriors out of the street via the opposing edge, the game ends and that player is victorious.

Alternatively a warband which fails a Rout test loses the game.

# experience

- +1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.
- **+1 Winning Leader.** The leader of the winning warband gains **+1** Experience.
- +1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.
- +1 **Escaping.** The first Hero from either side (not both!) who exits via the opposing table edge gains +1 Experience.





# Scenario 6: chance encounter



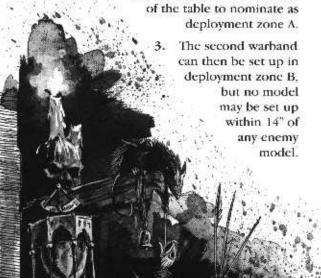
Both warbands have completed their daily search of the ruins and are on their way back to their encampment when they run into each other. Neither side was expecting a fight, and the warband that reacts the quickest has the advantage.

## terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

# set-up

- Each player rolls a D6. The player with the higher score can choose to deploy first or second.
- The first player to deploy sets up his entire warband in deployment zone A as shown below.
   He may choose which quarter



# starting the game

Each player rolls a D6 and adds the normal Initiative of their leader. The player with the higher score goes first.

# special rules

Each warband is carrying D3 shards of wyrdstone at the beginning of the battle. Mark down the number each warband has

# ending the game

The battle ends when one warband fails a Rout test. The routing warband loses.

# experience

- +1 Survives. If a Hero or a Henchman group survives the battle then they gain +1 Experience.
- +1 Winning Leader. The leader of the winning warband gains +1 Experience.
- +1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

# wprdstone

Both warbands gain all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken out of action during the game, down to a minimum of zero. In addition, they gain one extra shard of wyrdstone for each enemy Hero they take out of action, up to

the maximum number of shards the opposing warband was carrying at the beginning of the battle.



# Scenario 7: Bidden treasure



There is a rumour that one of the ruined buildings has a concealed cellar with a treasure chest hidden in it. Two rival warbands have heard about the cellar and are now searching the area. Who knows what they will find?

# terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

# set-up

Both players roll a D6 and whoever rolls highest chooses which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side.

# special rules

All the warriors (not animals!) in each warband know roughly what they are looking for and must inspect the buildings to find the treasure. Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment

zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once.

If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge. Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put *out of action*, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. For example, roll to see if you find any wyrdstone – you need a 5+ to find it. Then roll to see if you find the armour, and so on. This can make the chest a very valuable acquisition – however, it could also mean that your warband has risked death for only three gold crowns!

ITEMS I	D6 ROLL REQUIRED TO FIND								
3D6 gc	Automatic								
D3 pieces of wyrds	tone 5+								
Suit of light armou	r 4+								
Sword	3+								
D3 gems worth 10	gc each 5+								

# starting the game

Roll a D6. The player rolling highest has the first turn.

# ending the game

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the treasure chest.

# experience

- +1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.
- +1 Winning Leader. The leader of the winning warband gains +1 Experience.
- +1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.
- +2 For Finding the Chest. If a Hero finds the treasure chest he earns +2 Experience.





# Scenario 8: occupy



This scenario takes place in a part of Mordheim where the buildings are bursting with shards of wyrdstone and other wealth. Taking and holding these buildings means that your warband gains rich pickings. Unfortunately, your opponent has the same idea.

# terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

# warban 8s

Each player rolls a D6. The player with the highest score decides which warband sets up first. The first player chooses the table edge he wants to set up on, and places all his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

# starting the game

Both players roll a D6. The player with the higher score takes the first turn.

# special rules

The objective is to capture D3+2 of the buildings on the tabletop. Mark these buildings, starting with the one closest to the centre of the table, working your way outwards to the next nearest building. A building is occupied if at least one of your standing models is inside and no enemy models are inside the building.

# ending the game

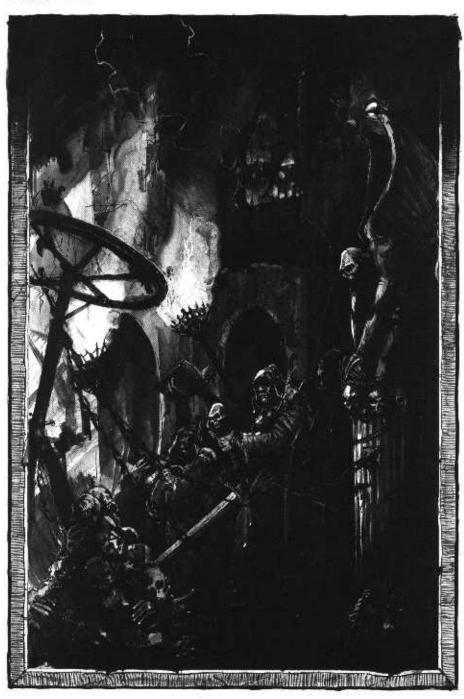
There is no need to take any Rout tests – as the game lasts for a maximum of eight turns. If one warband voluntarily routs, the game ends and the winning warband is considered to occupy all of the buildings on the table.

# experience

- +1 Survives. If a Hero or a Henchman group survives they gain +1 Experience.
- +1 Winning Leader. The leader of the warband who controls the highest number of buildings at the end of the battle gains +1 Experience.

If both sides occupy the same number of buildings, then the battle is considered to be a draw and neither leader gains this bonus.

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





# Scenario 9: surprise attack



One warband is out searching the ruins of Mordheim for loot when it is attacked by an enemy warband. The defenders are spread thinly and must muster a defence quickly to drive off their attackers.

# terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

# set-up

- The defending player rolls a D6 for each Hero and Henchman group in his warband, in any order he chooses. On a 1-3, they are elsewhere in the ruins and turn up later as reinforcements. On a 4-6 they are deployed at the start of the game. Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.
- The defender deploys his available Heroes and Henchmen on the table. No model may be closer than 8" to another model, as the warband is spread out wide to search the ruins. No model may be deployed closer than 8" to a table edge.

 The attacker deploys his whole warband within 8" of a random table edge, as shown below. He may choose which edge to nominate as '1' before rolling to see where he deploys.

starting the game
The attacker always
gets the first
turn.

# special rules

The defender, at the start of his second and subsequent turns, may roll a D6 for each of his Henchmen groups or Heroes not yet on the table. On a 4+ they move on in the movement phase from a random table edge as shown below – roll a D6. All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.

# ending the game

The game ends when one warband fails a Rout test. The routing warband loses.

# experience

- +1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.
- +1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of

Action. A Hero earns



# Income

At the end of each battle, a warband may roll on the Exploration chart. This is done as soon as a game is over so that players can witness each other's dice rolls. As you can see from the chart, a

warband that is just starting out has little chance of finding the more obscure places in Mordheim. However, a warband will make more discoveries as it goes along thanks to its better equipment and accumulated skills.

Roll a D6 for each Hero in your warband who survives without going out of action. This represents the warband's efforts to unearth wyrdstone. Do not roll for any Heroes who went out of action during the battle; they are taken back to the warband's encampment to recuperate instead. So, for example, if your warband includes four Heroes who all survived the last battle, you can roll four dice. If you won your last game, you may roll one extra dice. Add the results of the dice together and consult the Exploration chart to see how many shards of wyrdstone your warband has found.

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

# rolling multiples

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

For example, you might roll two 3's or three 5's, in which case you should refer to the chart. Choose the most numerous multiples if you score more than one set of multiples. So, if you rolled a double 3 and a triple 5, only look up the triple 5 on the Exploration chart. In the case of two doubles or triples look up the highest result. For example, if you rolled double 1 and double 3, look up the double 3 result.

Any money or loot you find in these locations is added straight to the warband's treasury. Any shards of wyrdstone you find can be sold as normal.

# exploration procedure

- Roll 1D6 for each of your Heroes who survived the battle and one extra dice if you won, plus any extra dice allowed by skills or equipment. Note, however, that you must pick a maximum of six dice out of all the dice you roll, even if you are allowed to roll seven dice or more.
- Some things, such as skills and equipment, (like the Mordheim Map) may allow you to re-roll dice.
   If your warband includes an Elf Ranger, you may modify one dice by +1 or -1.
- If you rolled any doubles, triples, etc, you have found an unusual location in Mordheim. Consult the Exploration chart on the next page to see what you find. Refer to the appropriate entry on the following pages and follow the instructions given there.
- Add the results together and consult the chart on the next page to see how many shards of wyrdstone you have found. Mark down the amount of wyrdstone on your warband's roster sheet.

#### NUMBER OF WYRDSTONE SHARDS FOUND

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

Example: The Sellswords, a Reiklander warband, bave just won a battle. Three of their Heroes survived and the warband discovered the Entrance to the Catacombs in an earlier battle. This means that the warband may roll four dice and re-roll one of them. The player rolls 5, 5, 1 and 3. He then picks one of the dice (the 1) and re-rolls it. He scores a 4. His warband also includes an Elf Ranger, so be can modify one of the dice rolls by +1/-1. The player decides to turn the 4 into a 5, giving him a grand total of 5, 5, 5 and 3. This means that the warband has found four shards of wyrdstone (5+5+5+3=18 which according to the table above gives the warband four shards) and the three 5's produce a 'Market Hall' result on the Exploration chart.

# Exploration chart

#### DOUBLES

# 1 1 Well 2 2 Shop 3 3 Corpse 4 4 Straggler 5 5 Overturned Cart

6 6. . . . . . Ruined Hovels

# FOUR OF KIND

	11
	22
	33
Armourer	44
	5.5
Catacombs	

# TRIPLES

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# FIVE OF KIND

		S		æ
Moneylender's House	11	1	1	1
Alchemist's Laboratory	22	2	2	2
Jewelsmith	33	3	3	3
Merchant's House				
Shattered Building	TYPE WAY 1880 18			
Entrance to the Catacombs				

## SIX OF KIND

The Pit	111	111
Hidden Treasure	222	222
Dwarf Smithy	333	333
Slaughtered Warband	444	444
Fighting Arena	555	555
Noble's Villa	666	666



The Necromancer dropped the crushed wyrdstone into the burning brazier causing the rearing flames to leap up and light the room in greens and blues. His spies had told him that a Witch Hunter had come to Mordheim to run him down and end his unholy work.

Thinking of it made the evil Necromancer laugh aloud. The stupid fool did not know what dangers he was dealing with. Enemies might be killed, riches might be won, but nobody could defeat this city. Mordheim no longer belonged to the normal mortal world. The stones themselves were steeped in the very stuff of chaos.

"Perhaps he will kill me. He will be young, brash, naive. He is full of pride and noble self-sacrifice. He believes he can defeat this place!" He told his Zombies with a bitter laugh, as they waited dumbly around him, their unseeing eyes clouded over, the flesh hanging limply off their rotting bones.

"It doesn't matter any more. For I have the power now, I have the means to continue the great quest for all eternity. Isn't that right, Hensel?" he asked the nearest of the Zombics, which leant on the haft of a battered, old halberd. The creature slowly turned its head towards him, its broken jaw lolling open to issue an unintelligible moan.

"He thinks he knows what the truth is, doesn't he? Well, he will learn." mused Marius Dire. "He will learn..."



# Soubles

## (1 1) Well

The public wells, of which there were several in Mordheim, were covered by rooves raised up on pillars and adorned with carvings and fountains. The city was proud of its water system. Unfortunately, like all the other wells, this one is in a parlous state and undoubtedly polluted with wyrdstone.

Choose one of your Heroes and roll a D6. If the result is equal to or lower than his Toughness, he finds one shard of wyrdstone at the bottom of the well. If he fails, the Hero swallows tainted water and must miss the next game through sickness.

# (2 2) Shop

The Merchants Guild shop has been thoroughly ransacked. Even so, there are still items scattered around the single, long room, mingled in with the rubble. Some are useful, such as cast iron pots and pans and rolls of fine cloth. All manner of smaller items are lying about – the sort of frippery which no longer has a use in a devastated city with few inhabitants.

After a thorough search you find loot worth D6 gc. If you roll a 1 you will also find a Lucky Charm (see the Equipment section, page 53).

#### (3 3) Corpse

You find a still-warm corpse. A chipped dagger sticks out of his back. Surprisingly, his possessions have not been looted.

To see what you find when you search the corpse, roll a D6:

D6	Re	sult

- 1-2 D6 gc
- 3 Dagger
- 4 Axe
- 5 Sword
- 6 Suit of light armour



# (4 4) Straggler

Your warband encounters one of the survivors of Mordbeim, who has lost his sanity along with all his worldly possessions.

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

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

Undead warbands can kill the man and gain a Zombie for no cost.

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

#### (5 5) Overturned Cart

Stuck in a ruined gateway is an overturned wagon – the covered type that nobles travel in from the city to their estates in the country. Since anyone important fled a long time ago, what is it doing here? The horses have broken their traces, or did someone cut them free?

Roll a D6 to see what you find:

#### D6 Result

- 1-2 Mordheim Map (see Equipment)
- 3-4 A purse with 2D6 gc
- 5-6 Jewelled sword and dagger. These can be kept or sold at twice the value of a normal sword and dagger, but note that the normal selling price is half the actual cost (see the Trading section for rules on selling items), so the jewelled sword will sell for 10gc, for instance.

#### (6 6) Ruined Hovels

The street consists of ruined bovels, which are leaning over at alarming angles. Not much worth looting here.

You find loot worth D6 gc amidst the ruins.





# Triples

#### (1 1 1) Tavern

The ruin of a tavern is recognisable by its sign still hanging on the wall. The upper part of the building is ruined, but the cellars are cut into rock and are still full of barrels. There are broken flagons and tankards everywhere.

You could easily sell the barrels for a good price. Unfortunately your men are also interested in the contents! The warband's leader must take a Leadership test. If he passes, the warband gains 4D6 gc worth of wines and ales which can be sold immediately.

If he fails, the men drink most of the alcohol despite their leader's threats and curses. You have D6 gc worth of alcohol left when the warband reaches their encampment.

Undead, Witch Hunter and Sisters of Sigmar warbands automatically pass this test, as they are not tempted by such worldly things as alcohol.

# (2 2 2) Smithy

The furnace and toppled anvil make it obvious what work was done here. Most of the iron and the tools have been looted long ago. Coal and slag litter the floor but there may still be weapons to be found among the debris.

Roll a D6 to determine what you find inside:

#### D6 Result

- 1 Sword
- 2 Double-handed weapon
- 3 Flail
- 4 D3 Halberds
- 5 Lance
- 6 2D6 gc worth of metal (add the value to your treasury).

#### (3 3 3) Prisoners

A muffled sound comes from one of the buildings. Inside you find a group of finely dressed people who have been locked in a cellar. Perhaps they are prisoners taken by cultists, ready to be sacrificed during Gebeimnisnacht.

Possessed warbands can sacrifice the victims (undoubtedly finishing the job of the captors). They gain D3 Experience which is distributed amongst the Heroes of the warband.

Undead warbands can callously kill the prisoners and gain D3 Zombies at no cost.

Skaven can sell the prisoners into slavery for 3D6 gc.

Other warbands can escort the prisoners out of the city. For their trouble, they are rewarded with 2D6 gc. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip the new recruit with weapons and armour, you may add a new Henchman to any of your human Henchman groups (with the same stats as the rest of the group, even if they have already accumulated experience).

# (4 4 4) Fletcher

This bovel was once the workshop of a fletcher – a maker of bows and arrows. There are bundles of yew staves and willow rods everywhere.

Roll a D6 to see what you find:

#### D6 Result

- 1-2 D3 Short bows
- 3 D3 Bows
- 4 D3 Long bows
- 5 Quiver of hunting arrows
- 6 D3 Crossbows

#### (5 5 5) Market Hall

The market ball was raised up on pillars, with the timbered corn exchange above the open market place. The upper storey has been

badly damaged, but the covered market still offers a good deal of shelter. The remains of the last market day are still lying around on the cobbles. Most of this is broken pottery and iron bots.

You find several items worth 2D6 gc in total.

#### (6 6 6) Returning a Favour

As you are returning to your encampment, you meet one of your old acquaintances. He has come to repay an old favour or debt.

You gain the services of any one Hired Sword (choose from those available to your warband) for the duration of the next battle, free of charge. After the battle he will depart, or you may continue to pay for his upkeep as normal. See the Hired Swords section on page 147.





# Four of a find

## (1 1 1 1) Gunsmith

You find the workshop of a Dwarf gunsmith. Its doors have been broken down and the rooms raided, but some of the iron strongboxes bave survived intact.

Roll a D6 to see what you find:

Result
Blunderbuss
Brace of pistols
Brace of duelling pistols
D3 Handguns
D3 Flasks of superior blackpowder
Hochland long rifle

#### (2 2 2 2) Shrine

Your warband stumbles across a ruined shrine, which is so badly damaged that it is difficult to tell which god was once worshipped within its walls. A few images remain on the painted plaster walls but they have been defaced by beretics. Fragments of smashed statues lie among the ruins. Some items appear to be covered in gold leaf, most of which has been torn off.

Your warband may strip the shrine and gain 3D6 gc worth of loot.

Sisters of Sigmar or Witch Hunter warbands may save some of the shrine's holy relics. They will gain 3D6 gc from their patrons, and a blessing from the gods. One of their weapons (chosen by the player) will now be blessed and will always wound any Undead or Possessed model on a to wound roll of 2+.

### (3 3 3 3) Townhouse

This three-storey bouse was once part of a tenement block overlooking a narrow alleyway. The street is now in ruins, but this bouse remains largely intact. Exploring it you find that the garret leans over so far that you can step out of the window into the attic of the bouse opposite.

Your warband finds 3D6 gc worth of loot.



#### (4 4 4 4) Armourer

A breastplate hanging from a pole drew your attention to this place, obviously too high up to be easily looted. The workshop is ruined and the forge has been smashed. Rooting about in the soot, you find various half-finished items of armour.

Roll a D6 to see what you find:

D6	Result
1-2	D3 Shields or bucklers (choose which)
3	D3 Helmets
4	D3 Suits of light armour
5	D3 Suits of heavy armour
6	Suit of Ithilmar armour

# (5 5 5 5) Graveyard

You find an old graveyard, crammed with sepulcires that are overgrown with ivy. The monuments to the dead are grotesque and decorated with sculpted gargoyles. The tronwork has been ripped from some of the tombs, and stones have toppled off. It looks as if some of the crypts have already been broken into by tomb robbers.

Any warband apart from Witch Hunters and Sisters of Sigmar may loot the crypts and graves and gains D6x10 gc worth of loot.

If you loot the graveyard, the next time you play against Sisters of Sigmar or Witch Hunters, the entire enemy warband will *bate* all the models in your warband. Make a note of this on your warband roster sheet.

Witch Hunters and Sisters of Sigmar may seal the graves. They will be rewarded for their piety by D6 Experience points distributed amongst the Heroes of the warband.

#### (6 6 6 6) Catacombs

You find an entrance to the catacombs and tunnels below Mordbeim.

You can use the new tunnels you found in the next battle you play. Position up to three fighters (not Rat Ogres or the Possessed) anywhere on the battlefield at ground level. They are set up at the end of the player's first turn and cannot be placed within 8" of any enemy models.

This represents the warriors making their way through the tunnels, infiltrating enemy lines and emerging suddenly from below ground.

# Hive of a find

# (1 1 1 1 1) Moneylender's House

HEREUTHEROS.

A grand mansion, that is strongly built from stone, has survived the cataclysm remarkably well. A carved coat of arms adorns the lintel above the doorway although it has been defaced by raiders and the symbols are now unrecognisable. The door itself, has been smashed open with axes and hangs open on its binges.

A STATE OF THE PARTY OF THE PAR

Inside, hidden amongst the debris, you find D6x10 gc to add to your treasury.

# (2 2 2 2 2) Alchemist's Laboratory

A narrow stairway leads down into a crypt-like dwelling which was once an alchemist's workshop. The sign still hangs from one hinge above the entrance. It looks as if this was a very old building which has remained in use for centuries although it did not survive the comet's destruction too well. The stone floor has strange symbols on it and there are charts and astrological symbols painted onto the walls.

In the ruins you find loot worth 3D6 gc and a battered old notebook. One of your Heroes may study the Alchemist's notebook, and the extra wisdom he gains will enable him to choose from Academic skills whenever he gains a new skill in addition to those skills normally available to him.

#### (3 3 3 3 3) Jewelsmith

The houses in the jewellers' quarter bave all been well and truly looted long ago. Even the rubble bas been picked over many times for fragments of gold and gems. But still, some small but valuable items may bave been overlooked.

Roll a D6 to see what you find:

D6	Result
1-2	Quartz stones worth D6x5 go
3-4	Amethyst worth 20 gc
5	Necklace worth 50 gc

A ruby worth D6x15 gc

If your warband does not sell the gems, one of your Heroes may keep them and displays them proudly. He will gain +1 to the rolls for locating rare items as merchants flock to such an obviously wealthy warrior.

## (4 4 4 4 4) Merchant's House

The merchant's bouse stands by the waterfront. It has a vaulted stone undercroft which is still stacked with barrels and hales of cloth. The foodstuffs have been looted or eaten long ago and huge rats infest the rotting hales. Up the stairs are the dwelling quarters, solidly built of timber, although hadly damaged you think you can still get up to them but you'll need to tread with care!

Inside you find several valuable objects which can be sold for 2D6x5 gc. If you roll a double, instead of finding money you find the symbol of the Order of Freetraders. A Hero in possession of this gains the Haggle skill.

# (5 5 5 5 5) Shattered Building

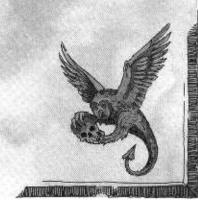
The comet destroyed this building almost completely, making it unsafe for all but the most daring to explore. But places such as this are the best for searching for wyrdstone shards.

You find D3 shards of wyrdstone amongst the ruins. In addition take a Leadership test against the warband leader's Leadership value. If passed a wardog that was guarding the building joins the warband.

#### (6 6 6 6 6) Entrance to the Catacombs

You find a well-bidden entrance to the dark catacombs which extend for miles beneath the city of Mordbeim. Although the entrance looks foreboding the tunnels will take bours off your searches of the city.

You can use these tunnels to explore Mordheim more efficiently. From now on, you may re-roll one dice when you roll on the Exploration chart. Make a note of this in your warband's roster sheet. Second and subsequent catacomb entrances you find do not grant you any additional re-rolls, although you may find further re-rolls from other sources.



# Six of a find

## (1 1 1 1 1 1) The Pit

You have come within sight of the Pit, the buge crater created by the comet. A black cloud still rises from it but you can see glowing wyrdstone everywhere. This is the domain of the Shadow Lord, the lord of the Possessed, and no-one is welcome here – even his own followers!

If you wish, you can send one of your Heroes to search for any wyrdstone hidden here. Roll a D6. On a roll of 1 the Hero is devoured by the guardians of the Pit and never seen again. On a roll of 2 or more he returns with D6+1 shards of wyrdstone.

#### (2 2 2 2 2 2) Hidden Treasure

In the depths of Mordbeim, you come across a bidden chest, bearing the coat-of-arms of one of the noble families of the town.

When you open the chest you find the following items. Roll for every item on the list separately (apart from the gold crowns) to see whether you have found it. For example, on a roll of a 4+ you find the wyrdstone.

Items	D6 Result Neede
D3 Pieces of wyrdstone	4+
5D6x5 gc	Auto
Holy relic	5+
Suit of heavy armour	5+
D3 Gems worth 10 gc each	4+
Elven cloak	5+
Holy tome	5+
Magical artefact	5+

#### (3 3 3 3 3 3) Dwarf Smithy

You find a solidly built stone workshop. A runic inscription indicates that this may have been a Dwarf smithy.

Roll a D6 to see what you find:

D6	Result
1	D3 Double-handed axes
2	D3 Suits of heavy armour
3	Gromril axe
4	Gromril hammer
5	Double-handed gromril axe
6	Gromril armour

# (4 4 4 4 4 4) Slaughtered Warband

You find the remains of an entire warband. Broken bodies lay scattered among the ruins, torn apart by some monstrous creature. You see a buge shape, which looks like an immense Possessed creature, shambling away.

After giving the dead their final rites (Sisters of Sigmar or Witch Hunters), eating them (Skaven or Undead) or looting them (anyone else!) you find the following items. Roll for every item separately (apart from the gold coins and daggers) to see if you find it. For example, on a roll of 4+ you will find the suits of light armour.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of light armour	4+
Suit of heavy armour	5+
D6 Daggers	Auto
Mordheim Map (see p55)	4+
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Bows	4+
D3 Helmets	2+

# (5 5 5 5 5 5) Fighting Arena

During better times, Mordbeim was famous for its duellists and pit fighters. You have found one of the areas used to train these warriors. The place is filled with training equipment and practice weapons.

You find a training manual, which you can either sell for 100 gc or let one of your Heroes read. The extra knowledge your Hero gleans from reading the manual entitles him to choose from Combat skills whenever he gains a new skill, and his WS may now be increased by an extra point above his normal racial maximum (for example, a Human who has the book would now have a maximum Weapon Skill of 7).

#### (6 6 6 6 6 6) Noble's Villa

You find a fine bouse which is partially ruined. It has been thoroughly ransacked and all the furniture has been stripped of its fine fabrics. Shards of broken pottery of the finest quality are scattered over the floor.

Roll a D6. If you roll 1-2, you find D6x10 gc worth of items and money to add to your treasury. On a roll of 3-4, you find D6 vials of Crimson Shade. On a roll of 5-6 you find a hidden magical artefact carefully concealed in a hidden cellar or behind a secret door. Roll on the Magical Artefacts table.

# magical artefacts table

Roll a D6 and use this table to determine which item you find when a result in the Exploration chart indicates that you have found a magical artefact. In a campaign none of these items can appear more than once, so if you find a magic item which is already in someone else's possession roll again – even if the warrior carrying it has been killed.

# 1 The Boots and Rope of Pieter

Pieter, the master thief of the Guild of Shadows, was the most famous of all the cat burglars of Mordheim. He earned the nickname 'Spider' for his daring robbertes. The secret of his success was a pair of enchanted hoots and a magical rope which he had acquired from far-off Araby.

A model wearing these boots may move normally (including running, charging, etc) on any kind of terrain, including vertical surfaces. When moving the model, simply adds the distances moved horizontally to that moved vertically, with no Initiative test needed (except to jump across gaps).

# 2 The Count of Ventimiglia's Misericordia

This dagger was used by the notorious Tilean gentleman-pirate known as the 'Black Corsair'. It is claimed that he found it in ancient Fiven ruins and legend also has it that the dagger's blade cannot be damaged in any way.

The dagger is treated as a sword. Opponents wounded by it are stunned on a result of 1-3 (Undead are knocked down as normal) and put out of action on a 4-6.

#### 3 Att'la's Plate Mail

This armour was given as a present by the Dwarf Lord Kurgan to the warlord Att'la in the time of Sigmar Heldenbammer.

Att'la's Plate Mail is a suit of gromril armour with the following three runes inscribed on it:

Rune of Spell Eating: The Hero wearing this armour is immune to all spells.

Rune of Passage: The Hero can move through solid objects, like walls (this does not mean that he can see through them).

Rune of Fortitude: The Hero has an extra wound. Note that this may take his total Wounds above his race's maximum.

# 4 Bow of Seeking

This bow was a gift to Count Steinhardt from the Elf lords of the Forest of Shadows.

Any arrow shot using this magic bow will pursue the target and hit it even if the target is behind cover. Treat this as an Elven bow that always hits on a 2+, regardless of any to hit modifier. Such is its deadly precision that all the arrows shot with this weapon count as Hunting Arrows (+1 on all Injury rolls).

Pick any enemy model in range, not just the closest, but the shooter must be able to see the target (even the tip of a target's weapon is enough – as long as the shooter is aware of the presence and position of the target, he can shoot). In addition, if any Dwarf is an eligible target, the arrows will always deviate from their intended target and try to hit the Dwarf instead. For obvious reasons this bow cannot be used to shoot at Elves.

#### 5 Executioner's Hood

Recovered from a shipwrecked Dark Elf vessel, this hood carries evil glowing runes which fill the wearer with unreasoning rage.

A warrior wearing this becomes subject to and always will be *frenzied* even if he is *knocked down* or *stunned*. He also adds +1 to his Strength in close combat, such is the power of his fury. The wearer never leaves combat under any circumstances, and will always attack opponents in base contact until they are taken *out of action*.

If there are any stunned or knocked down models within the wearer's charge range at the beginning of his turn, he will charge and attack the closest one, even if they are members of his own warband! Fight the hand-to-hand combat until one of the warriors is taken out of action.

#### 6 All-seeing Eye of Numas

This jewel was recovered from the ruins of Numas far in the south. It gives its wielder horrific nightmares that predict his future.

The bearer of the All-seeing Eye can see all models on the table top, even if they are bidden or out of sight. He can guide his fellow warband members through the ruins (this allows you to roll two dice for the bearer after battle when rolling on the Exploration chart). The bearer also has an additional 6+ save (which is not modified by Strength or weapon modifiers) against all shooting attacks and strikes in close combat, as he can sense the attacks before they are made.

All animals (such as wardogs, horses, etc) will be affected by *frenzy* when fighting against the bearer of the All-seeing Eye.



# selling wprdstone

Wyrdstone is tremendously valuable and is in constant demand by Imperial nobles. This means that finding buyers for your warband's wyrdstone is not difficult. You do not have to sell all your wyrdstone immediately after the battle – you may want to hoard it and sell it later, as selling wyrdstone in smaller quantities will increase demand and raise the price. Unfortunately, the demands of running a warband often mean that you will have to sell most of your wyrdstone as soon as you find it.

The warband must spend a large portion of its income on basic necessities such as food, drink, repair of weapons, and new arrows and ammunition, as well as celebrating! A warband leader is also expected to share any profits made by selling wyrdstone between his men which means that the more money the warband makes from such sales, the bigger the share for the men.

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



200	1010	Section 2	March III				
		1-3	4-6	7-9	10-12	13-15	16+
5	1	45	40	35	30	30	25
Sold	2	60	55	50	45	40	35
Sp	3	75	70	65	60	55	50
Shards	4	90	80	70	65	60	55
ots	5	110	100	90	80	70	65
NO.	6	120	110	100	90	80	70
-	7	145	130	120	110	100	90
	8+	155	140	130	120	110	100

# sisters of sigmar and income

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

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

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

# skaven and undead

Neither of these warbands puts much value on gold, but they send all the wyrdstone they find to their superiors and receive aid and resources in return. Skaven use their own currency for trading, while the Undead are somewhat beyond petty concepts of wealth. For Skaven, the gold crowns in the warband's treasury represent the warp tokens which the Skaven use for currency, while for the Undead it represents the favour they enjoy in the eyes of their master, Vlad von Carstein of Sylvania.

# spending income

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





and other items that have been scavenged from the ruins. In a large village such a place might cover a substantial area with many traders and merchants offering their goods and services. Small settlements are served by travelling traders.

All warbands are able to get new equipment one way or another. The most unscrupulous merchants actively trade with the Possessed Cultists, and creatures such as the Skaven have their own network of contacts, while Vampires can send the Dregs that serve them into the less salubrious settlements around Mordheim, such as Cutthroats' Haven.

# spending cash

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

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

# new recruits

New warriors are recruited in the same way as the original warband. They may be armed with any of the weapons described in the appropriate list, but cannot have additional equipment until they have fought at least one battle.

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



# recruiting Bired swords

Players may hire mercenary warriors known as 'Hired Swords' for the warband if they wish. See the Hired Swords section starting on page 147.

# new recruits and eristing Benchmen groups

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

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

# weapons

If a player wants to buy new weapons or other equipment for existing warriors, refer to the Price chart that follows. The chart lists all the equipment available in Mordheim, not just the common weapons included in the Recruitment charts. Rare items and weapons are not always available and vary in price. Remember that your warriors lack the skill to use any weapons other than the ones listed in the Recruitment charts. You may still want to buy rare items offered to you, as your warriors may be able to use them as they gain in experience.

Players should preferably complete any recruiting and trading after the battle is over, making the appropriate dice rolls whilst both players are present.

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

# trading



Trade items are divided into two sections: common and rare items. Common items can be bought quite readily in any of the numerous trading posts and settlements around Mordheim. Players may purchase as many of these items as they want. The price of common items is fixed, so players always pay the same rate for them.

Rare items are hard or even impossible to come by.

Only occasionally do such items turn up for sale and the price asked is often way above the true value. These items are often offered only to the most famous warbands, or those with the most money.

# availability

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

Whenever a Hero wants to buy a rare item, roll 2D6 and compare the result to the number stated. If the roll is equal or greater, the item is available. For example, you need to roll 9 or more to acquire an item marked 'Rare 9'. You can only buy one rare item for each successful roll. You may also only make one roll for each Hero looking for rare items. For example, if your warband has four Heroes, you may make four rolls to locate rare items. Warriors taken out of action during the last battle may not look for rare items.

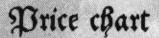
# selling

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

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

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





The following chart indicates the cost of items available for sale at trading posts. The cost of rare items is included, but such items cannot be bought unless they are available, as already described. In some cases the price is variable, and includes a basic cost plus a variable extra amount, for example 20+3D6 gold crowns. For these items the extra variable cost reflects the rarity of the item – the premium which must be paid to buy it.

HAND-TO-HAND			MISCELLANEOUS				
Item	Cost	Availability	Item	Cost	Availabilit		
Axe	5 gc	Common	Black Lotus	10+D6 gc	Rare 9		
Club, Mace or Hamme		Common		Witch Hunters, War	tor-Priests or		
Dagger	1st free/2 gc	Common		Rare 7 for Skaven)			
Double-Handed Weap		Common	Blessed Water	10+3D6 gc tor-Priests and Sister	Rare 6		
Flail	15 gc	Common	May not be bough		s of sigmar,		
Gromril Weapon	4 x Price	Rare 11	Bugman's Ale	50+3D6 gc	Rare 9		
Halberd	I0 gc	Common	Cathayan Silk Cloth		Rare 9		
Ithilmar Weapon	3 x Price	Rare 9	Crimson Shade				
Lance	40 gc	Rare 8		35+D6 gc	Rare 8		
Morning Star	15 gc	Common	Dark Venom	30+2D6 gc Witch Hunters, Warr	Rare 8		
Spear	10 gc	Common	Sisters of Sigmar)	wate namers, warr	TOT-ETIESIS, OF		
Sword	10 gc	Common	Elven Cloak	100+D6x10 gc	Rare 12		
MISSI	E WEAPONS		Garlic	1 gc	Common		
Item			(May not be boug		Committee		
CONTROL OF THE PARTY OF	Cost	Availability	Halfling Cookbook		Rare 7		
Bow	10 gc	Common	Healing Herbs	20+2D6 gc	Rare 8		
Blunderbuss	30 gc	Rare 9	Holy (Unholy) Relie		Rare 8		
Crossbow	25 gc	Common		r-Priests and Sisters			
Crossbow Pistol	35 gc	Rare 9	Holy Tome	100+D6x10 gc	Rare 8		
Duelling Pistol/brace	30 gc/60 gc	Rare 10		Warrior-Priests and			
Elf Bow	35 +3D6 gc	Rare 12	Sigmar)				
Handgun	35 gc	Rare 8	Horse	40 gc	Rare 8		
Hunting Rifle	200 gc	Rare 11	(Only available to	Humans)			
Long Bow	15 gc	Common	Hunting Arrows	25+D6 gc	Rare 8		
Pistol/brace	15 gc/30 gc	Rare 8	Lantern	10 gc	Common		
Repeater Crossbow	40 gc	Rare 8	Lucky Charm	10 gc	Rare 6		
Sling	2 gc	Common	Mad Cap Mushroon	ns 30+3D6 gc	Rare 9		
Short Bow	5 gc	Common	- Mandrake Root	25+D6 gc	Rare 8		
Throwing Knives/Stars	15 gc	Rare 5	Mordheim Map	20+4D6 gc	Rare 9		
AP	MOUR		Net	5 gc	Common		
Item	Cost	Availability	Rope & Hook	5gc	Common		
CONTRACTOR CONTRACTOR	A STATE OF THE STA		Superior Blackpow		Rare 11		
Barding	80 gc	Rare 8	Tears of Shallava	10+2D6 gc	Rare 7		
Buckler	5 gc	Common		Possessed or Undead			
Gromril Armour	150 gc	Rare 11	Tome of Magic	200+D6x25 gc	Rare 12		
Heavy Armour	50 gc	Common		Witch Hunters or Sis			
Helmet	10 gc	Common	Sigmar)				
Ithilmar Armour	90 gc	Rare 11	Warhorse	80 gc	Rare 11		
Light Armour	20 gc	Common	(Only available to	Humans)			
Shield	5 gc	Common	Wardog	25+2D6 gc	Rare 10		

(Not available to Skaven)

# Bired Swords

# recruiting Bired swords

This section introduces Hired Swords – professional mercenaries – to Mordheim campaign games. Taverns in the settlements and shanty towns around Mordheim are good recruitment centres for warriors who do not belong to any particular warband or retinue, but instead hire out their services to the highest bidder.

A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game.

Hired Swords don't belong to the warband they fight with and usually don't help the warband except by fighting. This means that they do not count towards the maximum number of warriors or Heroes in the warband and don't affect your income from selling wyrdstone. A player cannot buy extra weapons or equipment for a Hired Sword, and he

cannot sell the Hired Sword's weapons or equipment. To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

# Bire fee

When a warband recruits a Hired Sword, you must must pay his *bire fee*. Subsequently, after each battle he fights, including the first, you must pay his *upkeep fee* if you want him to remain with the warband. If the Hired Sword is killed, or you no longer require his services, you don't have to pay any upkeep! These costs are indicated in the entries for each Hired Sword.

The money paid to Hired Swords comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the Hired Sword, or want to spend it on other things, he leaves the warband. Any experience he has gained will be lost, even if you hire a new Henchman of the same type.

# injuries

If a Hired Sword goes *out of action* during the game, roll for his injuries as you would roll for a Henchman after a battle (i.e., 1-2 = Lost; 3-6 = Survives).

# Bired swords and experience

Hired Swords gain experience in exactly the same way as Henchmen. Refer to the scenarios to find out how much experience Hired Swords gain after each game.

Write the name and profile of a Hired Sword on your roster sheet in one of the Henchman group slots.

Once the Hired Sword gains enough experience for an advance, roll on the Heroes Advancement table (as opposed to Henchmen) to determine which advance

he gains. Skills available to the Hired Swords are listed under their entries.



# Pit figster ---

30 gold crowns to hire +15 gold crowns upkeep

Pit Fighters are dangerous men who make their living in the illegal fighting pits of the Empire. Many of them are slaves and prisoners but some are free men who earn their living from savage pit fights in settlements like Cutthroat's Haven or Black Pit. Even though pit fights are banned in many provinces, they are very popular and a great deal of money is wagered on the outcome. Thus many authorities turn a blind eye to these bloodsports.

When not in the pits, Pit Fighters offer their services to the bighest bidders, and they readily find employment in warbands intent on exploring the ruins of Mordbeim. Pit Fighters are powerful and dangerous fighters, and their unique weaponry gives them an advantage against almost any opponent.

May be Hired: Any warband apart from Undead and Skaven may hire a Pit Fighter.

**Rating:** A Pit Fighter increases the warband's rating by +22 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	1	A	Ld
Pit Fighter	4	4	3	4	4	1	4	2	7

**Equipment:** Morning star, spiked gauntlet and helmet. The spiked gauntlet counts as an additional hand weapon and a buckler. And no, your Heroes cannot learn to use it!

Skills: A Pit Fighter may choose from Combat, Speed and Strength skills when he gains a new skill.

# 🚤 Ggre bodyguard 🛶

80 gold crowns to hire +30 gold crowns upkeep

Ogres are large, brutish creatures, standing some ten feet tall, and all of it bone and muscle. For this reason they are much in demand as bodyguards and mercenaries, despite their lack of brains. A warband backed up by an Ogre makes a fearsome enemy, since Ogres are extremely dangerous fighters and a terrifying sight to behold when enraged. They happily accept any employer, as they are notoriously unbothered about who they fight for.

May be Hired: Any warband except Skaven may hire an Ogre Bodyguard.

Rating: An Ogre Bodyguard increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

 Profile
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 Ld

 Ogre
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 2
 4
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 3
 3
 2
 7

Weapons/Armour: Either two swords, axes or clubs (or any mix of them), or a double-handed weapon (you may choose which). Ogres wear light armour.

## SPECIAL RULES

Fear: Ogres are large, threatening creatures that cause fear. See the Psychology section for details.

Large: Ogres are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at an Ogre, even if it is not the closest target.

**Skills:** An Ogre may choose from Combat and Strength skills when he gains new skills.





15 gold crowns to hire +5 gold crowns upkeep

Halflings are diminutive creatures, generally more concerned with the timing of their next meal (or two) than with military pursuits. They range from three to four feet tall, and are neither very strong nor tough, but are naturally good shots and steadfast in the face of danger. Some Halflings are more adventurous than others, however, and these bold spirits are much sought after by mercenary bands, for they are splendid archers, and excellent cooks to boot.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire a Halfling Scout.

Rating: A Halfling Scout increases the warband's rating by +5 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	1	A	Ld
Halfling	4	2	4	2	2	1	4	1	8

Equipment: Bow, dagger and a cooking pot (counts as a helmet).

#### SPECIAL RULES:

Cook: Halflings are renowned for their cooking skills. A warband with a Halfling Scout may increase its maximum size by +1, as warriors from all around are attracted by the smell of great food! Note that this does not increase the maximum number of Heroes you may have.

Skills: A Halfling may choose from Speed and Shooting skills when he gains a new skill.

# - Warlock -

30 gold crowns to hire +15 gold crowns upkeep

Wizards, shamans, mystics, all these and more are associated with men who can wield the power of magic. All magic is potentially dangerous and originates from Chaos, so those blessed (or cursed) with the power of sorcery are bated and feared.

Still, it is not difficult to find employment if you are a wizard, for many are willing to take the risk of persecution. But biring a Warlock does not only mean that you lose your gold – if the teachings of the Cult of Sigmar are to be believed, your soul is at risk as well...

May be Hired: Any warband except Witch Hunters and Sisters of Sigmar may hire a Warlock.

**Rating:** A Warlock increases the warband's rating by +16 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warlock	4	2	2	3	3	1	4	1	8

Equipment: A Warlock carries a staff.

#### SPECIAL RULES:

**Wizard:** Warlocks are magicians and have two spells generated at random from the Lesser Magic list. See the Magic section for details.

Skills: Warlocks may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lesser Magic spell list.





50 gold crowns to hire +20 gold crowns upkeep

Just as warriors of the lower social orders can become mercenaries, squires or nobles may offer their skills for bire by becoming a Freelancer or 'robber knight'. Freelancers are often the younger sons of nobles, who have inherited little but their weapons, horse and armour. Having become disillusioned with their lot in life they have taken the only road available to them: that of a Hired Sword.

Financial considerations take precedence over the dictates of bonour and chivalry. Many Freelancers have drifted to the shanty towns surrounding Mordbeim, and offer their considerable strength to the bighest bidders.

May be Hired: Mercenaries and Witch Hunters may hire Freelancers.

**Rating:** A Freelancer increases the warband's rating by +21 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Freelancer	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

**Equipment:** Heavy armour, shield, lance and sword. If you are using the optional rules for mounted models, a Freelancer rides a warhorse. When mounted, the Freelancer has an armour saving throw of 3+. On foot his save is 4+.

Skills: A Freelancer may choose from Combat and Strength skills when he gains a new skill.



# 🚤 Elf ranger 🚤

40 gold crowns to hire +20 gold crowns upkeep

Elves are a wondrous race: litbe, tall, beautiful, longlived and magical. For the most part they are feared and distrusted by humans, though some live in the cities amongst men and offer their services as minstrels and archers in return for a high fee.

Though Elves become rarer in the Old World each year, there are still some roaming on the trackless paths of the Drakwald Forest and the Forest of Shadows.

Elves sensibly tend to avoid the ruins of Mordbeim, for in the City of the Damned there is little to attract that fey and strange race, but sometimes they are bired by treasure bunters, for few can match their skill with a bow, or their inhuman quickness and agility. The senses of an Elf are much keener than any human's, and they make excellent scouts.

May be Hired: Mercenaries and Witch Hunters may hire Elf Rangers. Warbands which include Dwarfs may hire Elf Rangers, but must pay 40 gold crowns after each battle instead of 20.

Rating: An Elf Ranger increases the warband's rating by 12 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	5	T	W	I	A	Ld
Elf Ranger	5	4	5	3	3	1	6	1	8

Equipment: Elf bow, sword and Elven cloak.

Skills: An Elf Ranger may choose from Shooting and Speed skills when he gains a new skill. In addition, there are several skills unique to Elf Rangers as detailed below, which he can choose instead of normal skills. Note that these special skills can only be acquired through experience. They are not possessed by a new recruit.

#### SPECIAL RULES

Seeker. When rolling on the Exploration chart, the Elf Ranger allows you to modify one dice roll by -1/+1.

Excellent Sight. Elves have eyesight unmatched by mere humans. The Elf Ranger spots Hidden enemies from two times as far away as other warriors (ie, twice his Initiative value in inches).

#### ELVEN SKILLS

Fey. Hostile magic spells will not affect the Elf on a D6 roll of 4+.

Luck. The Elf Ranger is blessed by Lileath, the Elven goddess of luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).



## Swarf troll slaper



25 gold crowns to hire +10 gold crowns upkeep

Troll Slayers are members of the morbid Dwarf cult whose followers are obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind.

Troll Slayers are insanely dangerous individuals, psychopathic and violent. However, there are few better fighters, so they are much sought after when warriors are needed.

Known as 'Hired Axes', Troll Slayers who come to Mordbeim find plenty of opportunity to indulge their deathwish.

May be Hired: Mercenaries and Witch Hunters may hire a Dwarf Troll Slayer. Warbands that include Elves may hire Slayers, but must pay 20 gold crowns after each battle instead of 10 gold crowns. Dwarfs won't put up with weak pointy-cared folk unless they have to, or are adequately compensated for their suffrance.

Rating: A Dwarf Troll Slayer increases the warband's rating by 12 points plus 1 point for each Experience point he has.

 Profile
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 Troll Slaver
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 3
 3
 4
 1
 2
 1
 9

Weapons/Armour: Two axes or a double-handed axe (the hiring player may choose).

Skills: A Troll Slayer may choose from Combat and Strength skills when he gains a new skill. In addition, there are several skills unique to Dwarf Troll Slayers which he can have instead of normal skills when he gains a new skill.

SPECIAL RULES Deathwish, Troll

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

**Hard to Kill.** Troll Slayers are tough, resilient individuals who can only be taken *out of action* on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as *stunned*.

**Hard Head.** Troll Slayers ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out!

#### TROLL SLAYER SKILLS

Ferocious Charge. The Dwarf may double his attacks on the turn in which he charges. He will suffer a -1 to hit penalty on that turn.

Monster Slayer. The Troll Slayer always wounds any opponent on a D6 roll of 4+, regardless of Toughness, unless his own Strength (with weapon modifiers) would mean that a lower result than this is needed.

Berserker. The Dwarf may add +1 to his to hit rolls during the turn in which he charges.



## Show me the Money

The taverns in the settlements around Mordheim make good recruitment centres for warriors to sell their services to the highest bidder. Here, Mark Havener describes two more Hired Swords that can be recruited by your warband.

## Imperial Assassin

40 gold crowns to hire + 20 gold crowns upkeep

Politics is a dangerous game and not all dangers are found on the battlefield. The Assassin specializes in removing 'obstacles' with discretion. He will bire himself out to the highest hidder and satisfaction is guaranteed. The Assassin calmly dispatches his rather distasteful duties with fastidiousness and finesse. In hetween jobs, such a man will often join a wandering warband in order to bone his skills; assassination is not a profession for the slow or dull-witted!

May Be Hired: Any warband except Witch Hunters, Sisters of Sigmar or Skaven may hire the Assassin.

Rating: An Imperial Assassin increases the warband's rating by +22 points, plus 1 point for each experience point he has.

Profile	M	ws	BS	S	T	w	1	A	Ld
Assassin	4	4	4	3	3	1	5	2	8

Weapons/Armour: Sword, dagger, throwing daggers and a crossbow pistol.

#### SPECIAL RULES

Weapons Master: The Assassin is a master of weapons and may use any weapon he finds. You may purchase weapons for the Assassin just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give an Assassin is his to keep – he will not give it to another warband member later. In addition, although he knows how to use them, an Assassin will never

use a blackpowder weapon as such devices are far too conspicuous in their use for someone in his profession.

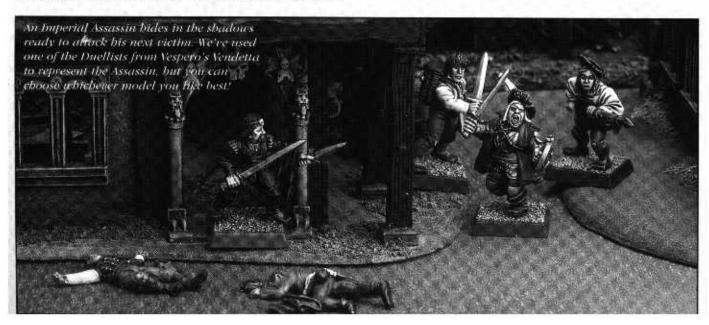
Poisoner: Assassins specialize in the use of poisons. The Assassin starts each game with his weapons poisoned with either Black Lotus or Dark Venom. The controlling player decides which poison the Assassin is armed with before the game starts, and this poison does not need to be traded for. And no, the Assassin cannot poison other warband members' weapons, nor will he loan his out!

**Skills:** An Assassin may choose from Combat, Speed, Shooting skills or Unstoppable Charge from the Strength skills list when he gains a new skill. He may also choose from the special Assassin skills below.

#### ASSASSIN SKILLS

Backstabber: The Assassin specializes in attacking his targets when their back is turned. The Assassin may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. This bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

**Hide in Shadows:** The Assassin can blend into the shadows so that his opponents will not see him. As long as he is within 1" of a wall or other linear obstacle (hedge, fence, well, etc.), opposing models must pass an Initiative test in order to charge or shoot at him.



## Tilean Marksman

30 gold crowns to hire + 15 gold crowns upkeep

The Empire is not the only place that breeds mercenaries. The constant warring among the city-states of Tilea provides many opportunities for a man who knows how to use a weapon. Still, sometimes the fighting dies down in Tilea and many of these mercenaries are forced to seek employment in other lands. Many of these temporarily unemployed mercenaries have beard of the trouble brewing in Mordbeim and have come seeking a new patron.

May Be Hired: Any warband except Skaven, Orcs or Undead may hire the Tilean Marksman.

Rating: A Tilean Marksman increases the warband's rating by +16 points, plus 1 point for each experience point he has.

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

Weapons/Armour: Light armour, sword, dagger and crossbow.

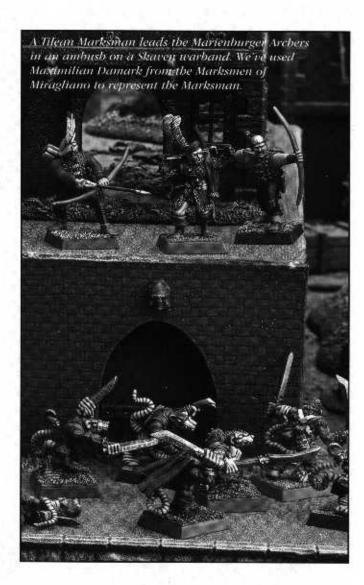
#### SPECIAL RULES

Steady Hands: The Tilean Marksman's aim never wavers. He ignores 'to hit' modifiers for long range when shooting his crossbow.

Dead Eye Shot: The Marksman has the eyes of an eagle and can hit the smallest target. He ignores 'to hit' modifiers for cover when shooting his crossbow.

Skills: A Tilean Marksman may choose from Shooting skills when he gains a new skill.





"And I say we were here first; you'd better leave!"

The argument had been going for a solid fifteen minutes, with neither party budging from their position. Reinhold stooped to press his face close to his scarlet-faced adversary, the leader of the Dwarf warband. Dwarfs were infamous for their stubbornness, and this individual seemed to be out to prove that his reputation was well founded. Both warband leaders had warriors scattered throughout the ruins of the big hall. Crossbows were nocked and aimed on both sides, and the stress was showing on several of the Human faces. The Dwarfs seemed strangely calm.

Suddenly the door burst open, slamming one of the members of Reinhold's band into the wall. Through the doorway, barely able to enter the room because of his incredible bulk, strode an Ogre mercenary. The creature stopped as soon as it was fully in the room. It was indeed a frightening sight, and the man to the Ogre's left scarcely reacted when the monster grabbed the crossbow from his hands and crushed it in a huge fist.

"Ah, there you are Ronch!" cried the Dwarf warband leader, a smile springing into his normally dour features, "I was wondering when you'd get here. These gentlemen want to force us to leave. Convince them that we should stay."

"RONCH SMASH!" bellowed the Ogre. He threw the remnants of the crossbow across the room and brought up his enormous sword preparing to cut the excrossbowman in two. His poor victim was frozen in shock, and could do nothing to stop his fate.

Fortunately for him, he didn't need to, for in the next instant the Ogre froze, a look of shock and horror fixed to his face. The creature's mouth moved slowly, but no sound escaped. Then the hulking brute toppled forward and fell face down into the dust that covered the floor. Out of his back protruded a dagger.

Standing in the doorway was a man, somewhat smaller than average in height, with nondescript looks and the barest hint of a smile on his face. He would have looked like any nobleman's foppish son, if it were not for the utilitarian look to his night-black clothing and the utter lack of emotion in his eyes.

"Miss me?" asked Dirk, the assassin that Reinhold had hired. The warband leader just smiled. It looked like they would get to stay after all...

# Pramatis personae

his section details some of the strangest and most famous (or infamous) characters to be found in Mordheim and the outlying settlements. Occasionally, these warriors join forces with a warband (usually demanding wyrdstone or a bag of gold in payment).

The following characters (known as 'special characters') are hard to find and expensive to hire – you must be lucky and wealthy to attract their attention.

This list does not, by any means, include all the famous warriors and cold-hearted killers you could encounter in Mordheim. There are famous

character in your warband. A warband may employ as many special characters as it likes – if it can afford them!

You can only ever have one of a particular special

### footing for special characters

After a battle, you can send any number of your Heroes to look for a special character. Only Heroes can look (Henchmen are rarely trustworthy enough). Heroes who went *out of action* in the last battle are unable to join the search because they are recovering from their wounds.

Heroes who are looking for a special character cannot look for rare items. Decide which special character you are seeking, and how many Heroes have been sent to look for him. Roll a D6 for each searcher. If any of the searchers rolls under his Initiative he has located the special character. You can, of course, only find one of a particular special character, no matter how many searchers roll under their Initiative.

## Bire fee

The warband must pay the *bire fee* for the special character when he is recruited, and after each battle he fights, including the first, you must pay an *upkeep fee*. These fees are indicated in the entries. This money comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the special character he leaves the warband.

## experience, injuries and equipment

Special characters have their own equipment. Only they may use this equipment; it can't be given to other warriors. Furthermore, you cannot buy extra weapons or equipment for a special character.

> Special characters do not earn Experience points, although they suffer serious injuries, just like Heroes, if they are taken *out of* action.

Each special character's description tells
you how much to add to your
warband's rating for including them
(taking into account their
experience and abilities).



## Alenur, the sword of twilight

Any famous swordsmen have come to Mordbeim to make their fortune, but few can match the terrifying reputation of the Elf swordsman Aenur. This mighty warrior was responsible for slaying the entire Possessed warband of Karl Zimmeran, and single-handedly cleansed the Rat Hole, a settlement that had been overrun by Beastmen.

Rumours about Aenur's origin abound. Elves usually avoid human settlements, and Mordheim in particular, but for some reason the tall, pale swordsman has stayed in the proximity of the ruined city for months.

Some say Aenur comes from beyond the Great Ocean, from the fabled Elven kingdoms, and that he is the captain of the legendary Order of Swordmasters. Others claim that he is a Wood Elf prince in exile. Aenur bimself says little about his past and those who are wise do not question him.

Whenever a warband prepares an expedition to explore the inner city, there is a chance they may hear a sharp rap at the gate of their encampment – their unexpected visitor will be Aenur, offering his services to their leader.

If, indeed, Aenur seeks something in the grim ruins of Mordheim, no-one knows what this might be. Some say that he wishes to explore the Pit itself, and slay the enigmatic Shadow Lord, though such a task must surely be above even this mighty warrior.

Aenur is tall even for an Elf, and beneath his finely woven Elven cloak be wears armour of gleaming ithilmar. He carries a sword of immense size which is rumoured to have arcane properties. Certainly noone who has been struck by it has ever lived to tell the tale.

Hire Fee: 150 gold crowns to hire.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Aenur.

Rating: Aenur increases the warband's rating by +100 points.

M WS BS S T W I A Ld

Aenur 5 8 4 4 3 2 7 3 8

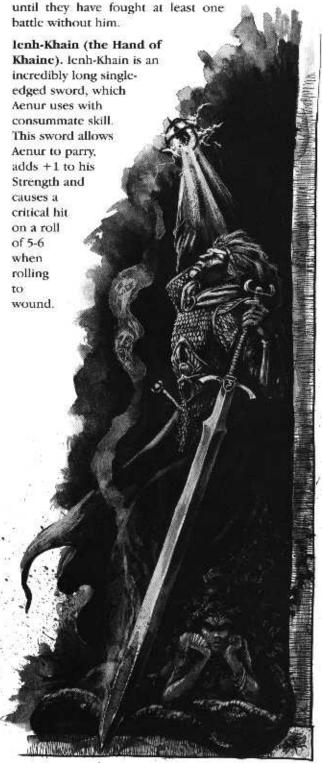
**Weapons/Armour:** Acnur wears ithilmar armour, an Elven cloak and carries an enormous sword known as *Ienh-Khain*.

Skills: Aenur has the following skills: Strike to Injure, Expert Swordsman, Step Aside, Sprint, Lightning Reflexes, Dodge and Mighty Blow.

#### SPECIAL RULES

**Invincible Swordsman.** Acnur always hits his opponents on a roll of 2+ in hand-to-hand combat.

Wanderer. Aenur only ever stays with a warband for the duration of the battle. A warband who used Aenur in their last battle may not seek him out



## 4

## Boßann the knife

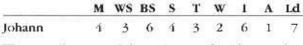
et your bands off me, brute! Let go of me, and Of the many cutthroats and assassins for hire that 🕽 Ell tell you what I know. So, you seek Johann infest the settlements around Mordheim, Johann the the Knife! Take my advice, friend, do not speak bis Knife is the most famous. He exhibits his vocation as name out loud. He does not like people talking about hired knife-fighter and assassin extraordinaire by the bim in the street. What do you seek bim for anyway? various lethal-looking daggers hanging from his belt, So, you've got a job for him! Well, why didn't you say and the mean glint of his eyes. Johann wears dark so before? I cannot say where you might find him, leather gear, slightly out of fashion, which has never because I do not know myself. Who does? Anyway, no been washed (or so the barmaids say). His long face matter. When he hears word, he will find you soon bears the scars of many a fight, and his unkempt hair enough! Ha! ha! It will cost you though, for be likes is lank and greasy. gold, does Johann. He knows this city - what's left of

Johann's purse is always heavy with gold, and he takes no trouble to hide it, since only a fool would try to steal it from him. Many have tried, and all have died... very quickly. The craftsmanship and quality of Johann's daggers is beyond compare, as he has taken them from the bodies of the many wealthy, but unskilful, opponents he has despatched in vicious duels.

**Hire Fee:** 70 gold crowns to hire; +30 gold crowns upkeep cost. Johann is addicted to Crimson Shade, so you may hire him for one portion of Crimson Shade if you wish.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Johann.

**Rating:** Johann the Knife increases a warband's rating by ±60 points.



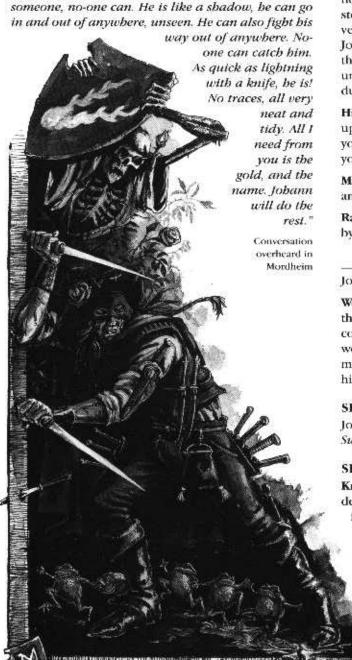
Weapons/Armour: Johann is armed with countless throwing knives and several long daggers (he always counts as having two swords in close combat). His weapons are always coated with Black Lotus and he may take Crimson Shade before a battle if you want him to.

#### SKILLS

Johann has the following skills: Dodge, Scale Sheer Surfaces, Quick Shot, Eagle Eyes and Knife Fighter.

#### SPECIAL RULES

Knife Fighter Extraordinaire: Johann has a deserved reputation for being the greatest knifefighter in whole of the Empire. Unlike normal warriors, he can combine the Knife Fighter and Quick Shot skills (yes, he can throw six throwing knives in one turn if he does not move!).



it - like the back of his band. If he can't find

## Bertha Bestraufrung, sigh matriarch of the sisterhood -

gears ago, Bertha sought refuge in the strict discipline and devotions of the Sisters of Sigmar. Only the warrior god of the Empire was worthy of her esteem. Only He was constant and faithful. And had not holy Sigmar, in truth, chosen her to be one of his handmaldens?

The pure blood of the Unberogens runs in Bertha's veins, as evinced by her long golden plaits and fierce blue eyes, which can freeze a Goblin at twenty paces with an icy glare. Even her voice commands authority, turning strong, hairy-thewed men into trembling wretches.

The Sisters look up to Bertha as an example of holy womanbood. She rose rapidly through the ranks of the Sisterbood, and on her deathbed the revered Matriarch Cassandra named Bertha her successor, new High Matriarch, and Abedissa of Sigmar's Rock.

Sometimes, as Bertha straps on her Gromril armour in the light of dawn, she reflects on the lost innocence of her youth. Then, angrily, she tightens the studded leather straps tightly over her iron-hard limbs and strides outside to spend bours practising with her great warbammers, preparing herself, as a bride of Sigmar should, for the day of battle.

Extract from the Tome of Heroes

Hire Fee: None, Bertha will come to the aid of any Sisters of Sigmar warband if they send one or more of their Heroines to look for her in the normal manner, rolling under their Initiative (representing their efforts to gain audience with the High Matriarch). If she does grant an audience, she might decide that her personal help is needed in the forthcoming battle. She will only come to the aid of a Sisters of Sigmar warband if their enemy has a higher warband rating. Consult the table below, and roll a D6 to see whether Bertha will aid the warband.

Warband Rating	Dice roll required
0-49	NiI
50-99	6+
100-149	5+
150-199	4+
200+	3+

4 5 3 4 4 2 4 3 10

May be Hired: Bertha Bestraufrung will only join Sisters of Sigmar warbands.

Rating: Bertha increases a warband's rating by +105 points.

Bertha

Weapons/Armour: Bertha is armed with two Sigmarite warhammers, wears gromril armour, and carries a vial of blessed water and a holy relic.

#### SKILLS

Bertha has the following skills: Mighty Blow, Unstoppable Charge and Righteous Fury.

#### PRAYERS OF SIGMAR

Bertha knows all six Prayers of Sigmar.

#### SPECIAL RULES

**High Matriarch**. As the High Matriarch of the Sisters of Sigmar's Mercy, Bertha will



## Deskit, high executioner of clan eshin ——

It killed us all! We couldn't stop it, our weapons broke against its body... It was black, like a shadow, and it was moving so fast, cutting men to shreds left and right. We fought, yes we fought hard, and old Marcus even tried his trick with the oil flask. It was engulfed by flames and for a moment we thought we'd stopped it. No way, it came out of the fire, still ablaze. It was as if it didn't care! That was too much and those left of us ran for it. Still it followed us, on and on, relentless and merciless. There was no escaping, no biding, its red eye could always spot you. Ob that eye... that eye..."

Last words of Fritz Huber at the Inn of the Red Moon,

way through the guards, but at a very high cost. He suffered terrible wounds and would have certainly died, but the Nightmaster of Clan Eshin made a pact with the Warlock Engineers. The Skaven scientist-sorcerers replaced various parts of Veskit's body with their part technological, part magical implants and made him into a walking arsenal of deadly weapons. Veskit is now more a machine than a living thing, and his thirst for killing has become almost uncontrollable.

When news of the wyrdstone came to the hidden

Veskit managed to take the prisoner back, fighting his

When news of the wyrdstone came to the hidden fortress of Clan Eshin, the Nightmaster sent Veskit to Mordheim to deter the man-things from exploring the city, which rightfully belonged to the Skaven. From that day on, many adventurers have met their end in the dark allies of Mordheim. Veskit's unblinking eye misses nothing, and those he hunts on the streets of Mordheim never return to the Gargoyle Gate.

Hire Fee: 80 gold crowns to hire; +35 gold crowns upkeep cost.

May be Hired: Veskit may only be hired by Skaven warbands.

Rating: Veskit increases the warband's rating by +70 points.

M WS BS S T W I A Ld Veskit 5 5 4 4 4 2 5 4 8

Weapons/Armour: Eshin Fighting Claws (the extra attack is included in his profile). Each Fighting Claw incorporates an in-built warplock pistol, so Veskit can shoot in every turn, and he fights in close combat with Strength 5 and a save modifier of -3 (note that he can still parry twice with his claws!).

#### SPECIAL RULES

Unfeeling. Veskit is a cold, calculating killing machine, and feels few of the emotions that living things do. He is therefore immune to all psychology.

No Pain. Veskit ignores knocked down and stunned results on the Injury chart. He must lose his last wound and be taken out of action before he is removed from battle.

Unblinking Eye. Thanks to the sorcerous devices built by the Warlock Engineers of Clan Skryre, Veskit can spot hidden enemies within twice his Initiative value in inches.

Metallic Body. These give Veskit his high Toughness and a 3+ armour save.



Ince I was a god, the ruler of the great dark circle which the insect-like creatures of this world call Morrslieb. I was beyond good and evil, mp powers wared great as I used the very core of mp world to grant me power over matter and mind.

As time passed, I lusted for power. I reached out to the greater realms, conspired, and there was war in the black heavens. The third part of the Host of Chaos rose up in arms with me and waged war on the greater powers of the Utterdark and sought to destrop them. The skies were lit with the flames of battle.

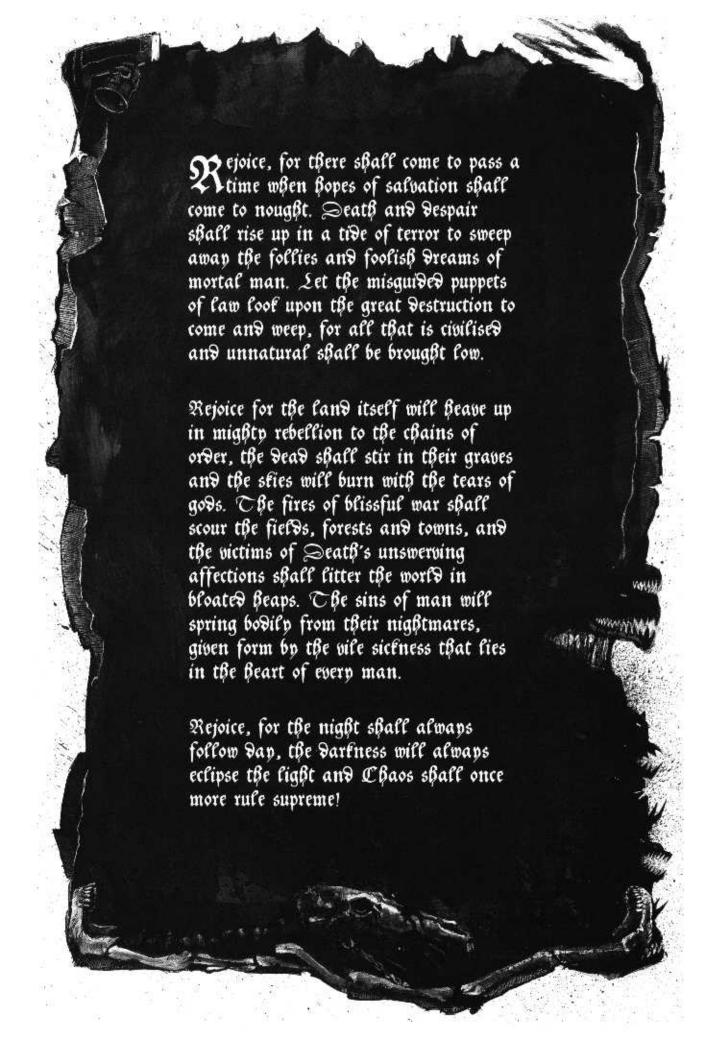
But the war turned against me and life a fiery star I was cast down, exiled from mp losty abode, only a shard of mp world with me to give me power and dominion over the lands beneath. In mp majesty I descended, and mp coming brought down the lowly abodes of the pathetic beings which inhabit this poisonous, repulsive world.

As I plummeted down and all was chaos and destruction before me, the Sark Shard, mp very essence of life was shattered. Now lie almost powerless, a mere shadow of mp former self, a dping busk alone in this alien world.

I have made this black pit beneath the earth mp grave realm, and send mp thoughts before me, bending the miserable creatures of this place to mp will. The few survivors of mp coming knelt before me, and worshipped me as their god, mistaking me for one of the greater powers who exiled me. I changed them to a form more suitable to mp service, and sent them out to hunt for the dark shards which hold mp power.

Now others come from lands beyond to steal that which is mine, and once more there is war, an echo of the greater battle I once fought. But I shall rise from mp grave and wreak vengeance on all living things, for I am Shadowlord, the king of kings, and soon this world shall be mine...







## Gptional rules

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

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



## New critical hit charts

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

## • missile weapons —

(Bows, crossbows, blackpowder weapons, throwing knives etc.)

- 1/2 Hits a Weak Spot. The missile penetrates its target's armour. Ignore all armour saves.
- 3'4 Ricochet. If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.
- 5'6 Master Shot. The missile hits an eye, the throat, or some other vulnerable part. The target suffers 2 wounds instead of 1. There is no armour save.

## ◆ bludgeoning weapons →

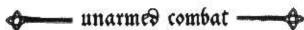
(Clubs, maces, hammers, flails, double-handed hammers etc.)

- 1/2 Hammered. The target is knocked off balance. Your opponent may not fight this turn if he hasn't already fought.
- 3'4 Clubbed. The hit ignores armour saves and saves from helmets.
- Wild Sweep. Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.
  - Bludgeoned. The victim automatically goes out of action if he fails his armour save. Even if he has several wounds remaining, he will be taken out of action by this attack.

## bladed weapons -

(Swords, axes, double-handed swords etc.)

- 1/2 Flesh Wound. This attack hits an unprotected area, so there is no armour save.
- 3'4 Bladestorm. The warrior unleashes a virtual hail of blows. The attack causes 2 wounds instead of 1. Take armour saves separately for each wound. Remember that, as with other critical hits, if an attack causes multiple wounds for other reasons as well, you choose the highest number of wounds.
- 5'6 Sliced! The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.



(Wardogs, warhorses, Zombies, Possessed, animals etc.)

- 1/2 Body Blow. Your opponent staggers, allowing you to seize the initiative and make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.
- 3'4 Crushing Blow. The blow lands with tremendous force. You gain +1 to the Injury roll if your opponent fails his save.
- 5'6 Mighty Blow. With a mighty punch or flying kick, you send your opponent sprawling to the ground. The attack ignores armour saves and you gain +2 to any Injury rolls.

## thrusting weapons

(Spears, halberds, lances etc.)

- 1'2 Stab. With a quick strike, you penetrate your opponent's defences. You gain +1 to any Injury rolls. Armour saves are taken as normal.
- 3'4 Thrust. The thrust lands with great force and the target is knocked down. Take armour saves as normal and see whether the model suffers a wound.
- Kebab! The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

## Escaping from combat

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

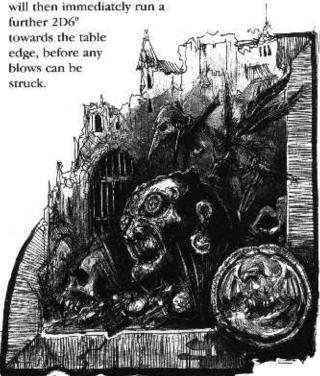
Declare which of your warriors will try to escape from combat at the start of your movement phase, at the same time as you declare charges. Turn the models around to show this.

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

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

If successful he will stop, but may not do anything else during that turn. If the test is failed, he will continue to run 2D6" towards the closest table edge and must test again the following turn if he is still on the table.

If a warrior is charged whilst he is fleeing, the charger is moved into base contact with him as normal, but the fleeing warrior will then immediately run a







## Rewards of the shadowlord

When a Magister or Mutant from a Possessed warband has accumulated enough experience, instead of picking a skill, he may roll on the Rewards table below. This represents the pilgrimage of the Mutant or Magister to the Pit, where he can be seech a favour from the Shadowlord himself. Roll 2D6.

- Wrath of the Shadowlord! The warrior is mutated beyond recognition and vanishes into the ruins, joining the many other horrors that roam Mordheim.
- 3'6 Nothing Happens. The capricious Shadowlord ignores the pleas of his servant.



- 7'8 Mutation. The warrior develops a severe mutation. Roll a D6. On a roll of 1 you lose a single point from one of your warrior's characteristics (chosen by you), due to atrophy, or some such degrading mutation. On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.
  - 9'10 Chaos Armour. The warrior's body becomes encrusted with an arcane, all-enveloping suit of armour. This confers a basic 4+ save, but does not affect the model's ability to cast spells or move in any way.
  - Daemon Weapon. The warrior receives a weapon with a bound Daemon inside it. This weapon adds +1 to his Strength in close combat, grants a +1 bonus on all to hit rolls using it. The user may choose the weapon's form (a sword, an axe. etc), though it will not have any of the special abilities normally associated with common weapons of that type. An axe with a bound Daemon, for example, will not benefit from the usual extra save modifier.
  - 12 Possessed! A Daemon takes over the soul and body of the warrior. He immediately gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon weapons.



## Mounted warriors

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

### mounted models in mordheim

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

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

Mounted warriors automatically have an armour save of 6+, even if the rider is wearing no armour. This represents the extra protection afforded by the horse. If the rider is wearing armour his armour save will be +1 better than it would be if he were on foot.

In close combat, a warhorse can make 1 attack, but a normal horse has no Attacks characteristic and therefore does not attack in close combat.

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

## mounted models and movement

Mounted models may not move into buildings. This limits their movement to relatively flat surfaces such as streets.

A horse or warhorse may jump over an obstacle up to 2" in height with no movement penalty.

## spooting at mounted warriors

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

## mounting/dismounting

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

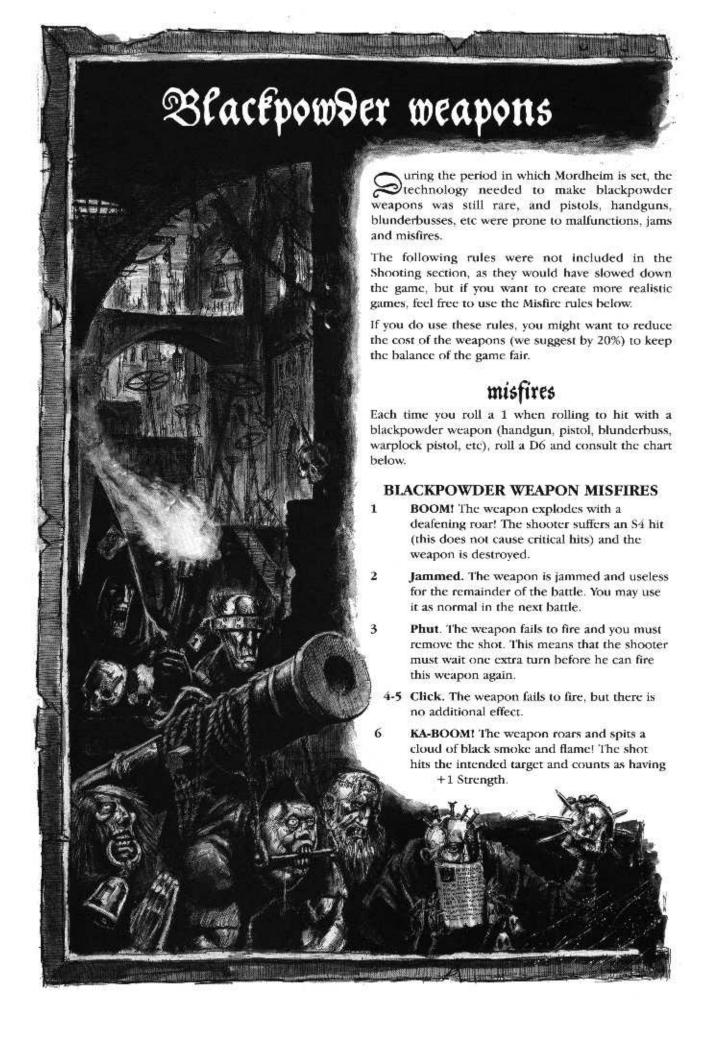
A cavalryman who has dismounted is considered to be followed by his steed wherever he goes and may mount it again whenever he wishes, provided he is not inside a building or in any other place where the mount could not be used (such as on a roof). The warrior loses half his movement when remounting and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

Replace a mounted warrior with a model that is on foot if dismounting, and vice versa.

### mounts and campaigns

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





## Fighting individual battles

ne thing we discovered during playtesting Mordheim was that after a while very experienced warbands became virtually unbeatable when fighting against novice warbands.

Whilst this might be amusing for the player with the experienced warband, it will result in a very one-sided battle, where the inexperienced warband is swiftly crushed, without even a chance to put up a decent fight. Although the underdogs system balances this out somewhat, it is often much more fun to play with roughly equal forces, especially when introducing new players to the game.

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

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

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

#### weapons & armour

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

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

The weapons you choose for your warriors must be represented on the models. This way your opponent will know what he is facing (and he will not be shocked to discover in the middle of the game that the warrior who looks like a Halfling with a bow is in fact an Ogre with a club!).

The exceptions to this rule are knives and daggers, which you may assume are tucked in boots or concealed in their clothes, if not actually represented on the model.

## upgrading Beroes

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

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

Movement +15gc per point.

Weapon Skill +15gc per point.

Ballistic Skill +15gc per point.

Strength +25gc for the first increase/+35gc

for each additional increase.

Toughness +30gc for the first increase/+45gc

for each additional increase.

Wounds +20gc for the first increase/+30gc

for each additional increase.

Initiative +10gc per point.

Attacks +25 GC for the first increase/+35gc

for each additional increase.

Leadership +15gc per point.

Skills: +40gc for each skill. You may

choose one skill at this price for each characteristic increase you take. Choose from the skills normally available to your

warrior.

### ready for battle

The warband is now ready to fight against your opponent.

## MORDHEIM PLAYSHEET

## Turn sequence

1. Recovery

2. Movement

3. Shooting

4. Close combat

### Recovery

During the recovery phase you may attempt to rally any of your models that have lost their nerve. To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied. The model cannot move or shoot for the rest of the turn, but can still cast spells. If the test is failed, the model continues to flee towards the closest table edge.

A model cannot rally if the closest model to him is an enemy model.

During the recovery phase, warriors that have been stunned become knocked down instead and warriors who have been knocked down may stand up.

### Movement

In your movement phase, you may move your warriors in the following order:

1. CHARGES

2. COMPULSORY MOVES

3. REMAINING MOVES



A running warrior moves at twice its normal speed. A model may not run if there are enemy models within 8" at the start of the turn.

A running warrior may not hide or shoot that turn, though it may cast spells.

#### CHARGES

Without measuring the distance, declare that the model is charging and indicate which enemy warrior it is going to attack. Warriors charge at twice their normal speed.

Once opposing models are touching bases, they are engaged in hand-to-hand combat.

You may not charge a model if there is another enemy model within 2" of the most direct charge route.



#### CLIMBING

A warrior may climb a height equal to its Movement value in a single movement phase. Take an Initiative test, If it fails while climbing up, it cannot move that turn. If it fails while climbing down, it falls (see Falling, below).

#### JUMPING DOWN

Warriors may jump down from high places, up to a maximum height of 6". Take an Initiative test for each full 2" the warrior jumps down. If it fails any of the tests the model falls down and takes damage as detailed in Falling.

#### DIVING CHARGE

A warrior may make a diving charge against an enemy who is on a lower level than himself and is within 2" of the place where your warrior lands. Test for jumping down as detailed above. If the model succeeds it gains a +1 Strength bonus and +1 'to hit' bonus in the hand-to-hand combat phase.

#### JUMPING OVER GAPS

Models may jump over gaps, up to a maximum distance of 3". (You are <u>not</u> allowed to measure the distance beforehand.) If your model doesn't have enough movement left it automatically falls.

If the model covers the distance, take an Initiative test. If the model fails to pass the test it falls (see below).

#### WARRIORS KNOCKED DOWN OR STUNNED

If a warrior is knocked down or stunned within 1" of the edge of a roof or building, there is a chance it will slip and fall off. Roll a D6. If the score is more than warrior's Initiative, it will fall over the edge and take damage (see Falling, below).

#### FALLING

Models that fall take D3 hits at a Strength equal to the height in inches of the fall. No armour saves apply.

#### HITTING THE TARGET

Use the shooter's BS to find the D6 score needed to hit.

BS	1	2	3	4	5	6	7	8	9	10
Score :	6	5	4	3	2	1	0	-1	-2	-3

#### HIT MODIFIERS

- -1 Target is in cover
- -1 Moving & shooting
- -1 Long range
- +1 Large target

#### ROLL TO WOUND

Compare the target's Toughness against the weapon's Strength to find the D6 score required to wound.



Wpn			Tar	get	's T	ou	ghn	ess		
Str.	1	2	3	4	ō	ú	7	8	9	10
1	4	5	6	6	28	(MA)	(and	9	Ť	
2	3	4	5	6	6	+	-	-		
3	2	3	4	.5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	+		-
5	2	2	2	3	4	5	6	6		=
6	2	2	2	2	3	4	5	6	6	*
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

#### CRITICAL HITS

A wound roll of 6 causes a critical hit. Roll a D6 and consult the Critical Hit chart. A model may only cause one critical hit in each hand-to-hand combat phase.

#### CRITICAL HIT CHART

- 1-2 Hits vital part. 1 wound = 2 wounds. Roll armour saves first.
- 3-4 Hits exposed spot. 1 wound = 2 wounds. No armour saves.
- 5-6 Master Strike! 1 wound = 2 wounds. No armour saves; +2 to Injury roll(s).

#### ARMOUR SAVES

Models wearing armour are permitted a saving throw to avoid receiving damage from a wound. Deduct any save modifiers that apply.

Armour	Minimum D6 score required to save						
Light armour	6						
Heavy armour	5						
Gromril armour	4						
Shield	Adds +1						
	to armour save.						

#### INJURIES

As soon as a model loses its last wound roll a D6 on the Injury chart.

#### INIURY CHART

- 1-2 Knocked down. The force of the blow knocks the warrior down. Place the model face up.
- 3-4 Stunned. The target falls to the ground, barely conscious. Turn the model face down.
- 5-6 Out of action. Remove the model from the game.

### Close combat

#### WHO STRIKES FIRST

The model that charged its enemy strikes first. Otherwise, models fight in order of descending Initiative.

#### HITTING THE ENEMY

Roll a D6 for each model fighting. If the model has more than 1 Attack roll a D6 for each attack.

Compare the WS of the attacker with the WS of his opponent and consult the following chart to find the minimum D6 score needed to hit.





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R'S	7	3	3	3	3	3	3	4	4	4	4
KE	8	3	3	3	3	3	3	3	4	4	4
ZVC	9	3	3	3	3	3	3	3	3	4	4
ATTACKER'S WEAPON	10	3	3	3	3	3	3	3	3	3	4

#### ROLL TO WOUND

Compare the target's Toughness against the weapon's Strength to find the D6 score required to wound (see the To Wound chart in Shooting, above).

#### ARMOUR SAVE MODIFIERS

The higher a creature's Strength the more easily it can pierce armour.

The chart below shows the reduction in the enemy's armour saving throw compared to the attacker's Strength.

Str 1-3 4 5 6 7 8 9+ Save Mod. None -1 -2 -3 -4 -5 -6

#### WARRIORS KNOCKED DOWN

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

Roll to wound as normal. If any of the attacks wound, take an armour save modified by the Strength of the attacker as normal. If the save is failed, the warrior is automatically out of action.



Mordbeim is a skirmish game fought between opposing factions in the ruins of a once great city. If you've never played anything like it before, then read through the following examples to get an idea of bow it works. Once you've run through them and have a better idea of what to do, take a look at the rulebook.

### Ready for Action

To play through this example you will need two models, a Mercenary armed with a sword and a dagger, and a Skaven armed with a sling and a dagger. Assemble the models following the instructions in this booklet. Later on you can paint them, but do not worry about this to begin with.

### Setting up

To play this combat through you'll need some open space on a tabletop or the floor. Place the two warriors facing each other 12" apart. You can use the range rulers from the box to measure the ranges, or a steel tape measure or ruler. The warriors are now ready for combat. They have both been searching for wyrdstone and stumbled upon one another.



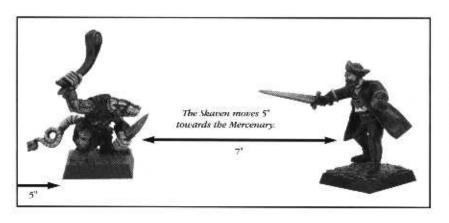
#### Who Attacks First?

Mordheim is played in turns, first one side then the other, then the first side again and so on. Normally one player represents one side – but you can choose to control both sides for the purposes of our example. To decide who has the first turn both sides roll a dice. The player with the highest score goes first. Let's assume that the Skaven rolls a 5 against the Mercenary's 2, so the Skaven takes the first turn.

### Skaven Turn

#### Movement

During his side's turn, a warrior can move and then shoot his weapon. Let's allow our Skaven to do just this. Move the model directly towards the Mercenary, measuring 5" using the range ruler. Note that Mercenaries and Skaven do not move the same distance. This is explained fully in the rulebook.



#### Shooting

After the Skaven has moved he can fire his sling at the Mercenary. The first thing to do is to check the range. The sling has a range of 18" and the target must be within this distance before a hit can be scored.

The ruler shows that the models are 7" apart which is well within the sling's range.

To see whether the Skaven's shot hits the Mercenary, roll a dice. The Skaven requires a score of 5 or more to hit his target. If the score is between 1-4 the shot misses, if the score is 5 or 6 the shot hits.

#### Roll to Hit

Let's assume that the Skaven scores a hit. We then determine its effect – has the

stone struck and wounded his enemy or has it merely caused a bruise or bounced off his armour? To find out roll another dice.

The Skaven needs a score of 4 or more to wound the Mercenary. If the dice roll is 1-3 the Mercenary has had a lucky escape, if the score is 4-6 the stone has injured him. We'll assume that the Mercenary has been lucky and has not been wounded by the sling's stone.

### **Mercenary Turn**

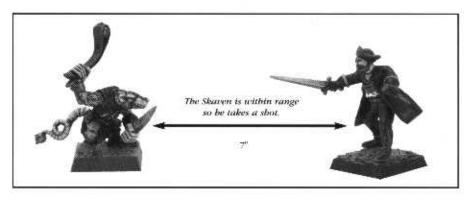
#### Charge!

The Mercenary is 7" away from the Skaven and has the option of charging his enemy. A charge is a special move at double speed which takes a warrior into hand-to-hand combat. To make a charge, the player must tell his opponent that his warrior is charging. He then measures the range, and if the enemy is within the charge distance of 8" (in the case of a Mercenary who can normally move 4") the warrior is moved towards his enemy and placed in base-to-base contact. We know the models are less than 8" apart, so we'll make the Mercenary charge. With a fierce cry and an astounding leap, he propels himself towards his foe. Move the Mercenary into base-to-base contact with the Skaven.

#### Hand-to-hand Combat

The two warriors are now said to be fighting hand-tohand. Once engaged in hand-to-hand combat in this way neither warrior can shoot or move until one or the other is seriously hurt. In every turn, including the





other player's turn, a round of hand-to-hand combat is fought. To work out what happens in hand-to-hand combat proceed as follows.

The Mercenary has charged and so has the chance of striking first. This is important, because warriors who are wounded cannot fight back.

Warriors normally have one attack each, but the Mercenary is wielding two close combat weapons (the sword and the dagger) and therefore gets an extra Attack dice. The Skaven cannot use his sling in hand-to-hand combat, so he will only get to roll one dice (assuming that he survives the Mercenary's attacks!).

The Mercenary needs a 4 or more to hit the Skaven. Let's say he rolls a 2 and a 5.

The 2 is a miss, but he scores a hit with the other dice. The Skaven is now in trouble, and we have to determine whether the hit causes a wound.

#### Roll to Wound

This hit is worked out in the same way as hits from shooting. Roll a dice. If the score is 4 or more, a wound is caused. Let's imagine we roll a 4. The Skaven has been wounded.

#### Injuries

Because the Skaven has suffered a wound, he must roll for injuries. All injuries inflicted by shooting or in hand-to-hand combat are resolved in the same way.

Roll a dice for each wound: a score of 1 or 2 means that the warrior is *knocked down* (he falls to the floor and cannot fight for the rest of this turn. He must attempt to get up on the following turn). On a 3 or 4 he is *stunned* (he will need two turns to recover) and on a 5 or 6 he is *out of action* (the model is so badly injured that he is unable to fight anymore and is out of the combat). We could be cruel and assume that the Skaven is really unlucky; the Human rolls a 6 and the Skaven is *out of action*. Remove the Skaven model from the table top.



## Designer's notes

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From the very beginning I knew that Mordheim was going to be special. As I have worked on this project from the beginning to the very end I can look back and say that I am proud of all the myriad people who were involved in this project, be they artists, writers, miniature designers, painters or editors.

Most of all, I'd like to thank those gamers who wrote in and gave me feedback and suggestions. Others helped me with playtesting and concepts. Many of these will find their names gracing the credits page, but there were many others, and they all helped to make Mordheim a game for Warhammer players.



Mordheim is a skirmish game system compatible with the Warhammer Fantasy battle game. It is not just a game set in a specific time period in the Empire: it is a skirmish system designed to support the Warhammer hobby. With a little alteration, you can play games set in Lustria where the Lizardmen clash with greedy treasure-hunters such as the Dark Elves, Tileans and Norse, or you could descend into the deep darkness of the lost Dwarf realms to do battle between Skaven, Night Goblins, Orcs and Dwarfs and their human mercenaries.

There are many other aspects of Mordheim we could not cram into this book. In the Optional Rules section we have included some of the more unusual ideas which came up during development of the game. There are many more besides – the effects of fame, buildings and upgrades to the encampment of your warband, additional warbands, new equipment, etc. I hope to publish some of these in White Dwarf magazine in the future, so look out for them.

Here at the Studio I ran the Dark Moon campaign which proved immensely popular. Many lunch hours were spent in desperate skirmishes and ambushes, as members of the Design Studio struggled for supremacy. Many heroes emerged, wyrdstone was traded and alliances struck (and treacherously broken). To assist the players I created a storyline which involved the struggle of the Shadowlord and Grand Prince Siegfried of Reikland, as well as the dreaded Count Vlad von Carstein of Sylvania.

To make matters more interesting, I wrote several special scenarios for players to create variety and new challenges. There were frays over the possession of a merchant ship in the harbour of Mordheim, a huge battle to expel a group of Minotaurs and Beastmen which had made Mordheim their lair and even a visit by the infamous Count Vlad von Carstein of Sylvania and his consequent expedition to the ruins. For some strange

reason none of the mercenaries he hired returned...

All these incidents were recorded in a weekly newsletter called 'Town Cryer'.

With a little effort you should be able to do the same. All you need is somebody willing to be the Game Master (called Shadowlord in our campaign) to write, organize and record any unusual happenings that go on in the campaign.

I hope Mordheim will offer you lot of fun. Thank you for making the journey with me.

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## Recruiting a warband

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When I decided to take part in the Dark Moon campaign here at the Design Studio I had to put together a warband. I already had a bunch of plastic Mordheim sprues, and after a bit of thought I decided to build a Middenheimer warband because I like the ferocious look of the Middenheimers with their wolf cloaks and hammers and axes. As a bonus, the Captains and Champions of Middenheim warbands start with S4, which can make a big difference in close combat.

First I needed a leader. To find some good names for him and his men, I grabbed a few history books and scoured the internet for Germanic names. After some searching I decided to call my leader Wulf, and wrote his name down on the Heroes' roster sheet, along with his characteristics and type (Mercenary Captain).

Next, Wulf needed some weapons and armour. All warriors in Mordheim come equipped with daggers, but if Wulf was going survive for any length of time, he needed better weapons and equipment!

I gave Wulf two hammers, which meant he'd get 2 attacks in close combat, and would be more likely to stun his opponents. I also equipped him with heavy armour, as I wanted to keep him alive for as long as possible. I ticked twenty of the boxes that record experience. I didn't get any skills and advances with this – it was simply the amount of experience Wulf had accumulated to become a Mercenary Captain. I marked down his Leader skill on the roster sheet in the boxed marked 'Skills, Injuries, etc.', and wrote down his equipment: two hammers, a dagger and heavy armour.

Satisfied with my leader, I paid 116 gold crowns for him (60gc for Wulf himself, 6gc for 2 hammers, and 50gc for heavy armour) and continued my recruitment.

Next I chose a couple of Champions. The first one of these was Gunther, a huge bruiser who I armed with a halberd. He was joined by 'Crusher' Heinrich, who was armed with a double-handed hammer. With these weapons and Strength 4, this pair would be lethal when they got their hands on any opponent!

Both my Champions started with 8 experience, and 1 marked this down on the Heroes roster sheet. This experience did not give me additional advances or bonuses – it was simply the amount of experience needed to get them this far. 1 wrote down their characteristics and equipment on the roster sheet.

Gunther cost me 45 gold crown (35 ±10 gc for a halberd) while Heinrich was hired for 50 gold crowns (35 ±15 for the double-handed hammer).

I now had three Heroes and had spent 211 gold crowns. Next I wanted some Henchmen. From previous experience I knew that Swordsmen are excellent both in attack and in defence, so I chose a group of three – the Middenland Fencers. All the Henchmen were equipped with a sword and buckler. Their Swordsman skill meant that they would be dangerous in attack as well.

I noted down the name of the Henchmen group 'Middenheim Fencers', their number (3) and their type (Swordsmen) on the Henchmen roster sheet. I also wrote down their characteristics and equipment, and made a note of their Swordsman skill in the Special Rules box. As Henchmen don't start with any experience, I had now recorded everything I needed to. I paid 150 gold crowns for my three Swordsmen (each one of them cost 35gc plus 15 gc for the sword and buckler). I still had 139 gold crowns left, so I had enough money for a few additional men.

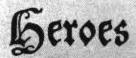
Even though the Middenheimers are known for their brute strength, it often pays to have some men armed with bows. Some of my potential opponents, such as Skaven, are fast and would be easier to pick off with arrows rather than run them down. I picked a Henchmen group of two Marksmen, who I named the Drakwald Hunters, and equipped them with longbows. These have an excellent range of 30", and the Marksmen can move and shoot during the same turn. I decided to give them no additional weapons or armour because 1 intended to keep them out of harm's way. The Marksmen cost me 40 gold crowns each (25 per Marksman and 15 for each longbow).

I had now spent 441 gold crowns, and decided to leave the rest of them for the future. You never know when you will need extra men or new equipment. I also might want to recruit a Hired Sword for my first game, perhaps a Pit Fighter or an Elf Ranger. But for now my warband was complete.

The last thing I needed to do was calculate the rating of my warband. I had 8 men each worth 5 points, and the total accumulated experience of the warband was 36 (20 for the leader and 8 for each Champion) This gave me a warband rating of 76.

Now my warband was ready to be painted. Mordheim be wary of the wrath of the Wolfsheads!







NAME Wulf	EQUIPMENT	SKILLS, INJURIES, ETC
TYPE Mercenary Captain	Dagger Two Hammers	Leader (friends within 6' can use Wulf's Leadership value)
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NAME Guntber	EQUIPMENT Dagger	SKILLS, INJURIES, ETC
TYPE Champion	Halberd	
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NAME 'Crusher' Heinrich	EQUIPMENT	SKILLS, INJURIES, ETC
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## **Senchmen**



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WARBAND TYPE: Middenbeimers

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Gold crowns: 59

Wyrdstone shards:

500

#### WARBAND RATING:

Total experience:

Members (8) x 5: 40

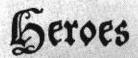
36

Rating: 76

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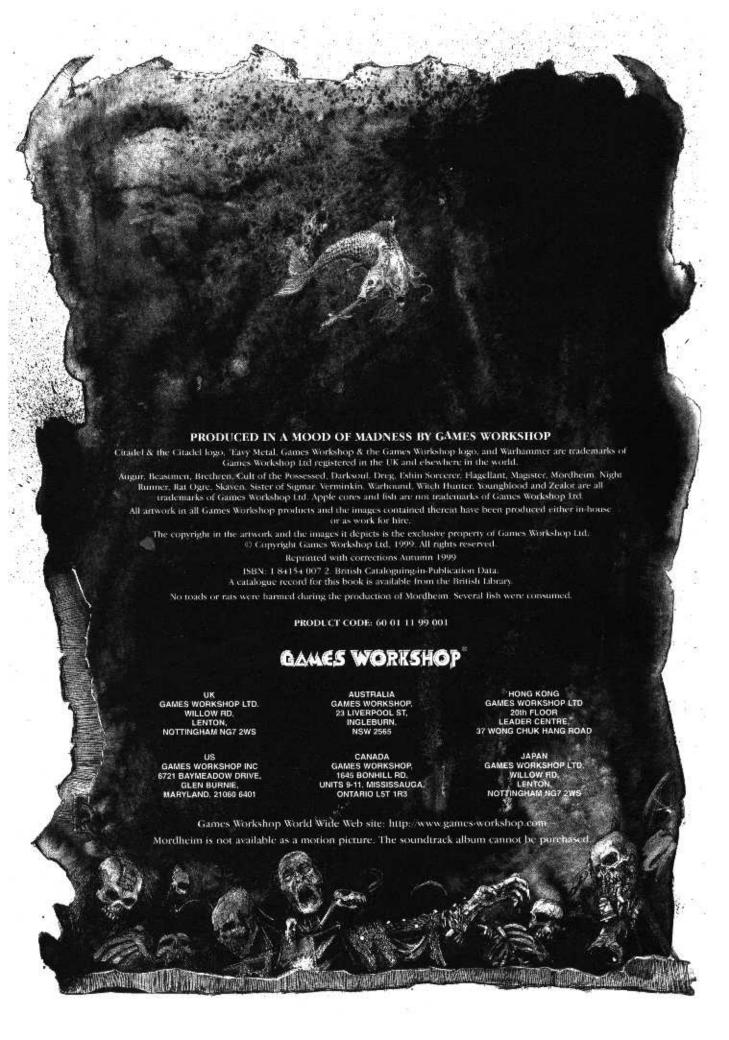
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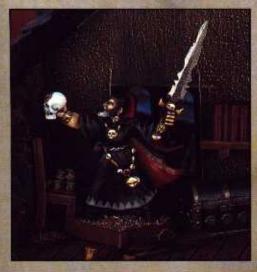


## Henchmen



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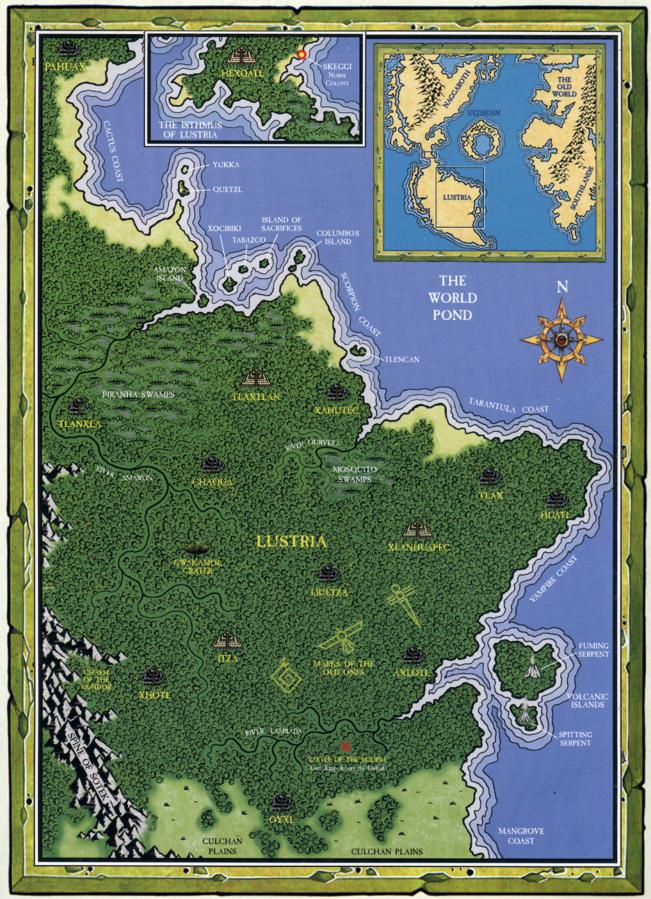












## Jungle RULES

#### THE SKIRMISHES

The ruined cities and temples of the Lizardmen are protected by a number of traps. Numerous dead-end tunnels lead the explorers in circles and venomous serpents occasionally swarm through the tunnels, attacking anything that comes in their path. The plunderers are thus forced to camp in the cities, while they explore the depths of the temples and plan how to overcome the numerous traps. As most cities host less than half a dozen small and large temples, many skirmishes are fought for possession of a temple so that it can be explored without interruption. Many plunderers are shrewd and wait for a rival warband to retrieve the treasure and then ambush them. However, they still need to be present in the city to keep an eye on the other warband so that they don't escape into the jungle unseen. The warbands guard their accumulated treasure jealously and will fight anyone who strays too close. Most of the fighting erupts while the warband makes their way into the city or tries to set up a new camp closer to a temple. On top of all that, many warbands are often forced out of their camps by lizardmen hit and run groups.

#### **WARBANDS**

There are quite a few new warbands that have been written for this setting. These can be used in your regular Mordheim games and campaign, if you wish. Similarly, you can use any of the Mordheim warbands in Lustria - Cities of Gold as well.

#### **TERRAIN**

Many players will want to establish house rules when it comes to terrain and this is encouraged. We have provided the following rules for jungle battles based in Lustria for your convenience. All rules follow the Mordheim Rulebook except as noted otherwise.

#### **Open Ground**

Models move without penalty

- 1.) Clear underground passages.
- 2.) Unobstructed ruined city streets.
- 3.) Vines and ladders leading up or down.
- 4.) Bridges with no gaps or gaps less than 1" in length.
- 5.) Steps leading up or down.

#### **Difficult Ground**

Models move at 1/2 speed

- 1.) Steps that are higher than 1".
- 2.) Rubble or light shrub.
- 3.) Shallow swamp or marsh.
- 4.) Jungles.
- 5.) Shallow rivers.

#### **Very Difficult Ground**

Models move at 1/4 speed

- 1.) Dense rubble.
- 2.) Muddy swamp or marsh.
- 3.) Thorny or dense shrub.
- 4.) Going against the current of a slow moving river.
- 5.) Open ground for *aquatic* models

#### **Impassable Terrain**

No movement allowed

- 1.) Deep rivers or lakes. (Difficult ground for *aquatic* models)
- 2.) Quicksand or deep mud.
- 3.) Going against the current of a fast moving river.

#### LineofSight

A stand of jungle trees can be either a group of trees clumped together on a base or two or more freestanding trees standing near each other. As you want to be able to place your models in the jungle, there should be enough space on the base for this. It is important that players work their way through all the jungle terrain on the board to determine if they are a jungle or simply some trees that happen to be near each other.

- 1.) A jungle stand of any width blocks LOS to the other side, even a stand 1" wide blocks line of sight to the other side.
- 2.) A model must be within 2" of edge of the jungle stand in order to fire out, charge, be fired upon, or be charged from outside the jungle.
- 3.) Models inside the jungle stand may see 4" for purposes of shooting and declaring charges.
- 4.) Models fighting while in difficult terrain, other than on steps, suffer a -1 penalty to hit.

#### Swimming

Lustria is a rain forest much like the Amazon Jungle in South America, as such it gets plenty of rain. Seven to ten months out of the year rivers and lakes stay at peak levels. Most jungle battles and some ruined city battles will occur around some kind of waterway. Players should establish which way the river is flowing at the start of the game. To represent how models interact with water these basic rules apply:

- 1.) All rivers count as difficult (or worse) terrain for all models except those considered as *aquatic*. See Terrain Types above.
- 2.) Models swimming with the current will double their base move.
- 3.) Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.
- 4.) Aquatic models suffer no reduction of their base move when swimming against the

current of a slow moving river but may not swim against the current of a fast moving river.

5.) Models wearing armor may not attempt to move through any water deeper than shallow, shields and bucklers do not count for this as they are assumed to be strapped on the backs.

Aquatic models in water either swamp, streams or rivers can elect to be "hidden" at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.

#### Trees and Vines

The ruined buildings of the temple cities are often covered in vines, while still others have trees bursting through their walls. These vines and trees count as ladders for the purpose of moving up and down the buildings. Jungle trees can provide both a haven and a hazard to explorers. A model can climb a tree with a bonus of +1 to their Initiative value, but a 6 is still a failure. In Lustria a model does not have to be placed at the base of a tree before it can attempt to climb. As long as there is sufficient movement left to get to a safe place within the tree the model can be 1 inch away and still climb 3 inches into the tree provided it passes the required initiative test.

A model placed in a tree can be declared as "hidden" as described on page 29 in the Rulebook. A hidden model that is discovered or gives its position away is no longer hidden but is still afforded cover. If a model is knocked down or stunned while in a tree it has to take an initiative test with a penalty of –1 or fall out of the tree and take falling damage as described in the Mordheim Rulebook.

#### A brief word on trees

Many players will find very creative ways to make trees in Lustria that are both functional from a game standpoint and attractive to put on the table. Our suggestions for such trees are:

- 1.) If a tree, or similar nasty place, should house a sniper, place the structure that you want him standing on no higher than 4" off the table top. This way the miniature can climb to it in one movement phase.
- 2.) Make sure the structure is large enough for a 25mm base. We don't usually see Kroxigors and Rat Ogres climbing trees!
- 3.) It's a good idea to make the bases so that several trees can be placed together to form a clump or tree stand. Tree bases made in a "jigsaw puzzle pattern" work very well this way. This helps to avoid confusion during the battle.

#### Fighting in Water

Most players will find it advantageous to fight around or actually in a waterway. We have included some simple rules to cover fighting in water.

- 1.) If a non-aquatic model is **knocked down** in a shallow river or stream they are swept down river one d6 inches. Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.
- 2.) If any model is **stunned** while in shallow water must make an initiative test. If it passes it can be turned over in the following turn. If it fails it is considered drowned and will be out of action. The player will need to roll for survival at the end of the game. This doesn't mean that the model is gone for good but just a tad bit water-logged!
- 3.) Any undead model that is knocked down in shallow water will recover as normal to the standard Mordheim rules for undead.
- 4.) Any model fighting in a shallow stream while wearing light armour will be considered **out of action** if it is stunned. No initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour. I.e. Amazons' skins and charms and the toughened hide of Skaven.

#### Carnivorous Plants

The jungles of Lustria are home to a wide variety of carnivorous plants. A typical plant's profile is shown below. These plants make an appearance in a few of the scenarios. You can include these in your games if all the players agree.

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	Ι	A	Ld
Carnivorous Plant	0	2	0	4	2	2	1	2	7

Fighting against a carnivorous plant is handled much the same way as two warriors would do battle. The plant will attack any model that stops within a 3" radius of it and the attacks are made during the combat phase, as normal. The plant always strikes first in the initial round of combat unless the model it is fighting has been outfitted with a pike. The pikeman will go first.

If the plant suffers a wound in any round, roll against it's leadership. If the check is failed, the plant will attempt to defend itself. If this occurs, it's Toughness and Leadership will increase by +1 point and it's attacks will decrease by -1 point until it is left alone or wins a round of combat.

If a model is put out of action by a plant, the player must roll for casualties as normal, however both Heroes and Henchmen roll a single D6. On a roll of 1, the model was eaten by the plant and is removed from the campaign. Of course, these are only basic rules and stats for any carnivorous vegetation. We encourage players to create different varieties and interesting rules for these nasties. Any model that kills a carnivorous plant will automatically be awarded 1d6 gc due to finding all the loot from the plant's past victims.

#### **SCENARIOS**

Use these scenario tables instead of the one on page 126 in the Rulebook. We have included a separate table for multi-player scenarios as this setting works very well with these games. As usual, the winner of a scenario may roll one extra dice in the exploration phase. Roll 2D6 to work out which scenario to play:

(Please note that in future issues of the Town Cryer we will present all the rules for each scenario where applicable.)

#### 2D6 Two-player scenarios

- 2 The warband with the lower rating picks the scenario.
- 3 The Hunters become the hunted
- 4 The Secrets of Beujuntae
- 5 Skirmish
- 6 Jungle Skirmish
- 7 Dem's My Gubbinz!
- 8 Island Hopping
- 9 Defend the Find
- 10 Hidden Treasure
- 11 Chance Encounter
- 12 The warband with the lower rating picks the scenario.

#### 2D6 Multi-player Scenarios

- 2 The warband with the lower rating picks the scenario.
- 3 The Hunters become the hunted
- 4 The Secrets of Beujuntae
- 5 Lost Temple of Slann
- 6 Jungle Skirmish
- 7 Treasure Hunt (WD 242)
- 8 Street Brawl (WD 242)
- 9 Island Hopping
- 10 The Pool (WD 242)
- 11 Ambush (WD 242)
- 12 The warband with the lower rating picks the scenario.

An interesting scenario to try is "kidnapped" from WD 234, where a Lizardmen player takes over the role of the Possessed in sacrificing a captive. If the Lizardmen manages to sacrifice the captive they earn 3D3 exp to distribute among its heroes.

#### **NEW SKILLS**

Add this skill to the Academic skill list.

#### **Tomb Raider**

The hero is experienced in traversing the underground tunnels to locate the hidden chambers. If the hero was not taken out of action and is free to explore in the Exploration phase, you may re-roll one dice on the Exploration chart. Note that this skill replaces the Wyrdstone Hunter skill in the Mordheim Rulebook.

# SERIOUS INJURY CHART

Use the Serious Injury chart on page 119. As there are no Fighting Pits in Lustria treat "Sold to the pits" as "Animal Attack".

# **Animal Attack**

The Hero stumbles upon a nest and finds a baby Cold One. Unfortunately for the hero, the mother has returned from an unsuccessful hunt. The Hero must fight the beast to escape. Place the Hero and the Cold One 6" away from each other, roll off to determine who gains the initiative and takes the first turn. If the hero wins the fight, he earns +1 exp for the fight, and another +1 exp if he kills the Cold One. In addition, the hide will be worth 50 gold. If the hero loses the fight the mother won't have to worry about feeding it's young one dinner.

Profile	M	WS	BS	$\mathbf{S}$	T	W	Ι	A	Ld
Cold One	8	3	-	4	4	1	1	2	3

# **Special rules**

Cause fear, in addition, the mother is affected by frenzy.

### **INCOME**

During the exploration phase, the Warbands will find equipment, weapons and armour that they can use, and items that can be traded for gold. The items are supposed to be exchanged for supplies at the main base/ship or traded with other Warbands for equipment. In the case of the Lizardmen, they ignore the decorative and useless items but instead receive aid for the amount of patrols they have carried out.

At the end of each battle, each Warband roll on the Exploration chart. This is done using the rules on page 134 in the Mordheim Rulebook, but you will use this Exploration chart instead of the one on page 135. One difference is that while all Heroes that were not taken out of action, may search the ruins, you have to nominate one of them to lead the search. There are some multiples that result in a trap or encountering a fearsome monster. The entry for the result will detail what happens. While the Hero runs a risk of being seriously injured, it is a good idea to choose a hero with good characteristics as it improves his chances of surviving the encounter. In Lustria, the Warbands search for Valuables, in the form of gems, gold items, and exotic furs or stones, rather than Wyrdstone. However, this makes no difference as far as the rules go, where the rules read Wyrdstone treat it as Valuables. The only difference is with the skill, Wyrdstone Hunter, which is detailed in the rules section.

Equipment is bought from the Lustrian Equipment List and follows all the rules from page 144 in the Mordheim book. Equipment that is found can only be used by a warrior that can buy such items in his equipment list or who has the relevant skill to use such weapons.

# **EXPLORATION CHART**

If you roll several of a kind in your exploration phase, you have found additional items just as exploring the ruins of Mordheim.

# **Doubles**

### (1 1) Metal Axe

The Hero has found a metal axe, a rare item among the Lizardmen but not very impressive to anyone else. The axe is decorated with Lizardmen glyphs and its handle is clad in Salamander skin and inlaid with a few valuable gems.

The axe is worth 10 gc and can be sold for half this price.

# (2 2) Stone Mace

The Hero has found an obsidian mace, slightly damaged on one side. It looks as if it has been put to good use. The mace head is shaped in the form of a bird with emerald eyes.

The mace can be sold for 1D6 gc.

# (3 3) Sacrificial Dagger

This is one of the dreaded sacrificial daggers that the Lizardmen priests use to sacrifice

their captured enemies. The blade is dark brown in color and the handle is inlaid with blood red gems. It will fetch a good price for the gems, but wizards might be able to use the blood or life-force absorbed by the blade for their own uses.

It can be sold for 1D6 gc.

# (44) Onyx Spear

This is a spear with an onyx tip and strips of exotic animal skin or fur tied around the spear haft.

It's worth 20 gc and can be sold for half this price.

## (5 5) Obsidian Shield

This is a round shield and is made from obsidian with gem and gold insets. It might have been made to fit a Saurus.

The shield can be sold for 2D6 gc.

# (6 6) Obsidian Buckler

This is a small round shield and is made from obsidian with gem and gold insets. This might be a shield for the small Skinks but it will fit a human as a buckler.

It can be sold for 2D6 gc.

# Triples

# (1 1 1) **Dart Trap**

The Hero finds a niche with a beautiful gold statuette. As he grabs it, a dart trap is set off.

1D6 Strength 1 darts fly at him and will hit him on 3+. On a to hit roll of 6, the darts will automatically wound. If the Hero has the *Dodge* skill, he may try to save against each dart that hits. The statuette can be sold for 2D6 gc.

## (2 2 2) Stegadon Bone Armour

*The Hero finds a suit of armour made from a stegadon skeleton.* 

The armour weighs so much that unless the model has a Strength of 4 they may not be worn. The armour is accompanied by a Stegadon bone helmet and it counts as a suit of heavy armour. It is so heavy that it confers a -1 movement penalty to the wearer and -2 if combined with a shield.

# (3 3 3) Cranium Helmet

This is a helmet made from the cranium of a large beast, these are often worn by Saurus Totem Warriors or Skink Priests.

This counts as a helmet but can be sold for 2D6 gc.

# (444) Exotic Fur

Your Hero chances upon a Skink hunter, cleaning and preparing the fur of an exotic animal, the Skink is swiftly dispatched.

The fur can be sold for 2D6 gc.

# (5 5 5) Beads

You find a string of exotic beads.

These are worth 2D6 gold.

# (6 6 6) Marketplace

The Hero finds what looks to be a Skink marketplace.

Roll to see what items you find:

<b>D6</b>	Result
1-2	D3 Short Bows
3	D3 Daggers
4	Blowpipe
5	Spear
6	Quiver of Hunting Arrows

# Four of a Kind

# (1 1 1 1) Gold Inlaid Plate Armour

The Hero finds a suit of armour inlaid with gold.

The armour counts as heavy armour but can also be sold for 4D6 gc.

# (2 2 2 2) Skink Corpse

The Hero finds the body of a long since dead Skink.

The body has the following items that you take possession of: a short bow and D3 doses of Dark Venom

# (3 3 3 3) Feather Cloak

You find a heavy cloak decorated with colorful feathers and gold threads. It was most likely worn by a Skink High Priest.

It counts as a Middenheimer Wolf cloak and can be sold for 3D6 gc.

# (4 4 4 4) Artisan's Workshop

Your Hero finds an old Skink artisan's workshop.

Among the debris you find several uncut gemstones worth D6x5 gc.

# **(5 5 5 5) Human Corpse**

The Hero finds the body of a long since dead human mercenary.

Roll to see what you find what is still usable:

<b>D6</b>	Result
1	<b>Dueling Pistol</b>
2-3	Brace of Pistols
4	Handgun
5	Blunderbuss
6	Brace of Dueling Pistols

# (6 6 6 6) Tunnel Entrance

You have found a tunnel that leads to the top level of one of the temple ruins.

You can use the tunnel you found in the next game you play. You may position up to three warriors (but no large warriors like a Rat Ogre or Ogre) anywhere on the battlefield as long as they are placed on the top floor of a temple ruin. Place the warriors at the end of your first turn but they cannot be placed within 8" of any enemy models. This represents the warriors sneaking forward and shooting the enemy from their elevated position.

# Five of a Kind

## (1 1 1 1 1) Map room

The Hero enters into an oval room with a very high ceiling, the ceiling is set with gem stone form star constellations.

The Hero manages to pluck the lower gems for a total value of D6x10 gold.

# (2 2 2 2 2) Snake Pit

As the Hero is making his way around a hole in the floor, he notices that its a nest of venomous snakes, obviously a snake sacrificial pit. There are several corpses down in the pit and some of them still have their equipment with them.

You manage to get hold of the following items. Roll for every item separately (apart from the gold crowns) to see if you find it.

Item	D6 Result Needed
Purse with 2D6 gc	auto
<b>Dueling Pistol</b>	5+
Sword	4+
D3 valuables	4+

## (3 3 3 3 3) **Boulder Race**

As the Hero pries a carved jade statue from its place in the temple wall, he suddenly realizes that he triggered a trap. At that moment, a giant boulder comes rolling down into the tunnel he's standing in!

The Hero must roll under his Movement value to escape the boulder or suffer D3 rolls on the Serious Injury table. If the Hero has the *Sprint* skill, he may roll two dice and choose one of them (i.e. the lowest result). Remember that a roll of 6 is always a failure. If the Hero survives, he at least has the jade statue which will sell for 50 gold that you can add to your treasury.

# (4 4 4 4 4) Maze like Structure

On the way in the tunnel seemed fairly straight forward, now the Hero is well and truly lost.

The Hero will miss the next game and possibly others after that too. At the start of the second game roll a D6 and on a 5+ your adventurer has found his way out and joins the battle. Each time you roll the dice you may add one to the roll as it is more likely that he will have found his way out by now. But after three rolls of the dice, if he still hasn't returned something has befallen him and he isn't coming back at all. However the Hero will find 1 Valuable per game that he misses.

**1st game:** missed

2nd game: comes back on 5+ 3rd game: comes back on 4+ 4th game: comes back on 3+

**5th game:** lost!

### (5 5 5 5 5) Nest

The Hero stumbles upon a nest and finds a baby Cold One. Unfortunately, the mother has just returned and is not happy to see the intruder.

The Hero must fight the beast to escape. It is a small Cold One. Place the Hero and the Cold One 6" away from each other, the Cold One automatically gets the first turn and charges. If the Hero wins the fight, the baby Cold One will attach himself to him. Treat it as a War Hound and mark this on the Hero's equipment. In addition he earns +1 Experience for the fight, and another +1 Experience if he kills the Cold One. If the Hero loses the fight roll on the Serious Injury Chart as normal.

Profile	$\mathbf{M}$	WS	BS	S	T	$\mathbf{W}$	I	A	Ld	
Cold One	8	3	0	4	4	2	5	2	6	-

# **Special Rules**

Cause *fear*, in addition the mother is affected by *frenzy*.

# (6 6 6 6 6) Hidden door

You stumble upon a hidden door and learn how to recognize these in the tunnels.

You may always re-roll one die when making Exploration rolls. Make a note of this on your Warband's roster sheet. Second and subsequent Hidden Doors you find do not grant you any additional re-rolls, but you may find further re-rolls from other sources.

# Six of a Kind

# (1 1 1 1 1 1) Pool of insight

The Hero enters a room with a pool set in the floor. The surface of the pool is moving slightly like clouds in a spring breeze. As the Hero gazes into the pool, the clouds fade away and he is presented with images of the future.

The Hero gains +D6 experience points, but he also gains the *Old Battle Wound* injury. Roll a D6 before each battle. On a roll of 1, the Hero recognizes this battle from the pool and refuses to take part in it as he is afraid that he will be killed. The insight from the pool is not always beneficial. The Hero is likely to be driven insane. A decade of remembering haunting images of death and destruction to your friends will do that. In addition to the experience points, the Hero can now learn from the Academic Skill list and may learn Lesser Magic if he is already a wizard or if he later learns the *Arcane Lore* skill.

# (2 2 2 2 2 2) Gold Plaque

The Hero stumbles upon one of the Lizardmen's sacred plaques. It is still on the body of a Tilean explorer that had been caught in a vicious trap.

The plaque is worth 100+D6x10gc. Word of the plaque will reach the Lizardmen, who will hate this Warband for eternity. If a Lizardmen Warband finds the Plaque they will earn 200 gc worth of rewards by the High Priests.

### (3 3 3 3 3 3) Dagger of Sotek

The Hero enters a room that has walls lined with rat skulls and severed rat tails. A dagger rests on a podium, surrounded by rat skulls. The hilt is in the shape of a twin tongued snake and the blade is serrated.

The dagger always wounds Skaven on a roll of 2+ and causes critical hits on the roll of 5+. The Hero that wields this dagger is immune to all alone tests caused by Skaven. Giant Rats and Rat Ogres do count as being Skaven. A Skaven hero can wield the dagger and it is a potent weapon in fighting for higher positions in the Skaven society. But, on a roll of 1 to wound the Skaven hero takes a wound himself.

# (4 4 4 4 4 4) Slaughtered Warband

You find the remains of an entire Warband. Bodies lay scattered among the ruins, killed by stone tipped spears and poison tipped arrows.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	5	3	0	4	4	3	1	2	10

# **Special Rules**

Causes Fear, Natural armour save 4+ and Venomous – any wounds of 5 or 6 are treated as critical.

### 6 Coat1

The warrior has surprised one of Lustria's most enigmatic inhabitants, the Coat1. Possessing a snake-like body measuring up to ten feet in length and brightly coloured feathery wings Coat1 are often worshiped by the Lizardmen as a living embodiment of Sotek.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	0	4	3	3	5	2	10

# **Special Rules**

Causes Fear, Venomous – any wounds of 5 or 6 are treated as critical, Flight – As flying creatures Coat1 are able to traverse the jungles with ease and Magic Aura – being part magical, the Coat1 has a natural save against hostile magic of 4+.

# 7 Cold Ones

A dreadful pair of the reptilian beasts have set their bloody – thirsty sights on the warriors.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld	
	8	3	0	4	4	2	1	2	6	

# **Special Rules**

Scaly skin – Natural armour save 5+ and Causes Fear.

#### 8 River Toll

Attracted by the promise of fresh meat, a loathsome Troll has attacked the hapless warrior. Consider the Troll having charged for the purpose of combat.

Profile	M	WS	BS	S	T	W	I	Α	Ld
	6	3	1	5	4	3	1	3	4

# **Special Rules**

Causes Fear, Regeneration – any wound suffered is automatically ignored on a 4+. Only fire based attacks cannot be regenerated, Vomit attack – A single, Strength 5 hit may be used in place of the Troll's other attacks and hits automatically. Trolls are subject to *Stupidity*.

You find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	<b>D6 Result Needed</b>
3D6x5 gc	Auto
D3 Suits of Light	4+
Armour	<del>4</del> ⊤
Heavy Armour	5+
D6 Daggers	Auto
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Handguns	5+
D3 Helmets	2+
D6 Pistols	4+

# (5 5 5 5 5 5) Elven Explorer

Deep under the temple you are exploring you find the body of a long dead Elven explorer.

You find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	D6 Result Needed
3D6x5 gc	Auto
Ithilmar armour	4+
Sword	Auto
Holy Relic	5+
Elf Cloak	4+
Elf Bow	4+

# (6 6 6 6 6 6) Egg

The Hero finds a small room with a large egg placed on a pillow. It has been left here for some unknown purpose.

It can be sold for 2D6x10 gc to a wizard or collector.

## **Hazards**

'The teeming landscape of Lustria whispers of dangers only the foolhardy would brave.'

-Roberto Fortuna, Pathfinder

Before the start of the game a D6 is rolled to determine the number of hazards plaguing the area. Once play begins, each player will Roll a D6 for the Heroes and Henchmen groups in the Warband. This roll is made Before any movement occurs, and will therefore exclude any model unable to move. If a '1' is rolled the model or models have stumbled into harm's way! Now roll 3D6 and consult the table below.

3D6 Roll	Hazard Result
3	Tar pit
4	Reptile Swarm
5	Giant Spider
6	Coat1
7	Cold Ones
8	River Troll
9	Quicksand
10	Giant Constrictor
11	Giant Frog
12	Swamp Flies
13	Pygmies
14	Salamander Nest
15	Vampire Bats
16	Sabre-toothed Tiger
17	Amazon Scouts
18	Man-eating Plant

### 3 Tar Pit

The unfortunate Warband member has fallen into a tar pit, and will sink until submerged completely. He must be rescued by another model in D3 turns or else he will drown, taking him out-of-action permanently! Any rescurer must pass a Strength test in order to pull the model free.

### 4 Reptile Swarm

A deadly nest of vipers or lizards has been awoke by the warrior's careless misstep. Roll D6 + 2 for the number of cold-blooded menaces.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	5	2	0	2	2	1	5	1	4

# **5 Giant Spider**

Stumbling into the rope-like strands of web has alerted the deadly occupant. The giant arachnid will attack any models within 3" of it's lair as well as the initial offender.

# 9 Quicksand

The jungle floor is full of surprises, but none as subtle as quicksand. The same rules govern this hazard as the tar pit, except that the model has D6 turns in which to be saved.

## **10 Giant Constrictor**

Tales of snakes reaching gargantuan proportions have not been exaggerated! This predator will attack any additional models within 2" of the victim using its constricting coils.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	6	3	0	5	4	2	4	2	5

# Special Rules

Causes fear, Constricting coils- The snake may scarf its normal attacks in the attempt to engulf its pray within its massive coils. Though its attack has a -1 "to hit" it gains a +1S, and may wrap up to 3 models consecutively. Anyone so held by the snake is unable to move and suffers a -2 "to hit" in close combat.

# 11 Giant frog

A most unusual carnivorous predator, the giant frog possesses razor sharp teeth and can as long as five feet.

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	I	A	Ld
	7	3	0	5	4	2	4	2	5

# **Special rules**

Causes fear, *Tongue Strike*- The giant frog may lash out at any model up to 6" away with its tongue for a single Strength 3 hit.

# 12 Swamp Flies

A cloud of Lustria's most common inhabitants has found its mark. The unfortunate warrior is immobilized for one turn and thereafter suffers a -1 to any rolls involving combat, and initiative for the rest of the game.

# 13 Pygmies

The diminutive jungle tribesmen have taken a sudden and unhealthy interest in the warriors! Roll D3+1 to determine the number.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	4	2	3	2	2	1	4	1	8

# Equipment

Blowpipe, spear, dagger, and shield

### **14 Salamander Nest**

The Warband has regrettably disturbed the nest of a giant salamander who sees all models within 8" as a potential meal.

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	I	A	Ld
	6	3	0	4	5	3	4	2	7

# **Special Rules**

Causes fear, *Venom spray*- The creature may issue forth a cone of poison mist up to 6" away hitting all models within 2" of the targeted area with Strength 4.

# 15 Vampire Bats

A swarm of ravenous bats has set upon a warrior from out of nowhere. D6+2 bats will attack

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	8	2	0	2	2	1	6	1	4

# **Special Rules**

Fly, Erratic- Due to their strange pattern of flight, bats are a challenging targets. All rolls to hit then suffer a -1

# 16 Sabre-toothed Tiger

As the Warband stalks the jungle, so too does the jungle stalk the Warband. The primeval predator has found its prey! Consider the saber-tooth charging for the purpose of combat.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	6	3	1	5	4	3	1	3	4

# **Special Rules**

Causes Fear, *Ferocious Bite*- One of the attacks of the Sabre-toothed tiger comes in the form of a flesh rending bite, which adds +1 to the injury roll with no armour save.

#### 17 Amazon Scout

Lithe, athletic, and amazingly beautiful, Amazons do not take kindly to intruders—especially male ones! D3+1 scouts are encountered

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	I	A	Ld
	4	4	4	3	3	1	3	1	7

# Equipment

Spears, daggers, sling/bows, and light armour.

# **18 Carnivorous Plant**

The jungle does indeed come alive, often in the strangest of forms!

Profile	M	WS	BS	S	T	W	I	A	Ld
	0	2	0	4	2	2	1	2	7

# **Special Rules**

The plant will attack anyone within a 3" radius, *First Strike*- The plant will attack first in the initial round of combat unless the model is fighting has been outfitted with a pike. The pikemen will go first.

If the plant suffers a wound in any round, roll against its Leadership. If the check is failed, the plant will attempt to defend itself. If this occurs, its Toughness and leadership will increase by +1 point and its attacks will decrease by -1 point until it is left alone or wins a round of combat.

If a model is put *out of action* by a plant, the player must roll for casualties as normal, however both Heroes and Henchmen roll a single D6. On a roll of a 1, the model is eaten by the plant and is removed from the campaign. Of course, these are only basic rules and stats for any carnivorous vegetation. We encourage rules for these nasties.

Any model that kills a carnivorous plant will be automatically be awarded 1D6 gc due to finding all the loot from the plant's past victims.

# Clan Pestilens Warband

Clan Pestilens exist to spread plague and pestilence through their foul rites and experiments. They have been chosen by the Horned Rat himself as his Disciples of Decay and are responsible for more deaths than any other clan, mainly due to the plagues and diseases they have unleashed on the cities and empires in the Old World. The main strongholds of Clan Pestilens consist of captured Slann temple-cities in the humid jungles of Lustria and a mighty stronghold in the southlands. They also have their own quarter in Skavenblight, maintaining their position as one of the most powerful clans in the Skaven Under-Empire.

Plague Monks favour knives and staffs while the higher ranked members carry heavier weapons and even warplock pistols. The knives are long and serrated and are often rusty or smeared in rotten corpses to ensure that the any non-lethal wound becomes infected. The Clan members do not need to wear armour since their bodies are hardened by the diseases they carry they feel little pain, they rely on their thick fur to protect them. The robes themselves offer protection equal to soft leather and will be considered as light armour when combined with the scattered pieces of chain mail or plate that some plague monks do wear underneath their putrid robes.

# Choice of Warriors

A Clan Pestilens Warband must include a minimum of three models. You have 500 Gold Crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 20.

Plague Priest: Each Clan Pestilens Warband must have one Plague Priest to lead it—no more, no less.

Plague Champions: Your Warband may include up to two Plague Champions.

**Monk Initiates:** Your Warband may include up to two Monk Initiates. **Plague Monks:** Your Warband may include up to seven Plague Monks.

**Clanrats:** Any number of models may be Clanrats. **Slaves:** Your Warband may include up to five Slaves.

# Starting Experience

A Plague Priest starts with 20 experience. Plague Champions start with 8 experience. Monk Initiates start with 0 experience. Plague Monks start with 0 experience. Clanrats start with 0 experience. Slaves start with 0 experience.

# **Maximum Characteristics**

Characteristics for Skaven warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
Skaven	6	6	6	4	4	3	7	4	7

# Special Clan Pestilens Equipment

# **Plague Censer**

75+5D6 gold crowns

Availability: Rare 12, Clan Pestilens Champions only

A Plague Censer is a hollow spiked metal ball attached to a long chain and is swung as a flail. A plague-infested shard of warpstone is burning inside the ball so that it emits a foul bubonic vapour as the censer is swung. Flesh exposed to the vapour quickly erupts into sores and fluid-filled blisters and lungs liquefy as the poisonous gas is inhaled. Only members of Clan Pestilens that have proven their skill in combat and knowledge of the Liturgus Infecticus are given the honour of wielding a Plague Censer, smashing the skulls of

their enemies or watching them die as their lungs liquefy. More often than not the Censer Bearers themselves die from the lethal fumes but they die with a grim smile on their lips as they know they will now meet the Horned Rat, their master.

Range	Strength	Special Rules
Close Combat	As user, as user +2	Heavy, Two-handed, Fog of Death

#### SPECIAL RULES

Heavy: The Plague Censer is wielded as a flail, and offer +2 Strength only on the first round of combat.

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

**Fog of Death:** The billowing clouds of vapour created by the swinging Censer makes the wielder a difficult target to shoot at, there is an extra penalty of -1 to hit for shooting at the wielder of a Plague Censer. In addition a model hit by a Plague Censer must roll equal to or under his Toughness or the bubonic vapours overcome the model and inflict one wound, but will not cause critical hits. A roll of 6 always causes a wound on a model, regardless of its Toughness, no armour save is allowed as the vapours penetrate any defenses. This wound is taken in addition to the hit by the flail which means that the model may suffer several hits.

# Special Clan Pestilens Skills

	Combat	Shooting	Academic	Strength	Speed	Special
Plague Priest	×		×	×	×	×
Plague Champions	×			×	×	×
Monk Initiates	×				×	×

#### **Cloud of Flies**

The Skaven is surrounded by a cloud of buzzing flies. The flies will get in the eyes of enemy models. Any model in base contact with the character suffers a -1 penalty to all to hit rolls. Members of Clan Pestilens and followers of Nurgle are immune to this effect.

## **Frenzy**

The Skaven has contracted a disease that gives him feverish nightmares that turn him into a frothing madman in combat. The Hero is subject to *Frenzy*.

## Resilience

The disease-ridden Skaven has an increased resilience to wounds and his Toughness is increased by +1, note that this is the only way for a Skaven to gain T5.

# No Pain

The Skaven has little feeling left in his rotten body and ignores blows that would have sent a manling or clanrat to the ground. The Hero treats a *Stunned* result as *Knocked down*.

## Fear

The Skaven's body is ridden with open sores, numerous pus spilling blisters and his rotting flesh is likely to come off any minute. The Hero causes *Fear*.

# Clan Pestilens Equipment List

#### **Hero Equipment List Henchmen Equipment List Hand-to-hand Combat Weapons Hand-to-hand Combat Weapons** Dagger 1st free/2 wt Dagger 1st free/2 gc Flail 15 gc Club/Staff 3 gc Halberd 10 gc Sword 10 gc Spear 10 gc Spear 10 gc Sword 10 gc Flail (Plague Monks only) 15 gc Staff 3 gc Double-Handed Weapon Missile Weapons 15 gc Plague Censor 100 gc\* Sling 2 gc

Missile Weapons		Armour	
Sling	2 gc	Light Armour	20 gc
Warplock Pistol	35 gc (70 for a brace)	Shield	5 gc
•		Helmet	10 gc
Armour			
Light Armour	20 gc		
Shield	5 gc		
Helmet	10 gc		

<sup>\* –</sup> The lower cost of these items represents the Plague Priest outfitting his Warband with the best equipment available in Skavenblight or their Temple cities in Lustria. These prices are for a starting Warband *only*. Later purchases of these items are done using the price and rarity chart from the Mordheim rules.

# Heroes

# 1 Plague Priest

### 65 Gold Crowns to hire

The Plague Priests are senior members of Clan Pestilens and command lesser strongholds or lairs and lead the smaller armies to battle. Although Clan Pestilens follow the Cult of the Horned Rat they have some rituals of their own designed to initiate new Plague Monks and to honour the Horned Rat. These rituals also consolidate the intimate bond between Clan Pestilens and the Horned Rat as his chosen disciples of pestilence and it is the Plague Priests that hold these rituals or assist a Plaguelord if one is present.

Profile	$\mathbf{M}$	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	Ι	A	Ld
_	5	4	3	4	4	1	5	1	7

Weapons/Armour: The Plague Priest may have any equipment from the Clan Pestilens equipment list.

### **SPECIAL RULES**

**Leader:** Any models in the Warband within 6" of the Loremaster may use his Leadership instead of their own.

# **0-2 Plague Champions**

### 40 Gold Crowns to hire

Plague Champions rank between Plague Monks and the much-feared Plague Priests and have studied the Liturgus Infecticus well. The most skilled of the Champions are set to lead regiments of Plague Monks in combat, where their leadership and oratory abilities are expected to install strength in the Plague Monks around them. They are to lead the way to the enemies of the Horned Rat and Clan Pestilens, be the first to enter in the fray and the last to leave. Besides their duties on the battlefield they assist the Plague Priests in preparing new lethal diseases and hold a vital position in the rituals in honour of the Horned Rat.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	5	4	3	4	4	1	5	1	6

Weapons/Armour: Plague Champions may have any equipment from the Clan Pestilens equipment list.

### 0-2 Monk Initiates

# 15 Gold Crowns to hire

Monk Initiates are Clanrats that have just recently been introduced into the ranks of the plague ridden monks of Clan Pestilens.

Profile	$\mathbf{M}$	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	5	2	2	3	3	1	4	1	5

Weapons/Armour: Monk Initiates may have any equipment from the Clan Pestilens equipment list.

# Henchmen

# 0-7 Plague Monks

#### 30 Gold Crowns to hire

The mainstay of the Clan Pestilens forces are the disease-ridden Plague Monks, they enter conflict blind to anything but the destruction of their enemies and they view the battle through a red veil of mad wanton destruction.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	5	3	3	3	4	1	4	1	5

Weapons/Armour: Plague Monks can be armed with weapons and armour chosen from the Henchman Equipment list.

## Clan Rats

#### 20 Gold Crowns to hire

Every Skaven Clan counts large numbers of Clanrats who make up the skilled working force as well as warriors in times of need. The Clanrats fight with scavenged weapons and crude spears. Those that survive a few battles form a rough militia, of course serving as a warrior grants you the right to feed on the fallen enemies.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	5	3	3	3	3	1	4	1	5

Weapons/Armour: Clan Rats can be armed with weapons and armour chosen from the Henchman Equipment list.

# 0-5 Skaven Slaves

#### 10 Gold Crowns to hire

The Skaven race consists of numerous lesser Warlord clans, even the largest clans are divided into smaller factions, and they all wage war on each other. Food is scarce in the Under-Empire and the workforce and goods of a neighboring clan are always attractive. The clans are locked in a stalemate however and only when several clans ally together or sign non-aggression pacts may a clan triumph over another. Of course said alliances and pacts are often broken, in fact they are broken more often than not and the clans therefore form numerous alliances and pacts to at least have someone backing them up. The defeated Skaven are taken as slaves and forced to work in the mines, carrying goods and generally being assigned the most dangerous or menial tasks.

Profile	M	WS	BS	S	T	$\mathbf{W}$	Ι	A	Ld
	5	2	2	3	3	1	4	1	4

Weapons/Armour: Slaves can be armed with weapons and armour chosen from the Henchman Equipment list.

#### SPECIAL RULES

**Doomed:** The Skaven Slaves have only two things to look forward to: a hard life with long working days, no food, constant abuse, and a short life. If the slave becomes so individual minded and confident that he becomes a Hero, i.e. he rolls the "the lad's got talent" advance, he is quickly executed by the leader who fear an uprising, this is regardless if you have the full quota of Heroes or not. Remove the unfortunate Slave from your roster.

# Dark Elf Warband

# Special Rules

All Dark Elves are subject to the following special rules:

**Kindred Hatred.** The Dark Elves have been fighting the High Elves for many centuries. The wars between the two races have been very long and bloody affairs. Dark Elves *hate* any High Elf warriors including High Elf Hired Swords.

**Excellent Sight.** There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot *Hidden* enemies from twice as far away as normal warriors. (i.e. twice their Initiative value in inches).

Black Powder Weapons. Dark Elves may never use black powder weapons as they find them too crude, noisy and unreliable.

# Choice of Warriors

A Dark Elf Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 12.

High Born: Each Dark Elf Warband must have one High Born to lead it—no more, no less.

**Beastmaster:** Your Warband may include one Beastmaster. **Fellblades:** Your Warband may include up to two Fellblades.

**Sorceress:** Your Warband may include one Sorceress.

Corsairs: Your Warband may include any number of Corsairs.

**Shades:** Your Warband may include up to five Shades.

**Cold One Hounds**: Your Warband may include up to two hounds if it also includes a Beastmaster.

# Starting Experience

A **High Born** starts with 20 experience. **Fellblades** start with 12 experience. A **Sorceress** starts with 12 experience. A **Beastmaster** starts with 8 experience. All **Henchmen** start with 0 experience.

# **Maximum Characteristics**

Characteristics for Dark Elf warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dark Elf	5	7	7	4	4	3	9	4	10

# Special Dark Elven Equipment

## **Dark Elf Blade**

## +20 gold crowns to weapon, Rare 9

Dark Elf Blades are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Blacksteel, a rare form of steel found deep within the mountains around the city. Dark Elf Blades have wicked protrusions and serrated edges, which inflict serious damage on an opponent. Any Dark Elf can upgrade a sword or dagger to a Dark Elf blade by paying an additional 20 gc at the time of purchase. Weapons upgraded to a Dark Elf Blade retain all of their abilities (i.e. swords can parry, daggers grant an armor save of 6).

RangeStrengthSpecial RulesClose CombatAs userCritical Damage, Wicked Edge

#### SPECIAL RULES

**Critical Damage:** Dark Elf blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark Elf blade will add +1 to the result.

**Wicked Edge:** The Dark Elf blades are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *Stunned* result.

#### **Beastlash**

### 10+D6 gold crowns, Rare 8 (Beastmaster only)

Beastmasters make good use of their whips to good their hounds and creatures into combat.

**Range** Strength Special Rules
Close Combat As user -1 Beastbane, Reach

### SPECIAL RULES

**Beastbane**: The Beastmaster wielding a Beastlash causes *fear* in animals, any animal charged or wishing to charge a Beastmaster with one of these weapons must first take a Fear test as mentioned in the psychology section of the Mordheim rules.

Reach: A Beastlash may attack opponents up to 4" away (see Sisters of Sigmar Steelwhip).

## Sea Dragon Cloak

## 50+2d6 gold crowns, Rare 10

The Dark Elf Corsairs use special cloaks fashioned from Sea Monsters that dwell deep in the ocean depths. These cloaks are tough and resilient and offer Dark Elves a very good amount of protection.

#### **SPECIAL RULES**

**Scales:** 5+ save in close combat, 4+ save against missiles.

# Special Dark Elf Skills

	Combat	Shooting	Academic	Strength	Speed	Special
High Born	×	×	×		×	×
Sorceress			×		×	×
Fellblade	×				×	×
Beastmaster	×				×	×

# **Dark Elf Special Skills**

Dark Elf Heroes may use the following Skill table instead of any of the standard skill tables available to them.

## **Fury of Khaine**

The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy model this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn.

#### **Infiltration**

The Dark Elf model can *infiltrate*, this skill is exactly the same as the Skaven skill.

# **Powerful Build**

The warrior is strongly built for an Elf and is capable of feats of strength not common among the Elves races. A warrior with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more then two warriors in the Warband may take this skill at any one time.

#### **Fev Ouickness**

Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with *Fey Quickness* can avoid missile or melee attacks on a roll of 6. If the Elf also has *Step Aside* or *Dodge* this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.

#### **Master of Poisons**

The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D3-1 doses of Dark Venom instead. There is a chance of getting none, as the hero doesn't have access to a stable workplace. The poison *must* be used in the next battle and cannot be sold or traded to other Warbands as the Dark Elves guard their secrets very carefully.

# Dark Elves Equipment List

Dark Elf Equipment Hand-to-hand Combat		Shades Equipment List Hand-to-hand Combat Weapons				
Dagger	1st free/2 gc	Dagger	1st free/2 gc			
Double-Handed Weapon	e e e e e e e e e e e e e e e e e e e	Axe	5 gc			
Halberd	10 gc	Sword	10 gc			
Axe	5 gc					
Spear	10 gc	Missile Weapons				
Sword	10 gc	Repeater Crossbow	35 gc			
Beastlash	10 gc					
		Armor				
Missile Weapons		Helmet	10 gc			
Repeater Crossbow	35 gc	Light Armor	20 gc			
Crossbow Pistol	35 gc					
		Special Equipment				
Armor		Sea Dragon Cloak**	50 gc			
Light Armor	20 gc	Dark Venom*	15 gc			
Shield	5 gc	Dark Elf Blade*	15 gc			
Buckler	5 gc	* May be taken by Heroe	s only.			
Helmet	10 gc	** May be taken by Hero	es and Corsairs only.			

# Heroes

# 1 High Born

## 70 gold crowns

Dark Elf Leaders are typically drawn from the Dark Elf nobility and lead the Warband in search of gold, slaves and arcane artifacts to bring home to Naggaroth. They are cold and ruthless killers and they command the respect of their troops through assassination and terror. They have attained their position of leadership by eliminating rival nobles who stand in their way and through their remarkable cunning, they are dangerous foes who embody the merciless traits of the Druchii race.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	9

Weapons/Armor: A High Born may be armed with weapons and armor chosen from the Dark Elf Equipment list.

#### SPECIAL RULES

**Leader:** Any models in the Warband within 6" of the High Born may use his Leadership instead of their own.

# 0-2 Fellblades

#### 40 gold crowns

The Fellblades are elite warriors of the Dark Elf armies and are often linked to the household of a particular Noble family. Fellblades live a life of strict martial training, each specializes in a particular weapon and fighting style. Killing is a way of life for these warriors. Enemies can expect no mercy from them. Fellblades accompany raiding parties to Lustria as paid guards or to further hone their killing skills.

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	Ι	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons/Armor: Fellblades may be armed with weapons and armor chosen from the Dark Elf Equipment list.

#### SPECIAL RULES

**Melee Specialists:** Fellblades live by a strict code of close quarter fighting. Fellblades may not use missile weapons of any sort.

# 0-1 Beastmaster

## 45 gold crowns

Whereas the High Elves have a great affinity with Dragons and Griffons and other noble creatures their malevolent kin have infamous Beastmasters, Dark Elves of particularly cruel renown who breed many vicious beasts and lead them into contact. Unlike the High Elves who treat their beasts as companions, the Dark Elf Beastmasters are very spiteful masters.

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	Ι	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armor: A Beastmaster may be armed with weapons and armor chosen from the Dark Elf Equipment list.

### SPECIAL RULES

**Cold One Beasthound:** The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules for listed for them.

# 0-1 Dark Elf Sorceress

#### 55 gold crowns

Dark Elves are strange in that apart from the fell Witch King there are no other male sorcerers, all the other practitioners of magic in the Dark Elf race are female. It is rumored that any males who do develop an affinity for magic amongst the Dark Elves are immediately put to death to fulfil some dark prophecy. Dark Elf Sorceresses are mysterious, raven-haired beauties who are grudgingly respected even from the powerful High Born and their services are in high demand.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

**Weapons/Armor:** The Sorceress may be armed with weapons and armor chosen from the Dark Elf Equipment list. Note they may not normally wear armor as it interferes with spellcasting.

## **Special Rules**

Wizard: The Dark Elf Sorceress is a wizard and uses Dark magic, detailed below.

## Henchmen

(Bought in groups of 1-5 models)

## **Corsairs**

## 35 gold crowns

The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs - the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever a Black Ark explores the coast of Lustria the Corsairs are the first to launch raiding parties.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	5	4	4	3	3	1	6	1	8

**Weapons/Armor:** Corsairs may be armed with weapons and armor chosen from the Dark Elf Equipment list, in addition they may wear Sea Dragon Cloaks even though they are not heroes.

### 0-5 Shades

### 30 gold crowns

The stealthy Dark Elf Scouts rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on. Ambush is the preferred fighting style of the Scouts. Shades are young and inexperienced scouts that see the expeditions to Lustria as a valuable training opportunity.

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	I	A	Ld
	5	3	3	3	3	1	5	1	8

Weapons/Armor: Shades may be armed with weapons and armor chosen from the Shades Equipment list.

**Natural Stealth:** The first thing that Dark Elf Scouts master is the art of moving without being seen or heard. If a Shade is *Hiding*, enemy models suffer –1 to their Initiative value for determining if they can detect them.

# **0-2 Cold One Beasthounds**

#### 30 gold crowns

The Dark Elves capture and breed many exotic creatures to fight for them and fights between pets are often staged as a form of entertainment amongst the Dark Elves. One such animal was discovered in Lustria. Distantly related to Cold Ones, the Cold One Beast Hound lives in swamps and bogs. Cold One Beasthounds are larger than wardogs and of similar build, but are in all other respects reptilian. Rows of sharp teeth fill its maw, and when provoked, the Cold one Beasthound is a very aggressive beast. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer World.

Profile	M	WS	BS	$\mathbf{S}$	T	W	I	A	Ld
	6	3	0	4	4	1	1	1	4

Weapons/Armor: Cold One Beasthounds are animals and do not need any weapons save their claws and massive jaws.

#### **SPECIAL RULES**

Animals: Cold One Beasthounds are animals and all animal rules apply to them. They never gain experience.

**Beastmaster**: Cold One Beasthounds are nasty vicious brutes that are barely kept under control. If the Beastmaster dies the beasts escape from the Warband and are removed them from the Warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.

**Stupidity**: Cold One Beasthounds may use the basic leadership of the Beastmaster if they are within 6" of him. They may never use the leadership of the Warband leader, nor may they benefit from the Beastmaster's increased Leadership if he is within 6" of the leader.

Scaly Skin: Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armor save. This save cannot be modified beyond 6 due to strength modifiers, but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

**Fear:** The Cold One Beasthound cause *Fear*.

# Dark Elf Magic

1 Doombolt Difficulty 9

Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand.

The bolt of doom may be targeted at any enemy model in line of sight. The bolt of doom has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armor saves as normal.

2 Word of Pain Difficulty 8

The Sorceress calls the curse of the Witch King down on her enemy lessening their willingness to fight.

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

3 Soul Stealer Difficulty 9

At the Sorceresses touch, the essence of life is drained from his enemy and absorbed into her body giving her renewed strength and vigor.

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and his opponent is struck, he suffers a wound with no armor save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more then one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

4 Flamesword Difficulty 8

Summoning dark magic the Sorceress engulfs a weapon in twisted black flames.

The Sorceress may choose a hand-to-hand combat weapon of a member of her Warband within 6" to be engulfed in flames. A weapon with dire flame acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armor saves. Lasts until the Sorceress' next shooting phase.

5 Deathspasm Difficulty 10

The Sorceress channels dark magic into her enemy, causing him to writhe in excruciating pain.

The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately *knocked down*.

# 6 Witch Flight Difficulty 7

The Sorceress bends the winds of magic to her will and flies unhindered through the air.

The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee.

# Forest Goblins Warband

Forest Goblins are presumably the result of a lost expedition of Goblins that somehow tunneled their way to Lustria ages ago. They have completely adapted to their surroundings, learning stealth and camouflage to evade their Lizardmen and Amazon neighbors. They resist the invading warbands as best they can, while continuing their constant fighting with the Lizardmen. Gold motivates the Forest Goblins as it does any warband, albeit for different reasons. It is worthless to them as currency, but as the only abundant metallic resource, it is valuable nonetheless. Instead of using gold to buy weapons and armor, Forest Goblins actually coat their stone equipment with the metal. This has led unscrupulous leaders to send their henchmen into certain ambush, only to arrive later to collect the arrowheads and spear points from the remains of their former employees. Forest Goblins are able to create poisons with a precision surpassing even the Dark Elves. Their natural surroundings harbor any number of poisonous creatures, including the gigantic spiders they are rumored to prod into. Coating their weapons with deadly venom, the Goblins are capable of felling any foe, no matter how large. Led by their Chieftain (usually the Goblin with the loudest voice), the Forest Goblins appear from nowhere and strike with feral ferocity before receding into the trees, leaving only their victims' injuries as the only proof they were ever there.

# Special Rules

All Forest Goblins are subject to the following special rules:

**Camoflague.** Forest Goblins make their clothes from available forest materials, which also helps to conceal them among the foliage. Instead of spotting them automatically if they are hidden within an enemy's Initiative distance, the enemy must first roll equal to or under their Initiative to detect the Goblin.

**Natives.** Used to poking through the underbrush, Forest Goblins suffer no movement penalties from moving through jungle terrain. **Animosity.** [These rules reprinted from White Dwarf 243, with slight modification] Goblins enjoy nothing more than a good scrap, unfortunately they're not very discerning about whom to scrap with! To represent this, at the start of the Goblin player's turn, roll a d6 for each hero or henchman who suffers from animosity. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand to hand combat (they're already scrappin'!). To find out just how offended the model is, roll another d6 and consult the following chart to see what happens:

#### **D6 Result:**

1:I 'Erd Dat! The warrior decides that the nearest friendly Gobin henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Goblin henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of close combat against the source of his ire. At the end of this round of combat, the models immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Goblin henchmen or hired swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest Goblin henchman or hired sword. If none of the above applies, or if the nearest friendly model is a Goblin hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

**2-5:Wud Yoo Say?** The warrior is fairly certain he heard an offensive sound from the nearest friendly Goblin, but he's not quite sure. He spends the rest of the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

**6:I'll Show Yer!** The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Goblin within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

# Choice of Warriors

A Forest Goblin Warband must include a minimum of three models. You have 500 Gold Crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 20.

Chieftan: Each Forest Goblin Warband must have one Chieftan to lead it—no more, no less.

**Bosses:** Your Warband may include up to four Bosses. **Shaman:** Your Warband may include one Shaman.

Forest Goblins Any number of models may be Forest Goblins.

**Red Toof Clan Goblins:** Your Warband may include up to five Red Toof Clan Goblins **Forest Goblin Sluggas:** Your Warband may include up to five Forest Goblin Sluggas.

Gigantic Spider: Your Warband may include one Gigantic Spider.

# Starting Experience

A Chieftan starts with 17 experience.

Bosses start with 6 experience.

A Shaman starts with 6 experience.

Forest Goblins start with 0 experience.

Red Toof Clan Goblins start with 0 experience.

Forest Goblin Sluggas start with 0 experience.

A Gigantic Spider does not gain experience

# **Maximum Characteristics**

Characteristics for Forest Goblin warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	$\mathbf{W}$	Ι	A	Ld
Forest Goblin	5	3	5	4	4	2	6	3	7

# Special Forest Goblin Equipment

# **Bosspole**

20 gold crowns

Availability: Common, Forest Goblin Chieftan or Bosses only

Some influential Goblins carry badges of office, usually taking the form of long wooden poles with an icon or sharp blade on the end. This allows the hero and any Goblin henchmen within 6" to ignore animosity. Additionally, the bosspole acts as a spear in close combat.

Range	Strength	Special Rules
Close Combat	As user	Strike First, Cavalry bonus

#### SPECIAL RULES

**Strike First:** A warrior with a spear strikes first, even if charged. Note that this only applies in the first turn of hand-to-hand combat. **Cavalry Bonus:** If using the optional rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

## **Blowpipe**

25 gold crowns

**Availability:** Common

The Blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison can cause searing agony and even death.

Range	Strength	Save Modifier	Special Rules	
8"	1	+1	Poison, Stealthy	

# SPECIAL RULES

**Poison:** The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe *cannot* cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur, or the like.

**Stealthy:** A Goblin armed with a blowpipe can fire while *hidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Goblin. If the test is successful, the Goblin no longer counts as *hidden*.

# **Magic Gubbinz**

50 gold crowns

**Availability:** Rare 9

These are odds and ends carried around by the Shaman to focus his powers. Most are bat feet, lizard lips, and the like, but still seem to provide benefits to their owner. The Shaman may re-roll a failed magic test on a D6 roll of 4+.

# **Poisoned Weapon**

25 gold crowns

**Availability:** Common

Forest Goblins commonly jab their weapon points into the bodies of giant spiders in hopes of coating them with deadly poison. Once this poison is bought, it is applied to one weapon, and may not be traded or sold later on. The weapon in question, once poisoned, adds +1 to any injury rolls from then on.

# **Red Toof Clan Membership**

40 gold crowns

Availability: Rare 9

Only proving one's prowess in battle can attract the attention of this cadre of warriors. Once inducted, the membership can never be removed; the owner is too proud! The model will now be subject to the rules for Frenzy as described in the Mordheim rulebook.

## **Arachnid Mount**

45 gold crowns

Availability: Rare 5

If you are using the optional rules for mounts, then your warband's heroes may ride giant spiders. The rider's Movement is increased to 6, and armor save increased by +1, exactly as if mounted on an ordinary horse. The rider need not dismount to climb terrain (including building exteriors) and the spider's natural climbing abilities allow the rider to re-roll any failed climbing attempts.

# Special Forest Goblin Skills

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftan	×	×	×		×	
Bosses	×	×			×	×
Shaman		×	×		×	

#### **Animosity**

**Hero Equipment List** 

A Forest Goblin Boss may chose to remove his Animosity instead of chosing a skill, should they earn one.

# Forest Goblin Equipment List

**Henchmen Equipment List** 

#### **Hand-to-hand Combat Weapons Hand-to-hand Combat Weapons** Dagger 1st free/2 gc Dagger 1st free/2 gc Sword 10 gc Sword 10 gc Axe Spear 10 gc 5 gc 10 gc Spear Missile Weapons Halbard 10 gc Double-Handed Weapon 15 gc Short Bow 5 gc

Missile Weapons		Throwing Weapons	15 gc
		Blowpipe	25 gc
Blowpipe	25 gc		
Shortbow	5 gc	Armour	
		Shield	5 gc
Armour			
Light Armour	20 gc		
Shield	5 gc		

# Heroes

# 1 Chieftan

# 50 Gold Crowns to hire

Forest Goblins are usually led by the biggest, strongest, and most cunning Goblin in the band. This Chieftain routinely comes up with ways to drive off the Old World invaders, and collect gold for M'rrk and G'rrk.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	4	3	4	3	3	1	4	1	7

Weapons/Armour: The Chieftan may have any equipment from the Forest Goblin equipment list.

#### SPECIAL RULES

**Leader:** Any models in the Warband within 6" of the Loremaster may use his Leadership instead of their own.

# 0–4 Bosses

# 20 Gold Crowns to hire

Forest Goblin Bosses are just a tad more intelligent than their peers, and aid the Chieftain in directing them in battle. This does not improve their temperament, however, since they are as prone to infighting as their henchmen.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Forest Goblin Bosses may have any equipment from the Forest Goblin Heroes equipment list.

### SPECIAL RULES

**Animosity:** Bosses are subject to the rules for Animosity.

# 0-1 Forest Goblin Shaman

## 20 Gold Crowns to hire

Shamans use the power of the Waaagh to direct the might of G'rrk and M'rrk against their foes. Usually found scrounging up mysterious animal parts instead of gold, most other Goblins agree that "dey's odd."

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	5	2	2	3	3	1	4	1	5

Weapons/Armour: A Forest Goblin Shaman may have any equipment from the Forest Goblin Heroes equipment list.

### SPECIAL RULES

Wizard: A Forest Goblin Shaman begins with one spell randomly chosen from the Forest Goblin Spell list.

# Henchmen

# **Forest Goblins**

# 15 Gold Crowns to hire

Forest Goblin warriors form the rank and file of a Goblin warband. They use their natural talents to harass their enemies while keeping out of sight in the dense foliage.

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	Ι	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Forest Goblins can be armed with weapons and armour chosen from the Forest Goblin Henchman equipment list.

### SPECIAL RULES

**Animosity:** Forest Goblins are subject to the rules for Animosity.

# 1–5 Red Toof Clan Goblins

### 25 Gold Crowns to hire

Of all the various factions that comprise the Forest Goblins, the infamous Red Toof Clan is the most feared. They are elite shock troops, valued by Chieftains for their berserk rage in battle.

Profile	$\mathbf{M}$	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	4	2	3	3	3	1	3	1	6

**Weapons/Armour:** Red Toof Clan Gobblins can be armed with weapons and armour chosen from the Forest Goblin Henchman equipment list.

#### SPECIAL RULES

**Animosity:** Red Toof Clan Goblins are subject to the rules for Animosity.

**Berserkers:** Forest Goblins of the Red Toof Clan allow themselves to be bitten by all sorts of poisonous wildlife before entering battle. The mingling venom drives them into frothing convulsions, making them extremely ferocious. Red Toof Goblins are affected by the rules for Frenzy as described in the Mordheim rulebook. In addition, if they begin their turn within charge range of an enemy, they are immune to animosity for that turn.

# 0–5 Forest Goblin Sluggas

# 20 Gold Crowns to hire

Sluggas practice the art of throwing various objects until they can hurl several projectiles in a split second. This makes them useful for distracting enemies with a hail of heavy stones.

Profile	M	WS	$\mathbf{BS}$	$\mathbf{S}$	T	$\mathbf{W}$	I	$\mathbf{A}$	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Sluggas can be armed with weapons and armour chosen from the Forest Goblin Henchman equipment list.

### **SPECIAL RULES**

Animosity: Forest Goblin Sluggas are subject to the rules for Animosity.

**Sluggas:** In the shooting phase, the Sluggas may throw thrown weapons up to three times. This may not be combined with Quick Shot if they should be promoted to hero status.

# 0-1 Gigantic Spider

### 200 Gold Crowns to hire

Gigantic Spiders are best avoided when encountered in the wild, due to their deadly poison and huge size. When urged into fighting by Forest Goblin beastmasters, they become doubly dangerous and much harder to evade.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld	
	6	3	0	5	5	3	4	2	4	

Weapons/Armour: Sluggas can be armed with weapons and armour chosen from the Forest Goblin Henchman equipment list.

### **SPECIAL RULES**

**Fear:** Gigantic Spiders cause fear as described in the Mordheim Rulebook.

Large Monster: Gigantic Spiders are large targets, and may always be shot at regardless if they are closest or not.

**Poisonous:** The Gigantic Spider's maw drips with vile poisons. When it wounds an enemy and a roll is made on the injury table, 1= knocked down, 2-4= stunned, and 5-6= Out of Action.

Native: Negotiating jungle terrain is no trouble for spiders. They move through jungle without penalty.

**May Ride:** The Forest Goblin Chieftain may ride the gigantic spider if you are using the optional rules for mounts. If so, the chieftain gains +1 armor save, and moves at the spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the spider on a 3-6. In close combat, the opponent may choose which to hit. The gigantic spider no longer has to check for Stupidity if it is being ridden, as the Chieftain is directing its actions.

**Nonsentient:** Spiders are affected by the Stupidity rules in the Mordheim rulebook. In addition, they never gain experience, as they are animals. Note however that they may climb as normal.

[Author's Note: Gigantic Spider models are still available through GW US mail order, and presumably through the GW UK archive service. If neither of these is available to you, plastic spiders are readily available in any toy store for a low price. With a little paint and conversion, they could work nicely.]

# Forest Goblin Spells

The magic of the High Elves is the most powerful magic in the Known World. Its powers and arcane secrets are far beyond the understanding of other mages with the exception of the Slann.

1 Wind of G'rrk Difficulty 6

A blast of foul flatulence signals G'rrk's Wrath.

A blast of foul flatulence signals G'rrk's wrath. Range:12" The first model in its path must roll under its Toughness or take a S2 hit and be knocked down automatically.

2 Gaze of M'rrk Difficulty 8

The Shaman invokes the presence of the Forest Goblin god M'rrk to smite his foes with lightning.

Range 12". D3 S3 hits strike the first model in their path.

3 'Eadbanger Difficulty 8

The Shaman channels pure Waagh energy through his body and vomits it toward the enemy.

Range 6". Fires a number of bolts equal to the Shaman's Attacks with a strength equal to the Shaman's Toughness at the first model in their path. After the bolts' effects are resolved, roll a die. On a 1, the Shaman has drawn upon too much power and collapses, going out of action.

4 Leap of Waaagh! Difficulty 7

The Shaman summon a giant green hand to lift any Goblin and carry him into the fray.

The Shaman or any other Goblin within 3" may be moved up to 12". If this move brings them into close combat, they count as charging in the close combat phase.

5 Idol of G'rrk Difficulty 8

Swirling energy crackles around the Shaman, giving him the appearance of a huge orc hero.

The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.

6 'Ere We Go! Difficulty 8

The Shaman and nearby Goblins become filled with the essence of the Waaagh!

All friendly models within 6" of the Shaman treat 'stunned' results on the injury table as 'knocked down' instead. The effects last until the Shaman takes a wound.

# High Elf Warband

The Citadel of Dusk was built for the dual purpose of guarding the seaways off the east coast of Lustria against incursions from the rest of the world, and as a staging post from which the High Elves could watch the movements of the Lizardmen and their Slann masters. Despite the High Elves' best efforts to keep Lustria free of human adventurers, the people of the Old World have been dogged in their attempts to penetrate Ulthuan's extensive naval web and explore the jungle continent.

So far the mighty Slann Mages have not appeared unduly concerned by the constant incursions onto their lands by the greedy peoples of the Old World and Naggaroth, and appear to have done little to prevent these predatory races from returning. Yet the High Elves know that despite the Slann's relative calm in the face of these constant raids, the patience of ancient Mage-Priests is not limitless.

The Elves fear that the Slann might one day rouse themselves from their century-long meditations to make a concerted effort to end any and all threats to the continuation of their culture as the inheritors of the Old Ones. If the Slann were to throw all their intellect and resources into total war, they could conceivably wipe out whole nations before they could be stopped, such is their awesome power.

Fearing for their own survival as much as anything else, the High Elves have taken it upon themselves to keep Lustria secure from the predations of all other races, and protect the ancient secrets left behind by the Old Ones that the Slann safeguard. The High Elves' cause has not been helped by the many fantastic stories that persist throughout the Old World; stories of lost cities made entirely of gold lying hidden within its dense foliage, just waiting to be discovered and plundered.

# Special Rules

All High Elves are subject to the following special rules:

**Excellent Sight.** Elves have eyesight unmatched by mere humans. Elves spot Hidden enemies from two times as far away as other warriors (ie, twice their Initiative value in inches).

**Haughty.** The High Elves are a very proud and noble race. A High Elf Warband may *never* include hired swords that are not of High Elven blood, nor can they use any equipment of Dwarf origin. This includes Gromril weapons and armour.

**Honorable.** High Elves can *never* use poison or drugs of any kind no matter what the circumstance.

**The Old Ways.** The High Elves may *never* use black powder weapons of any sort. This goes against their ancestors and the traditions of the Old Ways.

**Resolve.** The High Elves have been fighting the Dark Elves for countless centuries. When fighting their dark kin the High Elves are driven by unwavering determination. They are considered to have a Leadership of 10 when taking Rout Tests against the Dark Elves. In addition, High Elves can never choose to voluntarily Rout as they must stop their evil kin at any cost.

# Choice of Warriors

A High Elf Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 12.

Loremaster: Each High Elf Warband must have one Loremaster to lead it—no more, no less.

**Sword Wardens:** Your Warband may include up to two Sword Wardens.

Rangers: Your Warband may include up to two Rangers.
Seaguard: Your Warband may include up to four Seaguard.
Warriors: Any number of models may be Elf Warriors.
Cadets: Your Warband may include up to three Cadets.

# **Starting Experience**

A Loremaster starts with 20 experience. Sword Wardens start with 11 experience. Rangers start with 8 experience. Henchmen start with 0 experience.

# **Maximum Characteristics**

Characteristics for Elf warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	Ι	A	Ld
Elf	5	7	7	4	4	3	9	4	10

# Special High Elven Equipment

# **Mage Staff of Hoeth**

20 gold crowns

Availability: Rare 10, High Elf Loremaster only

Mage Staves of Hoeth are forged from the finest Ithilmar, and are works of art that are truly beautiful to behold. They are usually decorated with gems and other precious materials. Only a Loremaster may use a Mage Staff.

Range	Strength	Special Rules
Close Combat	As user, as user +1	One or two-handed, Concussion

#### SPECIAL RULES

**One or Two-handed**: A Mage Staff of Hoeth can be used either one or two-handed. When used one-handed a Mage Staff counts as a club. When using a Mage Staff in two hands it counts as a club and gives the Loremaster +1 Strength.

**Concussion:** Mage Staves are excellent for striking people senseless. When using a Mage Staff in close combat a roll of 2–4 is treated as *stunned* when rolling on the Injury chart.

# **Elven Greatsword**

25 gold crowns

Availability: Rare 10, High Elf Sword Warden only

The Greatswords of Ulthuan are superb weapons: over six feet long and razor-sharp. Only disciples of the White Tower have the necessary skills required to wield such a mighty blade.

Range	Strength	Special Rules
Close Combat	As user +2	Two-handed, Strike Last, Parry

## **SPECIAL RULES**

**Two-handed**: A Greatsword is a massive weapon and requires two hands in order to use. A Sword Warden armed with a Greatsword may not use a shield or an additional weapon in close combat. If the Sword Warden has a shield he still gets a +1 bonus to his armour save against shooting.

**Strike Last**: The Greatsword is a difficult weapon to use and the Sword Warden's skills are not as refined as those of a full fledged Sword Master. Greatswords strike last, even when charging.

**Parry:** A Greatsword is forged at Vaul's Anvil from the finest Ithilmar making it better balanced then a conventional double handed weapon. A model armed with a Greatsword may parry blows just as if he were armed with a normal sword.

# **Elven Wine**

50 gold crowns

Availability: Rare 10, High Elves only

High Elven wines are well known to be the best in the world, and some are even rumored to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior.

A High Elf Warband that drinks Elven Wine before a battle will be immune to fear for the duration of the battle.

# Special High Elf Skills

	Combat	Shooting	Academic	Strength	Speed	Special
Loremaster			×		×	×
Sword Warden	×		×	×	×	×
Ranger		×			×	×

#### **High Sorcery**

A Loremaster's knowledge of magic goes far beyond that of any other race. When an enemy spellcaster successfully casts a spell the Loremaster may attempt to dispel it. If the Loremaster rolls greater then his opponent's casting roll for the spell then it is dispelled. Only the Loremaster may have this skill.

#### Stand and Fire

If the Elf passes a leadership test he may choose to stand and fire at a charging opponent. The Elf suffers a –1 penalty to hit and may only fire once, at a single opponent. If his opponent is knocked down or stunned, place him halfway between the Elf and where he started from (or in view if he was out of sight).

# Ghilead

The Elf has been trained in the martial art of the White Tower called Gilhead, allowing him to parry with any weapon. If he has a weapon that he can parry with he gains an additional parry attempt

## **Expert Archer**

This Elf's skill with a bow is legendary even among his own people. The Elf may run and still fire his bow, however this shot is taken at a -2 penalty. The penalties for range, cover, and size still apply.

#### **Unerring Strike**

The Elf is an expert at delivering deadly accurate blows. He may re-roll any failed to wound rolls.

# High Elves Equipment List

#### **Hero Equipment List Henchmen Equipment List Hand-to-hand Combat Weapons Hand-to-hand Combat Weapons** Dagger 1st free/2 gc Dagger 1st free/2 gc Axe Spear 10 gc 5 gc 10gc 10 gc Halberd Sword Spear 10 gc Axe 5 gc Sword 10 gc Mage Staff 20 gc Missile Weapons Double-Handed Weapon 15 gc Bow 10 gc Elven Greatsword 25 gc Long Bow 15 gc Elven Bow (Ranger only) 35 gc Ithilmar Weapon\* 2 times the cost Missile Weapons Armour Long Bow 15 gc Light Armour 20 gc Elven Bow Shield 35 gc 5 gc Helmet 10 gc Armour Light Armour 20 gc **Miscellaneous Equipment** 60 gc (High Elf Heroes Only) Ithilmar Armour\* Shield Elven Wine\* 5 gc 50 gc 10 gc Elven Cloak\* Helmet 75 gc

<sup>\* –</sup> The lower cost of these items represents the Loremaster outfitting his Warband with the best equipment available at the Citadel of Dusk. These prices are for a starting Warband *only*. Later purchases of these items are done using the price and rarity chart from the Mordheim rules.

# Heroes

# 1 Loremaster

### 80 Gold Crowns to hire

Loremasters are the most powerful mages in the entire Warhammer world. Their knowledge of the arcane arts and their intensive training at the Tower of Hoeth makes them perfect for leading expeditions into Lustria. They are capable and efficient with years of extensive training and skill at their disposal. Loremasters alone command magic powerful enough to match the might of the mysterious Slann. They delve into the temple cities of the Lizardmen in search of any remaining artifacts of the Old Ones power.

Profile	$\mathbf{M}$	WS	BS	$\mathbf{S}$	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	9

Weapons/Armour: See Tutelage of the White Tower below.

#### SPECIAL RULES

Leader: Any models in the Warband within 6" of the Loremaster may use his Leadership instead of their own.

**Wizard:** The Loremaster is a wizard and may use High Elf Magic. The Loremaster starts with one High Magic Spell. Whenever the Loremaster gains a new spell he can choose from either the High Elf Magic or the Lesser Magic spell lists.

**Tutelage of the White Tower.** The Loremaster received his magical training at the Tower of Hoeth and is bound by its ancient traditions. He may *only* use a sword, dagger, or Mage Staff in battle.

# 0-2 Rangers

# 50 Gold Crowns to hire

Elf Rangers are expert trackers and woodsman. Their keen eyesight and excellent archery skills help them to serve as the perfect lookouts. Rangers are more solitary then other High Elves and their quick decisiveness and ability to work on their own makes them invaluable elements of the Warband. Their skills alone have brought many expeditions back from the brink of death. They have saved countless Elven lives and continue to prove their worth in battle time and time again.

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	Ι	A	Ld
	5	4	4	3	3	1	5	1	8

Weapons/Armour: Rangers can be armed with weapons and armour chosen from the Henchman Equipment list.

## SPECIAL RULES

**Seeker.** If not taken Out of Action, when rolling on the Exploration Chart the Ranger allows you to modify one die roll by -1/+1.

Cloak Craft. Rangers craft the majority of Elven Cloaks and can make their own at the time they are recruited for 40 gold crowns.

Ranger Skills. Rangers may use the following skill table as well as any of the standard Skill tables available to them.

# RANGER SKILLS

Fey. Hostile magic spells will not effect the Ranger on a D6 roll of 4+.

**Luck.** The Ranger is blessed by Lileath, the Elven goddess of luck. One per game he may re-roll any dice roll he makes (but not one made by other members of the Warband).

# 0-2 Sword Wardens

## 55 Gold Crowns to hire

Sword Wardens are young Sword Masters in training recently sent out from the White Tower in order to better hone and refine their martial prowess. Though not as deadly as a full-fledged Sword Master, their skills are still beyond the understanding of ordinary Elves. In battle a Sword Warden wields his trademark Greatsword with effortless grace, dashing aside enemy missiles as he charges into combat. They are the elite warriors of the Warband and their lighting fast strikes have left many enemies lying dead at their feet. Sword Wardens serve as the Loremaster's personal attendants and protectors.

Profile	$\mathbf{M}$	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
	5	4	4	3	3	1	6	1	8

**Weapons/Armour:** Sword Wardens can be armed with weapons and armour chosen from the Heroes Equipment list. They are honorable warriors and may *never* use missile weapons of any sort.

### SPECIAL RULES

**Sword Master Protégé:** A Sword Warden's reactions are so fast that they can deflect arrows and other missile weapons from the air with a deft slash of their blade. Anyone shooting at a Sword Warden armed with a sword or a Greatsword (*not* a double-handed sword) must deduct –1 from their roll to hit. This does *not* include black powder weapons.

# Henchmen

# 0-4 Seaguard

### 40 Gold Crowns to hire

Most Elven soldiery is called to arms only in times of great need, for there are too few Elves to maintain armies at all times. The Seaguard however, are always kept at strength and they retain a full-time contingent of warriors for this purpose. As a result they are better equipped and better trained then other High Elf henchmen.

Profile	M	WS	BS	$\mathbf{S}$	T	W	Ι	A	Ld
	5	4	4	3	3	1	5	1	8

Weapons/Armour: Seaguard can be armed with weapons and armour chosen from the Heroes Equipment list.

# Warriors

### 35 Gold Crowns to hire

Elf warriors are drawn from the regular garrison of soldiers that are stationed at the Citadel of Dusk. They are flexible, battle hardened fighters that are well equipped trained and trained. They form a solid and flexible core to any High Elf Warband.

Profile	$\mathbf{M}$	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	I	A	Ld
	5	4	4	3	3	1	5	1	8

Weapons/Armour: Warriors can be armed with weapons and armour chosen from the Henchman Equipment list.

# 0-3 Cadets

# 25 Gold Crowns to hire

Cadets are young Citizen Levy of Ulthuan serving in the High Elf army for the first time. Their skills have yet to fully develop and most of them have yet to see battle. They are expert archers and travel light, thus making the perfect quick striking troops. Cadets are used primarily as scouts and are assigned the less important duties within the Citadel of Dusk and aboard High Elf Dragonships.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	4	1	7

Weapons/Armour: Cadets can be armed with weapons and armour chosen from the Henchman Equipment list.

# High Elf Magic

The magic of the High Elves is the most powerful magic in the Known World. Its powers and arcane secrets are far beyond the understanding of other mages with the exception of the Slann.

## 1 Word of Power Difficulty 8

The Elven Mage utters the True Name of Asuryan, the lord of the Elf gods. Shaken by his awesome power, the enemies of the Elves become weak and ineffective.

Any enemies within 8" of the Mage suffer a -3 Weaponskill penalty, down to a minimum of one. Lasts until the beginning of the next High Elf turn.

## 2 Fiery Wrath Difficulty 8

With one delicate movement the Elven Mage traces an intricate Sigil of Flame in the air.

Range 12". May be cast on any model within range. The target is hit with Strength 4. Any models within 3" of the target model suffer a Strength 3 hit on a D6 roll of 4+. Take armour saves as normal.

3 The Phoenix Crown Difficulty 9

A crown of white flames appears above the head of the Elf Mage, enveloping him within a glorious array of flames.

The Elf Mage has an armour save of 2+ that replaces his normal armour save. In addition, he gains a +2 to his Weaponskill and a +1 to his Strength. Roll at the beginning of each turn in the recovery phase. On a D6 roll of 1 or 2 the Phoenix Crown disappears.

## 4 Roar of the Dragon

**Difficulty 8** 

A shadow of a wrathful Dragon strikes out from the outstretched hand of the mage, and speeds forward roaring it's anger.

The roar of the Dragon has a range of 12" and it is absolutely straight. Any model in its path must roll equal or under it's Strength or be Knocked Down. If the spell hits a building it stops.

### 5 The Anger of the Earth

Difficulty 10

At the command of the Elven Mage, the very earth raises up against the enemies of the Elves.

Draw a 12" direct line from the mage in any direction. The line is 1" wide and absolutely straight. Any model in its path suffers a single S5 hit.

# 6 The Light of Glory

**Difficulty 8** 

A radiant white light emerges from the mage's hand, banishing all fear and doubt in his comrades.

Any friendly models within 8" of the Elven mage are immune to psychology and will never break from combat. This spell lasts until the mage suffers a wound. If the mage suffers a wound then the enchanted Elves become startled and uneasy. All models with 8" must take a Leadership test. If any fail, they are treated as if they had failed an All Alone test.

# Lizardmen Warband

The Lizardmen and indeed their bloated toad-like masters, the Slann, were once the servants of the divine 'Old Ones'. Ever since the great catastrophe and the departure of the Old Ones from the world, the Lizardmen have been closely observing the rituals and plans laid down by the Old Ones as closely as possible. But the tranquil peace of this once hidden race has been shattered forever since the coming of the dreaded 'Dry Skins'!

Many of the Temple cities of the Lizardmen have been raided and plundered by the likes of Human explorers and other more sinister races. But the plunder is not over as more and more adventurers arrive at the shores of Lustria, drawn by the tall tales told in taverns-tales of cities filled with gold!

The ruined Temple cities of Huatl, Tlax, and Xahutec are the most frequently raided due to their location near the coast. In recent years, more and more Norse, Elven, and Tilean explorers have arrived seeking treasure and arcane knowledge. With the arrival of these intruders the indigenous Lizardmen have been hard pressed to keep what is rightfully theirs. It is by guerilla style hit and run attacks by war parties of Skink and Saurus warriors that somewhat stems the tide of the foreign plunderers. The beaches, the jungle and parts of the ruined cities themselves are home to numerous small bands of these lone defenders against the ravages of the 'dry skinned ones'.

Not only do the Lizardmen keep watch over the ruins they are also protected by a fiendish variety of traps and mazes of tunnels that lead would be robbers around in circles. The plunderers are thus forced to camp outside the ruins while they explore the depths of the temples and try to overcome the traps.

# Special Rules

All Lizardmen are subject to the following special rules:

Scaly Skin: All lizardmen have a natural save thanks to their thick scales. Saurus have a 5+ save and Skinks have a 6+. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light armour adds +1 to the save, as does the addition of a shield.

Armour: Armour is rare amongst the Lizardmen and the cost of light armour is always 50 gc, even if you are buying it from Equipment chart.

Bite Attack: The Saurus have a powerful bite attack, this bite attack uses the Saurus' own strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

Cold Blooded: All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of the Saurus or Kroxigor when taking a Rout test.

Aquatic: Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Jungle born: All Skinks can move through jungle terrain without penalty.

Saurus Rarity: The Slann mage-priests would never include more Saurus braves in a warband than Skink braves and thus you can never have more Saurus braves than Skink braves in the Warband.

# Choice of Warriors

A Lizardmen Warband must include a minimum of three models. You have 500 gold crowns (or the Lizardmen equivalent) to recruit your initial Warband. The maximum number of warriors in the warband may never exceed 20.

**Skink Priest:** Your Warband must have one Skink Priest to lead it—no more, no less. Saurus Totem Warriors: Your Warband may include one Saurus Totem Warriors. **Skink Great Crests:** Your warband may include up to two Skink Great Crests.

**Skink Braves:** Any number of models may be Skink Braves.

Saurus Braves: Your warband may include up to four Saurus Braves.

**Kroxigor:** Your warband may include a single Kroxigor.

# Starting Experience

A **Skink Priest** starts with 20 experience.

**Saurus Totem Warriors** start with 11 experience.

Skink Great Crests start with 8 experience.

**Henchmen** start with 0 experience.

# Maximum Characteristics

Characteristics for Lizardmen may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	$\mathbf{W}$	I	A	Ld
Skink	6	5	6	4	3	3	7	4	8
Saurus	4	6	0	5	5	3	4	4+1	10

# Special Lizardmen Equipment

## **Blowpipe**

25 gold crowns

Availability: Rare 7, Lizardmen and Forest Goblins only

See page 92 of the Mordheim Rulebook for the full rules.

#### **Bolas**

5 gold crowns

Availability: Common, Lizardmen only

Bolas are a set of three bronze balls on strings tied together. They are used in a manner similar to a sling, rotated around the head for speed. Bolas are a hunting weapon which are designed to not seriously harm the animal. They immobilize it and allow the hunter to subdue, or kill it, with his spear. The bolas have a range of 16" and can only be used once per battle. They are automatically recovered after each battle.

#### SPECIAL RULES

Dangerous: If the to hit roll is a natural 1, the bolas brain the wielder with a Strength 3 hit.

**Entangle:** A model hit by bolas isn't hurt, but his legs are entangled and he is unable to move. The model suffers a –2 Weapon Skill penalty in hand-to-hand combat, but may still shoot normally. The model may try to free himself in the Recovery phase. If the model rolls a 4+ on a D6 he is freed and may move and fight normally.

#### Javelin

10 gold crowns

**Availability:** Common

Javelins are throwing spears that are used by young Norse warriors who can't afford better weapons. They are also frequently used by Skink and Forest Goblin hunters.

Range: 8"; Strength: As user; Special Rule: Thrown weapon

## SPECIAL RULES

Two-handed: Models using javelins do not suffer penalties for range or moving as they are perfectly balanced for throwing.

## **Poisoned Weapons**

Skinks are experts at extracting and refining poisons from poisonous frogs, spiders and snakes. Skink Heroes may buy *Dark Venom* at a cost of 20 gold crowns and *Black Lotus* at a cost of 10 gold crowns. Both of these items are treated as a common item however, Skinks may only use them on missile weapons. Saurus warriors may buy *Dark Venom* or *Black Lotus* and use it on their close combat weapons as normal, but they have to purchase it as normal from the Trading Chart.

Skink henchmen may buy low-strength *Reptile Venom* for their missile weapons at a cost of 5 gold crowns per weapon. *Reptile Venom* is a common item and adds +1 to the Strength of the weapon but does not grant the -1 save modifier. *Reptile Venom* only lasts for one battle and remember that all the henchmen in a group must be armed in the same manner.

# SACRED MARKINGS

Many Skink and Saurus warriors are born with distinct markings or mutations. They are regarded as being blessed by the gods and often rise to become leaders. A Hero may only have a single *Sacred Marking* and these may only be bought when you recruit the Hero, not in the middle of a campaign.

#### Oversized Jaws 40 gold crowns

The Saurus has been granted the addition of powerful neck muscles and oversized jaws, even greater than those of a normal Saurus. The Hero may make his bite attack at +1 Strength. (Saurus Only)

## Poison Glands 40 gold crowns

The Skink has been gifted with glands that produce a deadly poison. The Skink may choose to attack with his teeth instead of his weapons. These attacks are treated just like a Saurus bite attack but are resolved at a +1 save modifier regardless of the Skink's Strength. In addition, when rolling on the injury table add +1 to the result. (Skinks only)

## Mark of the Old Ones 50 gold crowns

This is the greatest mark a Lizardman can be born with, for these Albinos are destined for greatness in the eyes of their gods and other Lizardmen. The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

# Special Lizardmen Skills

	Combat	Shooting	Academic	Strength	Speed	Special
Skink Priest			×		×	×
Totem Warriors	×			×		×
Skink Great Crests		×			×	×

#### **SKINKS ONLY**

#### Infiltration

The Skink is a great hunter and is an expert at sneaking up on his prey unnoticed. The Hero may set up anywhere on the table but no closer than 12" to an enemy and he must start the game in hiding.

#### **Great Hunter**

The Skink Great Crest is adept at making the most of the cover available and imposes an additional -1 to hit the Skink if he is in cover (i.e. a -2 to hit penalty).

# **SAURUS ONLY**

Saurus skill list prohibitions: Saurus can never receive Academic skills and can never use missile weapons.

#### **Bellowing Battle Roar**

The Saurus' roar is so deafening that enemy models in base contact suffer -1 to hit in the first round of combat against them.

#### **Toughened Hide**

Through years of battle the Saurus' hide has become hardened and the Saurus will only be taken out of action on a 6+.

# Lizardmen Equipment List

# **Saurus Equipment List**

# **Skinks Equipment List**

Hand-to-hand Combat Weapor	ıs	Hand-to-hand Combat Weapon	S
Dagger	1st free/2 gc	Dagger	1st free/2 gc
Stone Axe (counts as a club)	3 gc	Stone Axe (counts as a club)	3 gc
Axe	5 gc	Axe	5 gc
Sword	10 gc	Sword (Heroes only)	10 gc
Double-Handed Weapon	15 gc	Spear	10 gc
Spear	10 gc		
Halberd	10 gc	Missile Weapons	
		Short Bow	5 gc
Missile Weapons		Bolas	5 gc
None		Javelin	10 gc
		Throwing Knives	15 gc
Armour		Blowpipe	25 gc
Bone Helmet	10 gc		
Light Armour	50 gc	Armour	
Shield	5 gc	Bone Helmet (Skink Priest only)	10 gc
		Buckler	5 gc
		Shield	5 gc

# Heroes

## 1 Skink Priest

#### 60 Gold Crowns to hire

The Warband leader will be one of the hand picked Skink Priests renowned for their reliability. The nature of his mission is to observe the dry skin plunderers and only react if they stray too close to a hidden chamber within the ruined city. The Skink Priest must be able to make the delicate decision of when to attack and when not to. Skink Priests are easily recognizable as they paint their skins colorful mystic symbols associated with their god. Priests of Chotec for instance have winged serpents drawn upon their bodies, whilst those of Sotek use snake tattoos.

Profile	M	WS	BS	$\mathbf{S}$	T	$\mathbf{W}$	I	A	Ld
	6	3	4	3	3	1	5	1	7

Weapons/Armour: The Skink Priest may be equipped from the Skinks Equipment list.

#### SPECIAL RULES

**Leader:** The Skink Priest is the leader of the warband and any Lizardmen within 6" may use his Leadership characteristic for any Leadership test. If the Skink Priest is killed you may recruit a new Skink Priest, but you must play at least one game without the leader to give him time to join up.

Wizard: The Skink Priest is a Wizard and may use Lizardmen magic.

# **0-1 Saurus Totem Warrior**

#### 60 Gold Crowns to hire

When a Saurus warrior has killed twenty foes he is accepted into one of the three Warrior Totems: Eagle, Jaguar or Alligator. He must then go and kill the animal of his new Totem to prove his worthiness. Upon attaining the status of Totem Warrior, he is recruited by the Skink Priests to join with them in their forays into the ruined temples.

Profile	M	WS	BS	S	T	$\mathbf{W}$	Ι	A	Ld
	4	4	0	4	4	1	2	1+1	8

Weapons/Armour: A Totem Warrior may be equipped with weapons and armour from the Saurus Equipment list.

## 0-2 Skink Great Crests

## 30 Gold Crowns to hire

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is more varied in color than normal Skinks so they blend in with the jungle more effectively. They also wear leaves or cover themselves in mud to further blend in. They function as leaders and patrol the jungles reporting of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins while a hit and run war party retreats back into the jungle.

Profile	$\mathbf{M}$	WS	BS	S	T	$\mathbf{W}$	I	A	Ld	
-	6	3	3	3	2.	1	4	1	7	

Weapons/Armour: Skink Great Crests are equipped from the Skinks Equipment list.

# Henchmen

## **Skink Braves**

#### 20 Gold Crowns to hire

Many Skinks dwell in the deepest jungles and trackless swamps of Lustria. These Skink braves are fast, agile and intelligent. Although they lack the brute force and sheer aggression of the Saurus, they are good at shooting volleys of arrows or javelins. They lack the staying power of the Saurus, because they switch between reckless audacity and sudden panic, this may be due to their very short memories. As soon as a group of Skinks flee out of immediate danger they are likely to forget the experience and regroup for another reckless attack.

Profile	M	WS	BS	$\mathbf{S}$	T	W	Ι	A	Ld
	6	2	3	3	2	1	4	1	6

Weapons/Armour: Skink Braves are equipped from the Skinks Equipment list.

# **0-4 Saurus Braves**

#### 40 Gold Crowns to hire

Saurus have thick, horny, scaly hide which protect them as natural armour. Saurus are sufficiently intelligent to understand clear and simple commands. They make excellent warriors, but they are not much good at anything else. They are extremely stubborn and are very hard to shift in battle. They are very ferocious creatures and will rip at an enemy until they are slain.

Profile	M	WS	BS	$\mathbf{S}$	T	W	I	A	Ld
	4	3	0	4	4	1	1	1+1	7

Weapons/Armour: Saurus Braves are equipped from the Saurus Equipment list.

# 0-1 Kroxigor

## 200 Gold Crowns to hire

Kroxigor resemble Saurus but are much bigger and are far more powerful creatures. They are not very intelligent and their speech is limited to a blood-curling roar. They are strong and mainly used for construction, and they need to be goaded into working by the nimble Skinks.

Profile	$\mathbf{M}$	WS	BS	S	T	$\mathbf{W}$	Ι	A	Ld	
	6	3	0	5	4	3	1	3	8	

Weapons/Armour: The Kroxigor is equipped with a halberd.

#### SPECIAL RULES

Scaly Skin: Kroxigor have a natural save of 4+.

Aquatic: Kroxigor may move through water with no penalty, and counts as being in cover while he is in the water.

**Cause Fear:** Kroxigor are large and frightening monster and causes *Fear*.

Large: Kroxigor stand out amongst the rest of the Warband and may be picked out by an archer even if he is not the closest model.

Animal: Kroxigor are slow-witted creatures that never learn from their mistakes. Kroxigor do not gain Experience.

# Lizardmen Magic

Lizardmen Spells work like the Prayers of Sigmar and may be used even if the Skink Priest is wearing armour.

#### 1 Chotec's Wrath Difficulty

**Difficulty 8** 

A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However, add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armor, Ithilmar armour or Gromril armour.

# 2 Sotec's Blessing Difficulty 7

The spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is *Stunned* or taken *Out of Action*. Only a single model may be affected by the blessing at any given time.

#### D6 Effect

- 1-2 +1 BS or +1 to hit in close combat.
- 3-4 Toughness +1.
- 5-6 Movement and Initiative +1.

#### 3 Huanchi's Stealth Difficulty 7

The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately to go into hiding. A model may go into hiding even if they ran in the movement phase or have already shot with a missile weapon.

#### 4 The Old Ones' Protection

Difficulty 6

The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken *Out of Action*.

5 Tinci's Rage Difficulty 8

A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follow the rules for *Frenzy*, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is *Stunned* or is taken *Out of Action*. At the beginning of the his next turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wishes to attempt to recast it on another model later in the shooting phase.

6 Itzl's Speed Difficulty 7

A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts as running and a model may not move if he has already shot with a missile weapon. A model may not charge with this extra move.

# Norse Warband

The land of Norsca lies to the North of the Empire. The Norse are a bloodthirsty people whose society is based around war and fighting. All Norse warriors are trained starting at a very young age in the use of swords and shields. Most Norse warriors are very experienced as the Norse use fighting to solve most of their problems. They are tough soldiers and experienced warriors, making them powerful opponents in combat. According to the Norse religion, brave warriors who die in combat are sent to Valhalla, which is the equivalent to heaven for the Norse. There they will drink and fight for eternity. This makes Norse very fierce warriors as they are not afraid of death and actually embrace it.

The Norse train as warriors from their thirteenth birthday. To become a man, they must undergo a test of physical and mental tests. In some clans this is to dive into an ice-cold sea from a thousand metre high cliff. In other Clans they might be hung from a tree for five days in the style of the All-Father, be entombed underground for five days, or run with a reindeer herd for a week. If they do this then they become a fully-fledged Norscan. Some fail, or drop out completely. These are derided. Most are exiled, some are killed. Those who have some magical skills are taken into the Godi's Lodge where they follow a completely different Rite of Age, more of the traditional Apprenticeship. After the normal Norscan has passed his Rite of Age, he swears allegiance to one of the Jarls of his Clan. Most of the Jarls are minor ones, the ones who journey to Lustria or places like that as a warband leader. These warbands are known as Bondsmen or Warrior Hunters, and their adventure is called a Skaerlingraid. These Bondsmen go on to be Huscarls or even Jarls, following on the great Norscan tradition of bravery and honour. Those who join these are likely to become Huscarls after about ten years should they survive. The Norse were actually the first humans to discover Lustria. In their advanced Long Ships, the Norse sailed from the Old World to Lustria, establishing the first colony. It was named after the first human born in Lustria, Skeggi. The Norse have plagued the coast of Lustria as they are very good raiders and have pillaged many coastal settlements.

# Special Rules

All Norse Warriors are subject to the following special rules:

Seamen: The Norse are a sea faring people and spend much of their time rowing boats. To represent this, all Norse warriors get +2 to strength when trying to row a boat.

**Hunters:** Norse people commonly use hounds in hunting as well as fighting. Dogs are so common with the Norse people that they often consider hounds like a part of the family. To represent this, the War Hounds are rare 7 to Norse heroes, rather than rare 10 as they are for other warbands.

# Choice of Marriors

A Norse warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Jarl: Each Norse warband must have one Jarl to lead it—no more, no less.

Berzerker: Your warband may include up to two Berzerkers.

Godi: Your warband may include up to one Godi. Ulfjarl: Your warband may include up to one Ulfjarl.

**Bondsmen**: Your warband may include any number of Bondsmen.

Hunters: Your warband may include up to five Hunters. Huscarls: Your warband may include up to five Huscarls.

# Starting Experience

A Jarl starts with 20 experience. Berzerkers start with 11 experience. A Godi starts with 8 experience. An **Ulfiarl** starts with 11 experience. **Bondsmen** and **Hunters** start with 0 experience. **Huscards** start with 2 experience.

Special Norse Equipment

Norscan Great Axe

20 gold crowns

# 0-1 Ulfjarl

# 55 gold crowns

Ulfjarls are Berzerkers with a very rare disease. When there is a full moon, or when blood starts flying on the battlefield, Ulfjarls turn into blood hungry wolf men, known as werewolves to most Old Worlders. These monstrous beasts tear through flesh and armor as they rampage through the melee.

Profile	$\mathbf{M}$	WS	BS	S	$\mathbf{T}$	W	Ι	A	Ld
	4	4	3	3	4	1	3	1	7

Weapons/Armor: An Ulfjarl may be equipped with weapons and armor chosen from the Hero Equipment list.

## SPECIAL RULES

Berzerker: An Ulfjarl is subject to frenzy as detailed in the Psychology section of the Mordheim rulebook.

**Ulfjarl:** If an Ulfjarl successfully charges an enemy when he is *frenzy* he will turn to wolf form. He gains +3 M, +1 S, and +1 A. Note that he may only charge at his normal movement for his first charge, so he may charge 8" before he turns into a wolf, assuming he has no modifiers to his movement characteristic. He may no longer use weapons or armor but is treated as his former self in all other respects. He continues to be *frenzy* and will remain in wolf form for the remainder of the battle. In addition, his thick fur will often catch arrows and other missiles. To represent this, the Ulfjarl in wolf form gets a 6+ save against missile weapons.

# Henchmen

(May be bought in groups of 1-5 models)

# Bondsmen

# 25 gold crowns

Bondsmen are the standard warrior to any Norse warband. They have had their share of the bloodshed and have been trained since they were children. They eagerly follow their warband, ready at any time to lend a hand.

Profile	$\mathbf{M}$	WS	BS	S	T	W	Ι	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armor: Bondsmen can be armed with weapons and armor chosen from the Henchmen Equipment list.

## 0-5 Hunters

## 30 gold crowns

Hunters are the most skilled in hunting wild game in Norse society. They are skilled in the bow as well as all of the other weapons common to the Norse. They often follow champions on voyages to offer ranged attacks as well as additional hunting skills.

Profile	$\mathbf{M}$	WS	$\mathbf{BS}$	S	$\mathbf{T}$	$\mathbf{W}$	Ι	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armor: Hunters can be armed with weapons and armor chosen from the Henchman Equipment list.

#### SPECIAL RULES

Wild Hunters: Hunters are used to running with wild packs of deer and other game as they hunt their prey. Hunters can bring this advantage on the battlefield, running with their fellow Norsemen while they fire deadly accurate arrows at their opponents. Hunters do not suffer the normal ^1 to hit when they move and fire.

# 0-5 Huscarls

## 35 gold crowns

Huscarls are some of the most experienced warriors for a Norse warband. They have been through many difficult experiences and know how to fight. They are very tough opponents and few live to tell the tails of encounters with Huscarls.

Profile	$\mathbf{M}$	WS	$\mathbf{BS}$	$\mathbf{S}$	$\mathbf{T}$	$\mathbf{w}$	Ι	$\mathbf{A}$	Ld
	4	4	3	3	4	1	3	1	7

Sword	10 gc	Double-handed weapon	15 gc
Double-handed weapon	15 gc	Spear	10 gc
Norse Great Axe	20 gc		
	_	Missile Weapons	
Armor		Javelin	5 gc
Light arm or	20 gc	Bow*	10 gc
Shield	5 gc		
Helmet	10 gc	Armor	
		Light arm or	20 gc
		Shield	5 gc
		Helmet	10 gc

<sup>\*</sup> Hunters only.

# Werces

## 1 Jarl

# 65 gold crowns

The Jarl of a Norse warband is the most hardened veteran of his group. He has seen many battles and is used to the bloodshed. While some Jarls choose to command their forces with strategy, most just run into the fray with the rest of the warriors. However the Jarl decides to run his warband, all of the other warriors respect him and look up to him.

Profile	$\mathbf{M}$	WS	$\mathbf{BS}$	S	$\mathbf{T}$	$\mathbf{W}$	Ι	A	Ld
	4	4	3	3	4	1	4	1	8

Weapons/Armor: A Jarl can be armed with weapons and armor chosen from the Heroes Equipment list.

#### SPECIAL RULES

Leader: Any models in the warband within 6" of the Jarl may use his Leadership instead of their own.

#### 0-2 Berserkers

## 45 gold crowns

Berzerkers are some of the most ferocious warriors in any Norse warband. They have proven their worth over countless battles and have learned that death is nothing to be feared. They charge into battle without any regard for their own safety as they strive to get into Valhalla.

Profile	M	WS	BS	S	$\mathbf{T}$	$\mathbf{W}$	Ι	A	Ld
	4	4	3	3	4	1	3	1	7

Weapons/Armor: Berserkers can be armed with weapons and armor chosen from the Heroes Equipment list.

#### SPECIAL RULES

Berserkers. Berserkers are subject to frenzy as detailed in the Psychology section of the Mordheim rulebook.

# 0-1 Godi

## 35 gold crowns

Norse mages are called Godis, and they have special links to nature. They use powerful magic to ward off enemies and defend their comrades. Godis are not very popular in Norse culture as they spend most of their time focused on their magic abilities rather than their brute strength.

Profile	$\mathbf{M}$	WS	BS	S	$\mathbf{T}$	$\mathbf{W}$	Ι	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armor: A Godi may be equipped with weapons and armor chosen from the Henchman Equipment list.

#### SPECIAL RULES

Wizard. The Godi is a wizard and may use Norse Magic.

#### Availability: Rare 6

Axes are the major weapons of Norsemen, and a Norscan Great Axe is an example of great Norse craftsmanship. They are huge single handed, double bladed axes that are so heavy that, with one blow, they can usually cleave a fully armored knight in two.

Range	Strength	Special Rules
Close Combat	As user +1	Cutting Edge

#### SPECIAL RULES

Cutting edge: A Norscan Great Axe is a larger version of a normal axe. It has an extra save modifier of -1. This is in addition to the bonus +1 Strength that the axe provides.

# Special Worse Skills

	Combat	Shooting	Academic	Strength	Speed	Special
Jarl	×			×	×	×
Berserker	×			×		×
Godi				×	×	×
Ulfjarl	×			×	×	×

#### Shield Master

Norse warriors begin training with shields when they are still children. Some warriors become so skilled with these weapons that they can block almost any blow against them. When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

#### Berserk Charge

The Norse are very skilled with weapons that many other races see as primitive and savage. When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

#### Crushing Blow

Norse warriors train in almost all of their spare time. They are expert fighters and learn to put all of their strength into very powerful attacks. No enemy may parry an attack made by this hero because it strikes with such power that it pushes right threw a buckler or sword.

#### Berzerker

The Norse are well known for their lack of concern for themselves. They run into battle, screaming battle cries and swinging their weapons. This hero now has *frenzy*. A Godi may never gain this skill.

#### **Battle Tongue**

Only a hero with the leader skill may gain this skill. It allows models within 12" of him use his leadership, rather than the normal 6".

#### Norse Courage

As Norse warriors strive to get into Valhalla, they learn to fear nothing and embrace hardships and challenges. This hero never needs to take all alone tests and may re-roll failed fear tests.

#### **Grim Determination**

Hero Equipment List

The Norse are very difficult to make flee as their goal in life is to die in battle. Only a hero with the leader skill may gain this skill. It allows the Norse warband to re-roll all failed Route Tests while this hero is not *out of action*.

# Norse Equipment List

Henchmen Equipment List

# Hand-to-hand combat weaponsHand-to-hand combat weaponsDagger1st free/2 gcDagger1st free/2 gcHammer3 gcHammer3 gcAxe5 gcAxe5 gc

Weapons/Armor: Huscarls can be armed with weapons and armor chosen from the Heroes Equipment list.

# Worse Magic

The magic of the High Elves is the most powerful magic in the Known World. Its powers and arcane secrets are far beyond the understanding of other mages with the exception of the Slann.

1 Howl of the North Difficulty 9

Icy winds sweep before the Shaman, battering archers and knocking missiles from their path.

The Shaman and all models within 6" of him are immune to missile/black powder weapons fire. This spell lasts until the Norse player's next recovery phase.

2 Angvar's Fury Difficulty 8

The Shaman's howls raise the tempers of the warriors around him to a fever pitch.

All warriors within 8" of the shaman gain a +1 to hit in hand to hand combat against the opposing warband. The spell last till the start of the Norse players next turn.

3 Elvek's Cold Spear Difficulty 7

A razor sharp icicle flies at the Shaman's foe.

The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path and will automatically hit. Normal armor saves applies. (-1 modifier)

4 Cast the Runes Difficulty 7

The Shaman calls on the three Yrdir, the Wyrd Sisters of Norsca legend, for a glimpse of the future.

The Shaman may adjust one die roll by +/-1 between a successful casting of this rune and his next recovery phase. A to wound roll adjusted to 6 will not cause a critical hit.

5 Kiss of Frost Difficulty 6

The Shaman covers ground of his choosing with slick ice.

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

6 Bear's Might Difficulty 9

The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

The Shaman gains +1 Attack, +1 Strength, +1 Toughness and -2 Initiative (Min. 1). Take a Leadership test during each recovery phase (both yours & opponents). If the test fails, Bear's Might drains away. While the Shaman is in bear form, he may not cast any further spells.

Dem's My Gubbinz 3/18/01 1:13 AM

# **Dem's My Gubbinz!**

Forest and jungle goblins love to hoard vast quantities of gold as offerings to G'rrk and M'rrk, their principle gods. Sometimes the Goblins will uncover something of holy significance, and take it back to their camp. This might be a large gem, a rare Slann artifact, or simply a conspicuous shiny object. In any case, rival warbands are keen to discover hidden goblin villages to loot them of their would-be offerings.

**Setup:** This scenario can be played by 2—4 players. The players take turns placing the terrain in an area roughly 4'x 4'. The board could represent a goblin village and/or its immediate surroundings or a ramshackle assembly of lean-tos and ruins. Once this is done, players take turns placing 6 gubbinz counters on the tabletop. The counters could be any kind of small idol. Each counter should be numbered 1 to 6 and the numbers hidden on the underside of the counter. It is important that the numbers on the bottom of the counters remain secret from all the players. These may be placed anywhere on the table, but more than 10" from any edge and 8" from each other. Note that warband setup is random, so it is more advantageous to evenly distribute the counters.

All players roll a die, and the highest roller sets up first, followed by the next highest, and so on. The high roller chooses which table corner they want, and set up all of their models within the 8"square created by that corner. The next highest takes the opposite corner, and so on. After the warbands are set up, all players roll a die. The high roller goes first, and turns proceed to the right.

**Scenario:** At the beginning of the game, one player rolls a die. The number rolled is the gubbinz counter that the fighters are searching for. This gubbin is now the sacred gubbin.

During the game a model may pick up a Gubbin by moving into base contact with it. A model keeps the Gubbin until the end of the game unless taken out of action. In that case, it remains where the model was standing.

The warband possessing the Sacred gubbin at the end of six turns is the winner. Once a gubbin is picked up, its number is checked and announced to all the players. Any of the other Gubbinz owned by a warband after the game are worth 2d6 gc each.

**Ending the Game:** After six turns, the warband with the Sacred Gubbin is the winner. Rout tests are taken as normal, although Forest Goblins may re-roll failed rout tests as they are defending their village from attack.

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# **Experience:**

- +1 Survives: Heroes and henchmen who live through the battle gain +1 experience.
- +1 Winning Leader: The leader of the winning warband gains +1 experience.
- +1 Enemy Taken Out of Action: A hero who takes an enemy model out of action gains +1 experience.
- **+1 Got da Gubbinz!:** The hero or henchman holding the Sacred Gubbinz at the end of the game gains **+1** experience.

# THE LOST TEMPLE OF SLANN

"The Old Ones left the world we know. Bestowing Destruction! Terror! And feats of woe."

Takako Shi-San, Shaman of the Amazon Tribe.

# 3-5 players

### **Terrain**

Each of the players take turns placing a piece of terrain, They may place jungle trees, man eating plants, quicksand, ruins or other similar items. I suggest that the terrain be set up in an area roughly 4'x6'. You should put a Building (temple) in the center of the table. The objective of this scenario is to take control of this building.

## Warbands

One player is the defender, determined as normal representing the warband that reached the building first. However, if there is a Lizardmen warband, they become the defender automatically. The defender is deployed first, inside or within 6" of the objective building. The attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents,

D6 Roll Item Found

- 1 Temple Stone Guard
  - 2 1D3 doses of Dark venom
  - 3 1D3 doses of Crimson shade
  - 4 Holy (unholy) relic

- 5 Lucky Charm
- 6 Heavy Armour

All of the above are described in the Mordheim rules, except for the Temple stone guard. For rules on the Temple stone guard, see new items.

# Starting the game

Each player rolls a D6, the player rolling the highest has the first turn and order of play proceeds clockwise around the table.

# **Ending the game**

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

# **Experience**

- +1 Survives: If a hero or henchmen group survives the battle, they gain +1 experience
- +1 Winning leader: The leader of the winning warband gains +1 experience.
- +1 per enemy out of action: Any hero earns +1 experience for each enemy he puts out of action.

# The Old Relics

At the end of the game, the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the temple. Note that you'll roll for each item separately, apart from crystals (gold crowns), which are always found. For example, you will need a 4 + to find a tome of magic. Then roll to see if you find the Gromril sword.

Note you roll on the table once for each hero not taken out of action during the game. If you have 3 heroes, then you roll 3 times. The maximum times you can roll is 6.

# D6 Roll D6 Roll Needed

3d6 crystals (GC) Automatic

D3 gems worth 10gc each 5+

Tome of Magic 4+

Gromril Sword 5+

Cloak of Mists 5+

D3 doses of Healing Herbs 4+

Dispel Scroll 5+

# **New Items**

# **Temple Stone Guard:**

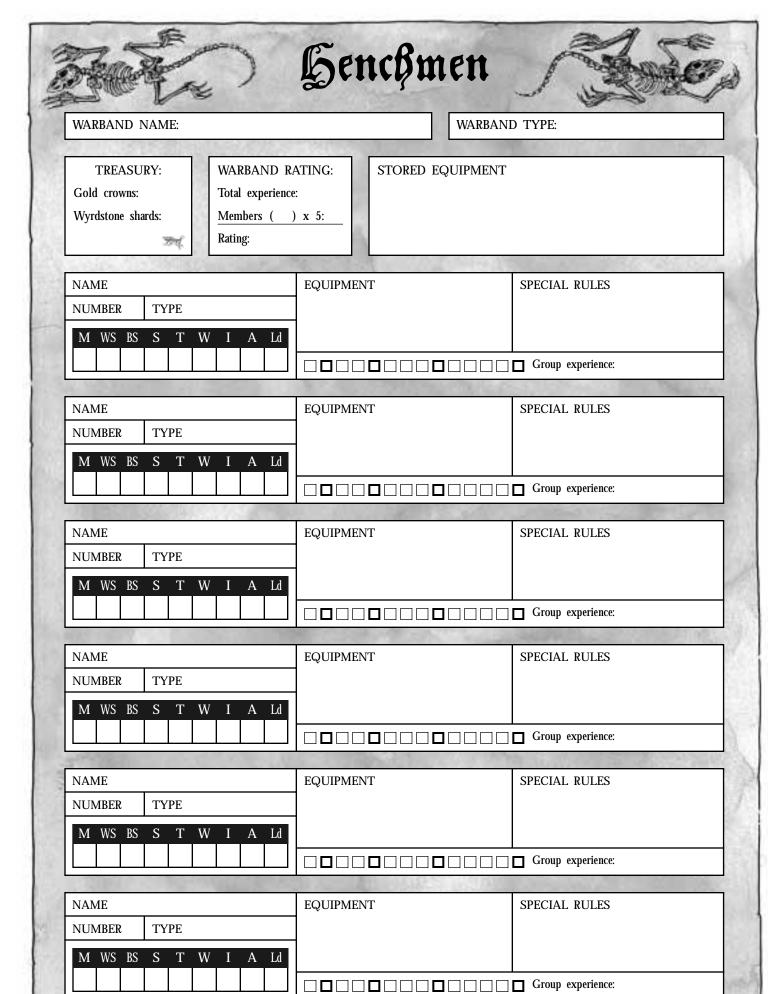
**Profile** 

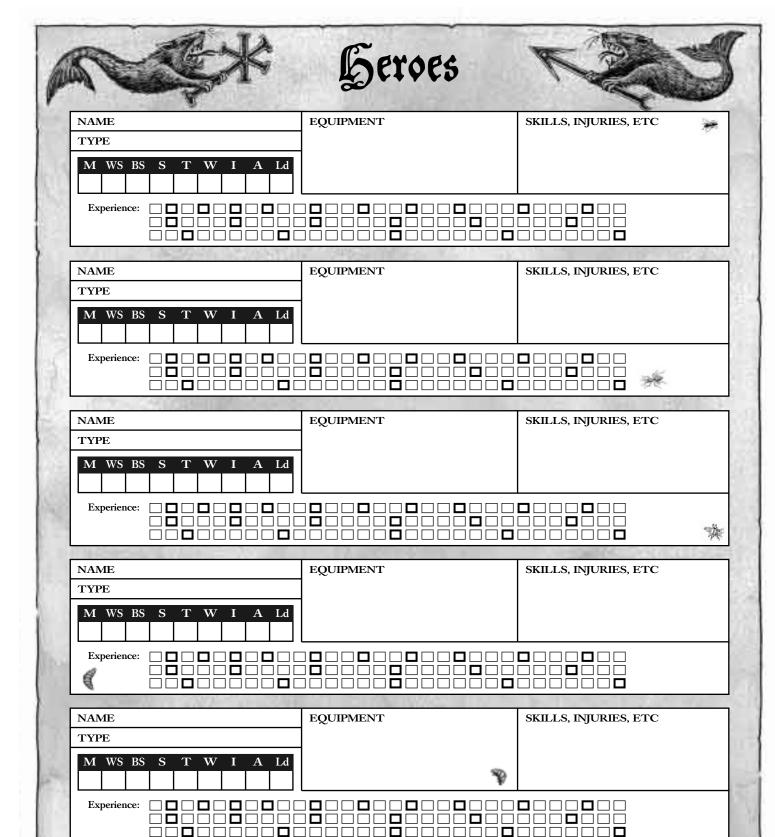
M	WS	BS	S	Т	W	I	A	Ld
5	4	4	4	4	1	6	1	8

The Temple Stone Guard is a statue of an Old formidable Lizardman, created to protect the temple. The defending player gets to control the guard for this game. It will not leave the temple for any reason, even after the game. The Stone Guard may not be traded.

**Cloak Of Mists:** Only a hero can have this item. There is an additional —1 penalty for any attacks against the wearer. There is also a —1 penalty to initiative when trying to spot the wearer, if he is hidden.

**Dispel Scroll:** (as in WD242). This scroll contains a powerful counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate it's effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2d6 gc.





NAME

TYPE

M WS BS S T W I A Ld

Experience: