

# Return To The Pit

Additional Rules for Pit Fighter, by Jervis 'The Decapitator' Johnson

In Issue One of Fanatic we included a set of rules that allowed players to take part in battles in the blood-soaked battle pits of the Empire. (If by some dreadful misfortune you don't have a copy of Fanatic 1, then don't despair as you can download the rules from the Mordheim website at [www.mordheim.com](http://www.mordheim.com). You will require a set of the original rules to use the new rules described below.)

The original Pit Fighter article only covered the types of Pit Fighter that battle in the 'classic style'. The additional rules below add several new types of Pit Fighter, each of whom fights in a very different manner to the classic style Pit Fighters of the Old Empire. It also includes rules for campaigns, and for different styles of combat.

## 8.0 Rules Changes

Further playtesting has led us to changing one of the rules in the original Pit Fighter article.

**Arm Attacks:** We've found that it is almost impossible to fully parry an attack on your arms, as the opponent is allowed to choose to attack either arm no matter where they may be standing. To stop this happening, the arms are treated as a single location, just as the legs are. In other words, rather than choosing to attack or defend the left or right arm, simply write down 'arms' on the roster. The 'arms' are assumed to be adjacent to the body for the purposes of adjudicating partial parries. If the Pit Fighter has two different armour values for his arms, then use the higher value.

## 8.1 New Pit Fighter Types

Players may choose to field the following new types of Pit Fighter. Note that some may only be used in certain styles of combat (see 8.3). The starting characteristics for all the types of Pit Fighter are summarised on the table below.

**Pursuers:** Pursuers are a style of Pit Fighter that originated some time after the Pit Fighters that fight in the classical style. They wear lighter equipment than the older

style of Pit Fighter, though it is still based on the fighting style of enemies of the Empire.

**Troll Slayer:** The Dwarf Troll Slayer warrior caste often agree to fight in the pit fighting arenas of the Empire. Troll Slayers use the starting characteristic profile given below.

**Ogres:** Ogres are often used as mercenaries in Empire armies, and considering their size and strength it is hardly surprising that some have ended up agreeing to fight in the Empire's pit fighting arenas as well. Ogres are usually only used in a special style of combat called Sigmar style, though very occasionally they have been used in single contest against especially skilled human champions known as Pit Kings.

**Pit Kings:** The title of Pit King is given to a Pit Fighter that takes on and defeats a team of three opponents. This style of combat is known as fighting in the Sigmar style. Any type of Pit Fighter, other than an Ogre, can choose to fight such a battle in order to earn the coveted Pit King title. The title is lost as soon as the Pit King is taken down. The best way to include Pit Kings in your games is to use the campaign rules below. If a Pit King is required for a one-off game then they may be represented by any manner of Pit Fighter other than an Ogre. When working out a Pit Kings characteristic's they receive +30 extra characteristic points rather than +10 points as is normally the case.

## 8.2 New Weapons

The following special rules apply to the nets and javelins used by some Pit Fighters.

## Fighter Starting Characteristics Table

Type	Weapon Skill	Strength	Toughness	Initiative	Wounds	Bonus
Classic: Undead, Empire, Orc, Chaos	30	30	30	30	10	+10
Pursuer: Skink, Witch Elf	30	30	30	30	10	+10
Troll Slayer	30	30	40	20	10	+10
Ogres	30	50	40	10	30	+10
Pit King	30	30	30	30	10	+30



*The Witch Elf and Skink Warriors fight it out in front of the roaring crowd.*

**Javelins:** A javelin can be used to attack opponents in an adjacent hex, or in a hex two hexes away. The Pit Fighter's chart will show which hexes can be attacked. Javelins are not the most powerful of weapons, and so the Pit Fighter using them can never count as having a Strength that is higher than their opponent's Toughness. If their Strength is higher, it counts as being equal to the opponent's Toughness instead. In addition a Pit Fighter armed with a javelin may only take the Mighty Blow bonus against opponents in an adjacent hex.

**Net:** Like a javelin, a net may be used to attack an opponent that is up to two hexes away. However, it may not be used against opponents that are in an adjacent hex. If the net hits then it ensnares the opponent instead of inflicting damage. An ensnared opponent has their WS halved and may not move or attack until they have freed themselves. To get free an ensnared Pit Fighter must take an Observe action and then roll a D10. They escape on a roll of 10 on the first attempt, 9-10 on the second attempt, and so on. Note that a Pit Fighter who ensnares an opponent loses their net for the rest of the battle.

### 8.3 New Styles Of Combat

Players may agree to fight using the following new styles of combat. If it is impossible for the players to agree which style of combat to use then it must be fought in the Free style.

**Classic Style:** Only classical style Pit Fighters or Troll Slayers may be used. The combat is fought one against all until over half the Pit Fighters taking part have been taken down.

**Pursuit Style:** Only pursuer style Pit Fighters or Troll

Slayers may be used. The combat is fought one against all until over half the Pit Fighters taking part have been taken down.

**Free Style:** Any type of Pit Fighter other than Pit Kings or Ogres may be used. The combat is fought one against all until over half the Pit Fighters taking part have been taken down.

**Sigmar Style:** A Sigmar style combat pits one Pit Fighter against three opponents. In its original form the single fighter would always be a Pit Fighter attempting to emulate Sigmar and earn the title of Pit King, but more recently an Ogre can also be used. The combat is fought until only one side has no one standing.

**Alliance Style:** An alliance is fought between two or more equal sized teams of Pit Fighters. Any style of Pit Fighters may be used, with the proviso that all teams must have equal numbers of Ogres and/or Pit Kings. The combat is fought one team against all until only one team has any member's standing.

In addition to the styles described above there are literally hundreds of other styles of combat that are particular to certain provinces or cities or the Empire, or certain arenas. For example, the Black Pits on the outskirts of Mordheim often feature combats against hideously mutated creatures, while the huge arenas of Aلدorf hold enormous combats between dozens of Pit Fighters that are based on famous battles fought by the Empire. Players should feel free, therefore, to devise their own new styles of combat. Just remember that if you can't agree on a style to use, then you must fight using the Free style.

## 8.4 Campaigns

Most Pit Fighters are slaves that belong to a pit fighting 'school'. In a campaign each player takes on the part of the owner of such a school, working their Pit Fighters in the arenas of the Old World.

At the start of a campaign each player must create a stable of five Pit Fighters: two of the Classic style, two Pursuit style, plus one Ogre. A Troll Slayer may be substituted for any one of the Classic or Pursuit style Pit Fighters. Work out the starting characteristics for each Pit Fighter as you would normally.

When you fight a combat as part of a campaign you must pick the Pit Fighter that takes part from the Pit Fighters in your stable. All of the normal restrictions apply. Note that you can only use the Ogre (or Pit King if you have one) if the combat style chosen allows them to be used. Normally, players will only be allowed to pick one Pit Fighter from their stable. However, experienced players may choose to control two or more Pit Fighters as a single team in an Alliance or Sigmar style combat.

### 8.41 Campaign Injuries

Pit Fighters that are slain by critical damage results are replaced with a new Pit Fighter of the same type. Any Pit Fighter that was taken down during a combat is assumed to recover fully unless they suffer a critical damage result that either kills or permanently injures them. However, they must miss the next combat their stable takes part in while they recover. Some critical damage results also force Pit Fighters to miss fights. In any case where several things will force a Pit Fighter to miss a fight, then only the worst penalty is used. For example, a Pit Fighter is taken out in a fight (miss one fight) and also suffers a damaged

kneecap (miss one fight) and a broken arm (miss two fights). The Pit Fighter must miss two fights, as this was the worst injury they suffered.

### 8.42 Campaign Training

Any Pit Fighter that survives a campaign combat receives a +1 bonus to the characteristic of their owner's choice. In addition, Pit Fighters that have taken down at least five opposing Pit Fighters are allowed to learn a skill from the list of skills below. Once a Pit Fighter receives a skill they must take down another five opponents before taking another skill. No skill may be taken more than once and all bonuses are cumulative. (Players that prefer to have Pit Fighters progress more quickly can say that they learn a skill after taking down three opponents).

To generate a new skill, roll 2D6 one after the other, counting the first roll as tens and the second as units. This will generate a number between 11 and 66 and is known as a D66 roll. For example, if the first dice rolled a 4 and the second a 5 then the score would be 45. If you roll a skill you already have or may not use, then roll again.

### 8.43 Becoming a Pit King

The ultimate aim of every Pit Fighter is to become a Pit King. To do this they must fight in the Sigmar style and win. A Pit Fighter that does this may wear the crown of a Pit King, and the player that controls them wins the campaign!

#### Author

*You all know who Jervis is, but here is a picture of him anyway.*

#### Further Information

*The first part of the Pit Fighter rules can be found in issue 1 and on the Mordbeim website.*

#### More Mordbeim

*Page 52 for Painting Horses and page 68 for the Aeverlanders.*

#### Website

*[www.Mordbeim.com](http://www.Mordbeim.com)*



*The three warrior close in for the kill.*

# Pit Fighter Skill Table

## D66 Skill

- 11-12 Adjust Facing:** You may change your facing by one hex side left or right after all other Pit Fighters have taken their moves.
- 13-14 Attack Master:** You may choose to re-roll the dice when you attack. If you do so you must accept the result of the second roll.
- 15-16 Avoid Armour:** The value of any armour is halved (rounding up) against your attacks.
- 21-22 Bruiser:** All the Pit Fighter's Damage rolls receive a +1 modifier. If the Pit Fighter makes a Mighty Blow add +1 to each dice roll.
- 23-24 Counter:** You may only use this skill against an opponent with a lower Initiative and as long as you don't interrupt their attack. If both these restrictions apply then your Weapon Skill counts as being 5 points higher on both attack and defence.
- 25-26 Defence Master:** You may choose to re-roll the dice when you defend. If you do so you must accept the result of the second roll.
- 31-32 Dirty Fighter:** You may choose to add +5 to your Weapon Skill when you attack or defend. However, after you have used the bonus against an opponent they will be wise to your sneaky tricks and the bonus does not apply to them again for the rest of the combat.
- 33-34 Disarm:** You may try to disarm an opponent instead of making a normal attack. Both Pit Fighter's roll  $D20+WS$ . You, the Pit Fighter with this skill, must score higher to disarm the opponent. A Pit Fighter that has been disarmed halves their Weapon Skill, until they manage to retrieve their weapon by taking an Observe action.
- 35-36 Extra Attack:** Make an extra attack. The first attack takes place at the Pit Fighter's full Initiative and Weapon Skill, the second at half his Initiative and Weapon Skill. The attacks may be made against the same or different opponents.

## D66 Skill

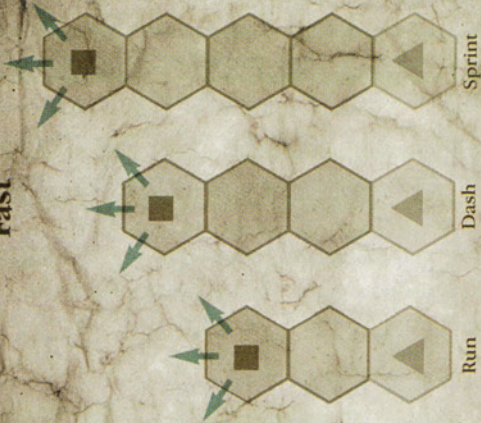
- 41-42 Fast Reactions:** Your Initiative counts as being 5 points higher when resolving moves.
- 43-44 Haymaker:** Roll an extra D20 when you make a Mighty Blow, rather than an extra D10 as would normally be the case.
- 45-46 Lightning Strike:** Your Initiative counts as being 5 points higher when resolving attacks.
- 51-52 Quick Witted:** Once per combat you may re-roll any dice roll. If you do so you must accept the result of the second roll.
- 53-54 Shield Bash:** A model with a shield may choose to make a shield bash instead of a normal attack. Both roll  $D20+S$ , if you roll higher the defender will be driven back one hex directly away from you. If the hex is blocked then the defender will be knocked to the ground (half WS and must take Observe action to stand up).
- 55-56 Shoulder Charge:** You may re-roll the D20 when you make a push off or shield bash if you don't like the first roll. If you do so you must accept the result of the second roll.
- 61-62 Signature Attack:** Once per combat you may carry out your very own special attack combination. This adds +10 to your Weapon Skill.
- 63-64 Throwing Knife:** You may make a special throwing knife attack once per combat instead of making a normal attack. The attack may be made against any Pit Fighter within 4 hexes of your gladiator (including behind you). Both roll  $D20+WS$  and the attack hits the location of your choice causing D6 points of damage if you roll higher.
- 65-66 Vital Strike:** You may use this skill once per combat to add +10 to a Damage roll.

### Ogre Pit Fighter

Anyone hit by the Ogre will be smashed back one hex away from the Ogre, just as if they were stationary and lost a push back.



### Fast



### Slow



### Medium

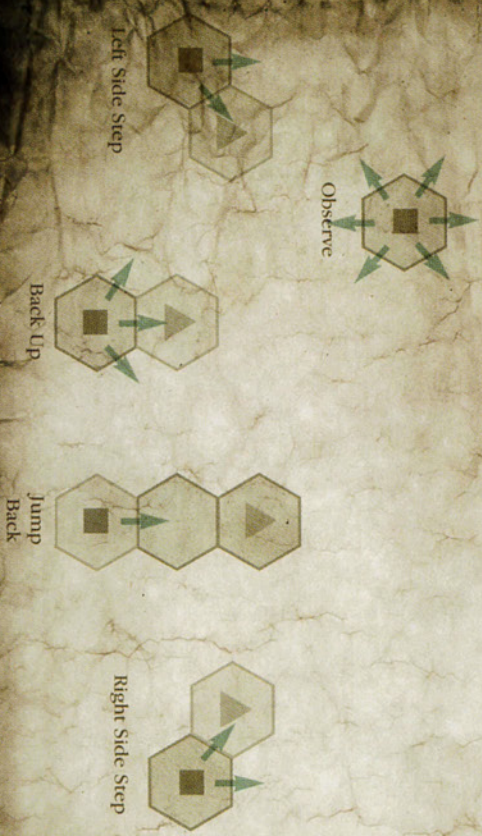




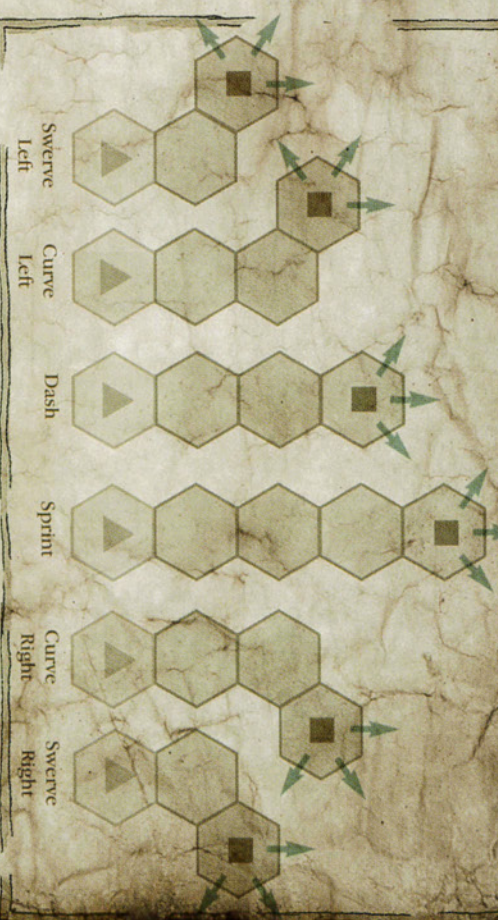
**Skink Pit Fighter**  
 The Skink's javelin and net can be used to attack models that are two or more hexes away. See main rules for details.



**Slow**



**Fast**



**Medium**



### Slayer Pit Fighter

The Slayer's Strength always counts as being at least equal to his opponent's Toughness. Add +10 to Strength in push-offs. Add +2 to damage inflicted.



### Fast

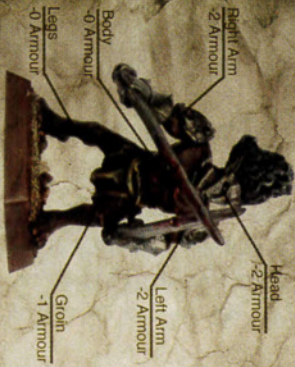


### Slow



### Medium





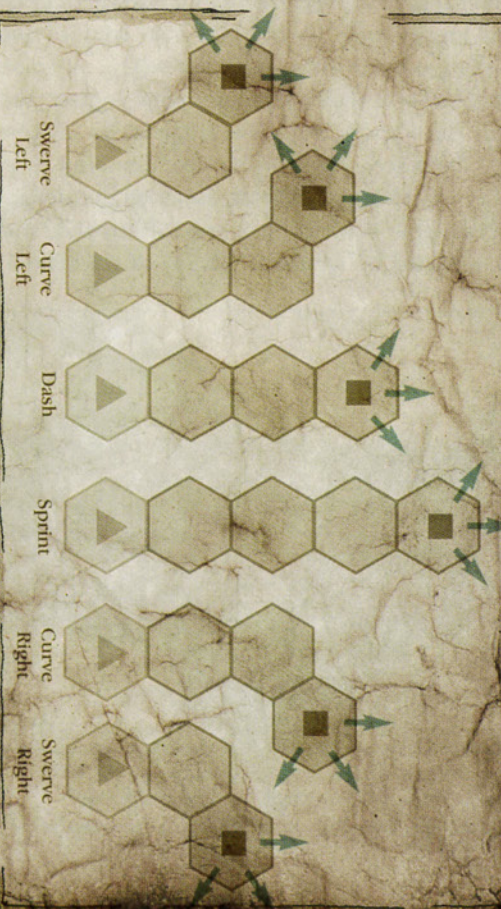
**Witch Elf Pit Fighter**  
 The Witch Elf flips fight over the grey hexes when she makes a forward or backward flip. Ignore whatever is in the hex, be it another Pit Fighter, a trapped hex or whatever.

A: +1 D: 0	A: +3 D: +1	A: +1 D: 0
A: NA D: -2	A: NA D: -3	A: NA D: -2

**Slow**



**Past**



**Medium**





Town Cryer

# Town Cryer



Published on the first Angestag of each Mannslich.

Mordheim 3 Groats

## NEVER TRUST AN AVERLANDER TO DO A REIKLANDER'S JOB!

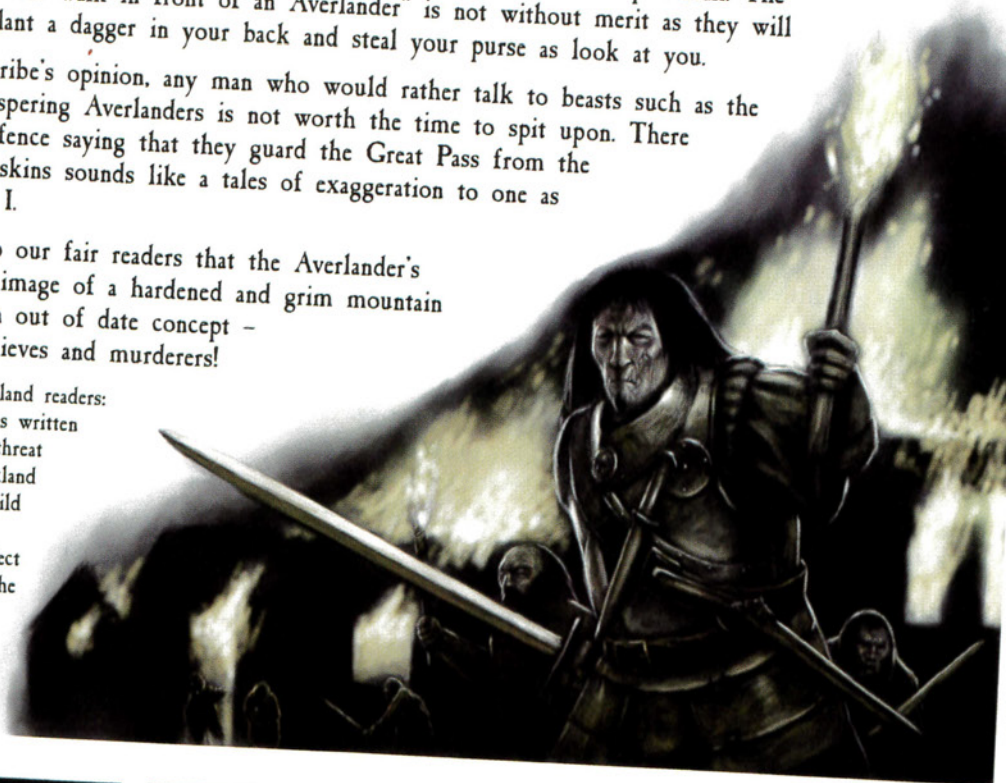
### They Kill and Steal

With Town Cryer being published using Reiklander coffers, it is our unbiased opinion that Averlanders are not to be trusted for they are an evil and stooped folk. The phrase "Never walk in front of an Averlander" is not without merit as they will happily plant a dagger in your back and steal your purse as look at you.

In this scribe's opinion, any man who would rather talk to beasts such as the horse-whispering Averlanders is not worth the time to spit upon. Their meagre defence saying that they guard the Great Pass from the foul greenskins sounds like a tale of exaggeration to one as learned as I.

I put it to our fair readers that the Averlander's traditional image of a hardened and grim mountain guard is an out of date concept - they are thieves and murderers!

Note to Averland readers:  
The above was written whilst under threat from the Reikland Merchants Guild and does not necessarily reflect the views of the author!



Here  
Within



Further  
exploration of our  
fair lands

Grim tales of  
body snatching  
and foul  
experimentation.

A return to the  
pit fights.

Letters to the  
scribe - your  
views from  
around the  
cursed city

## Town Cryer

### BEWARE THE CURSE OF THE REDCLAW

*You have been warned!*



### Slaves-by-Post

Can't make the Slave Markets like you used to? Still want the best of the crop? Then why not try Slaves-by-Post?

*At Slaves-by-Post we only pick the choicest serfs. Scented and delivered straight to your door, so no nasty smells on delivery!*

"I've used Slaves-by-Post many times and have found the products suppliant and humble."

A. Tyrant

"I like to beat my slaves and they all live in fear of me now thanks to the quality supplied by Slaves-by-Post"

Warren Lorde

### Wanted: 'The Sander's Son'

Also know as 'The Smoo',  
'Dyna-rod' and 'Weeece'

Warning dangerous if provoked – it is said he came from the sky when the comet struck.

*If found please return to Marcus at the House of the Repromen*



Handsome reward offered

### SALE OR TRADE

A big Klub made of tree.  
Great firr bashhing Fings

**4 teef or a live halfling**

See Rog at the old swamp

### For Sayle

### One mullet hair coat.

Made from the finest mullets

*Ask for A. Halldenstat at the Town cryer offices*

### the Philosophers Club

Come join our group of intellectuals as we discuss such radical theoris such like the world is actually round (either that or stuck on the back of a giant porpus) or that there is a whole society of evil ratmen bent on the destruction of humankind!

Some call us mad but we know the truth!

*Find as the Blinkered Fool Tavern on the evening of each crescent moon*

### Life

### Models Needed

For art classes

No mutants or greenskins. All limbs must be in proportion and no runic tattoos of blasphemous gods.

Dwarfs need not apply, Elven maidens welcomed.

*Contact the art tutor, Jimmy Bean at the Rusty Spike Inn*

### Wanted Barber

*To sort out the mops in the Town Cryer Offices*

*They scare the passers-by*

### SCRIBE'S HONOURABLE MENTION

Mad Andreas Halldenstat



Town Cryer

### OBITUARIES

Simone 'the black' Cowel – died from the acid on his own tongue.

Mathias Keefe – died whilst trying organsie the Armarda, it took too long.

Lord Hugh Gallant – Heart attack whilst riding in carridge down Brown street, just off Divine way.

50 Groat – shot nine times, wrote a terrible song about it, then died. "Bling!"

### Auction

*At the Auction Pit in Cutthroaf's haven*

*Lots to be Sold:*

One chunk of Wyrdstome about 8ib in weight

A set of ten stabbing blades coated in an unkown toxin

A pouch of teeth found in the ruins of the cursed city

One owl-cat, answers to the name of 'twit'

## Painting Horses

By Elliott Saunders

This article is based on a painting guide we found whilst surfing about the internet, and we thought it was so good we'd make sure everyone saw it. It's one of many painting and modelling articles on Elliott's site ([www.ellsweb.com](http://www.ellsweb.com)), which is well worth a visit next time you're on-line. To demonstrate the results of these instructions we got our own Mr Roach to wield his brushes and give us an example of each, painted as per the instructions. Anyway, without further ado, over to Elliott:

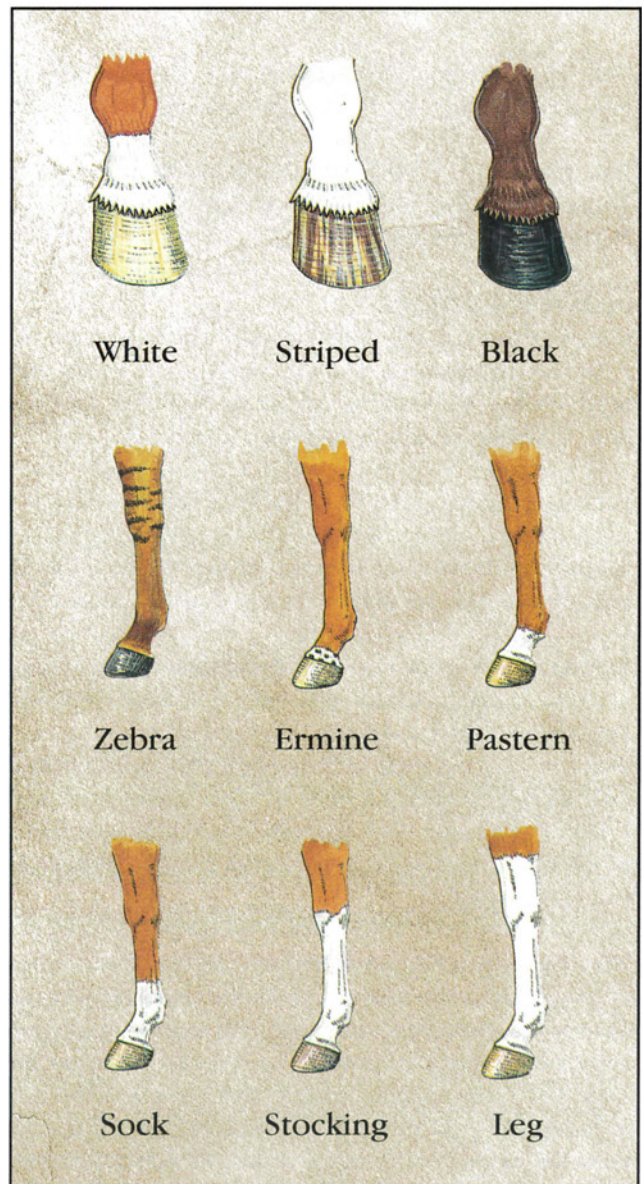
A few people consider painting horses as an enjoyable pastime, others really detest it since their detail is often minimal and their expanses of large, mostly smooth areas can be tricky to highlight. I am, I'm afraid, of the latter camp, and I seriously try to shy away from horses whenever possible. However, I have written this guide so that all those new to the hobby may take the opportunity to see exactly how a horse is painted, even if they, too, never want to paint one!

Now, I am no horse rider, in fact, I've only ever sat on one horse in my life, so whatever I say in this guide is not in any way gospel, but I have collected many references and viewed a LOT of pictures to try to make this guide as factual as possible.



### Hoof Colours

Hoof colour is very dependant on the limb and the horse. Black hooves will never appear on white horses, and white hooves never appear on black horses, however striped hooves may appear on either. Stockings or socks can be either white or black, and will depend on the horse as to how far they come up and what colour they are on the leg. Ermine marks are speckled white lines above the hoof that has black marks or dots on.



## Blazes and Facial Striping

Blazes can occur on any colour of animal, regardless of whether the animal can have socks. Here are a few of the common varieties of 'blaze'.



Star



Snip



Long Snip



Stripe



Blaze



Muzzle



Face

There are a few 'areas' on the horse that I may refer to in this guide, and they are as follows:

**Muzzle:** The lower end of the horse's face, from just under the eyes down.

**Mane:** The hair running down the back of the horse's head and neck.

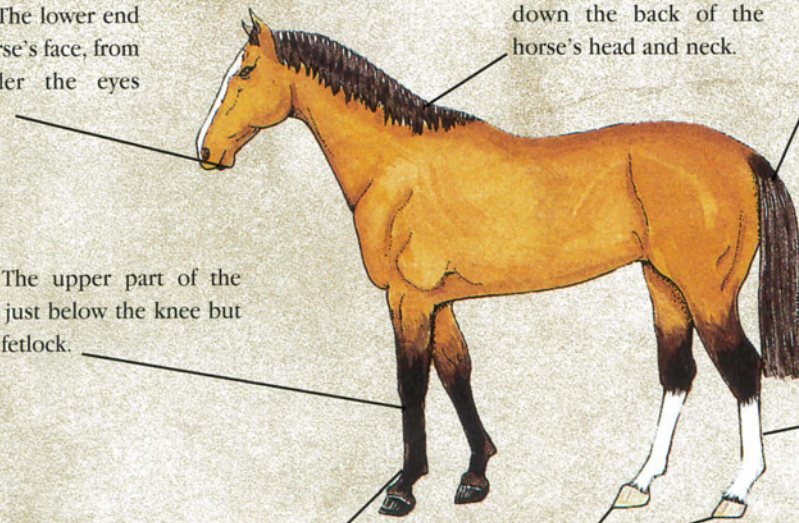
**Tail:** Hairy bit above the bum.

**Cannon:** The upper part of the lower leg, just below the knee but above the fetlock.

**Cuffs/Socks:** A white patch that can extend from the fetlock, through the cannon, up to just above the knee.

**Fetlock:** The ankle, just above the hoof but below the knee and cannon.

**Hoof:** The actual end on the foot, the nail piece.



## Bays

Brown horse, ranging from a light tan red to a very dark reddy-brown, with a black mane, tail, muzzle and cannon. Often the black cuff can extend up over the horse's knee (to become a sock) – if the horse has white cuffs then the black continues above the white.



### Dark Bay

**Basecoat:** Scorched Brown, add a touch of Red Gore  
**Wash:** Black, red-brown mix  
**Highlight:** Dark Flesh  
**Cannon/Muzzle:** Black, Dark Flesh/black mix highlights  
**Mane/tail:** Same as muzzle  
**White cuffs/blazes:** No, they are usually dark.



### Light Bay

**Basecoat:** Bubonic Brown  
**Wash:** Bubonic Brown/Chestnut Ink wash  
**Highlight:** Bubonic Brown, Bleached Bone  
**Cannon/Muzzle:** Cannon Scorched Brown, muzzle often lighter, Bleached Bone/Skull White mix.  
**Mane/tail:** Scorched Brown/Black mix  
**White cuffs/blazes:** No, usually dark.

## Black

Very dark brown, not entirely black (which helps for highlighting), but can have white cuffs or blazes in any combination.

**Basecoat:** Very dark Scorched Brown-black mix, almost pure black.

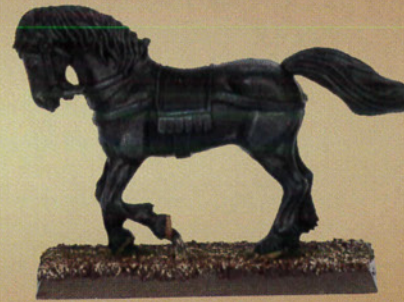
**Wash:** Black

**Highlight:** Dark brown/black or grey

**Cannon/Muzzle:** Black

**Mane/tail:** Black

**White cuffs/blazes:** Yes, in any combination.



## Grey

Range from a dappled grey through to a dark steel grey. Mane and tail are often either darker or lighter than the coat, and the muzzle and cannon darker than the coat. Greys can have white cuffs.



### Pale Grey or Dapple Grey

**Basecoat:** Ghostly Grey

**Dapple:** Space Wolves Grey

**Wash:** Fortress Grey/Ghostly Grey watery mix to obscure dapple.

**Cannon/Muzzle:** Shadow Grey

**Mane/tail:** Bleached Bone/Space Wolves Grey Mix, highlight with Skull White.

**Cuffs/blazes:** Usually no blazes but can have any combination cuff.

For realism, no horse is truly all grey. They are usually a very dark colour (not quite black) with lighter grey hairs showing here and there. Of course, when painting models we want to give an impression rather than an exact copy, so we can ignore this issue and just paint the whole horse in Codex Grey and highlight with Fortress Grey and then Fortress Grey and Skull White. However, if you want to be slightly more realistic then I suggest applying a black undercoat, and watering down the Codex Grey to an almost milky appearance. Apply this carefully to the horse, leaving in some of the strokes of the brush. Naturally at the scale we're working we shouldn't be able to see the actual hairs, but we want to give the impression of the black and grey hairs together. Using this method, we get a simple highlight in grey, over the black undercoat that leaves an impression that looks like the real thing. Blenders and layerers will know that applying very watery colour requires not only very steady hands, but the use of a little trick: when applying very watery colour, use a piece of tissue to draw off some of the water from the side of the brush (not too near the tip and definitely not too near the ferrule or you'll cake the brush up, so preferably use an old brush) and leave the pigment at the end of the brush. If you water it down too far, add some more paint – it should be watery enough to see the black undercoat, but not so watery that it puddles or turns into a big droplet on the figure.

Then highlight up using Fortress Grey and Fortress Grey and Skull White mix as normal, taking care not to cover over too much of the previous layer. It does look odd, but is more realistic than coating the horse all in grey. To bring out detail, you can use a wash of Codex Grey.

The mane and tail are similar to the body, with grey highlights over a black undercoat, going up to almost Skull White in spots but not too pale: we want to give an overall impression of dark grey with lighter grey and white hairs peeking out here and there.

### Dappling a Grey Horse

The coat of grey horses is most commonly a mixture of white and dark hairs, rather than a uniform grey. This will often give the animal a slightly "spotted" or dappled appearance, which I duplicate in the following way. Cover the horse in the basecoat ensuring that all the areas are covered. Take an old small 0 or 00 brush and dip it into a watery mix of the dapple colour and wipe some off onto a rag or tissue. Gently touch the tip of the brush down (rather than across, we don't want streaks, but dots). We want to create irregular, small blotches not long streaks. Once dry, mix up a watery mix of the wash and apply to the horse so that you can just see the dapple, but it has a more diffused, soft effect.



### Dark Grey or Steel Grey

**Undercoat:** Chaos Black

**Basecoat:** Codex Grey

**Highlights:** Fortress Grey then Fortress Grey and White Skull.

**Wash:** Codex Grey

**Cannon/Muzzle:** Muzzle approaching an almost Codex Grey colour, but still quite dark so don't highlight up too far, cannon's should remain mostly dark, but they can be as light as the muzzle.

**Mane/tail:** Chaos Black with streaks of Codex Grey as noted below in the longer method or highlight to Codex Grey if not using that method.

**Cuffs/blazes:** See previous description, but again, if possible, leave them dark.

## Palamino

Another pale golden brown with a blonde mane and tail and white blazes and cuffs. Never has dark markings on its lower legs.



**Basecoat:** Vomit Brown

**Wash:** Leprous Brown/Flesh Wash mix, make it watery.

**Highlight:** Vomit Brown/Bleached Bone mix

**Cannon/Muzzle:** As basecoat. Muzzle may occasionally be pinkish or grey though.

**Mane/tail:** Bleached Bone, wash with Bubonic Brown and highlight with Skull White.

**White cuffs/blazes:** Usually the blaze extends to cover the muzzle, and three out of four legs tend to have a white cuff.

## Roan

A pale dusty brown or 'strawberry', which is a very light red-brown. Often have a dark cannon and muzzle but the mane and tail are almost always much paler than the coat. Can have cuffs and blazes in white and in any combination.



**Basecoat:** Snakebite Leather

**Wash:** Vermin Brown/Flesh Wash mix

**Highlight:** Leprous Brown/Vermin Brown

**Cannon/Muzzle:** Muzzle usually dark brown-grey

**Mane/tail:** Bestial Brown, with dark Scorched Brown wash at ends.

**White cuffs/blazes:** Yes, in any combination.

## Piebald

Traditionally, in Europe, a black and white patchwork horse (imagine a Friesian cow like a horse) is called a Piebald. For the most part, these horses are usually white horses with random "blotches" of black or what can appear to be a very dark brown (nearly black, but slightly reddy-brown under intense light), often in a "jigsaw" pattern on the coat. Usually Piebalds have white legs or stockings, the black coloration staying within the coat area, but some can be seen with black legs. Piebalds' faces are almost always black, with a blaze or stripe of white.



**Basecoat:** Touch of Ghostly Grey in white with Chaos Black for patches.

**Wash:** Very watery mix of darker basecoat

**Highlight:** Skull White for white, with a Scorched Brown/Black mix for black patches.

**Cannon/Muzzle:** Black or white (all one colour usually)

**Mane/tail:** Usually black

**White Cuffs/blazes:** Most often whole leg is one colour but can be white or black on an opposing coloured leg.

## Skewbald

Skewbald on the other hand is a white horse with any other colour, usually randomly blotched with browns, ranging from a medium brown to an almost black (but characteristically a brown that you can differentiate from black, so ensure when painting that it stands out as a very dark brown, ie, 'brown' enough to be seen). Occasionally Skewbald can have black legs, which are often confined to one side of the body and merge with the brown patches above the legs on the body.



**Basecoat:** Follow the white horse, but for brown patches, choose between any of the roan, chestnut or dark bay colours.

**Wash:** Very watery mix of darker basecoat.

**Highlight:** Skull White for white, with browns as noted elsewhere for the particular brown you've chosen to use.

**Cannon/Muzzle:** Brown or white (all one colour usually).

**Mane/tail:** Usually brown

**Cuffs/blazes:** Most often whole leg is one colour but can be white or brown on an opposing coloured leg.

## Mealy Muzzles

This is quite a complex question and depends on the horse's parentage and genetic makeup, but suffice to say that almost all horses can have a mealy muzzle, except some very dark horses, such as bays and blacks.

*\*best scientist voice\** It occurs most commonly in roan or medium brown horses and often in mules/donkeys/asses. It is essentially a genetic dominant gene 'defect' – (because horses are not bred for it's trait, its a problem that has largely been overcome with time so older horses (from fantasy/ancient armies times) would have had a more visible problem because of a rouge gene called 'Pangare'. There is also another 'defect' that occurs naturally in light, usually white or dapple horses, called blood spots, which are essentially a concentration of flea bites, often on the flanks and shoulders).

Anyway, mealy markings can cause lighter areas on the belly, muzzle (most common when it occurs at all), inner legs and over the eyes. It is usually bred out these days and for the most part, is actually uncommon in horses anyway (it's more common in mules). Mealy points are off-white (Bleached Bone or white/BB mix) and are sometimes so extensive they can occur up to the throat, breast and flanks. Usually in such cases, the horse also has light eye rings and a muzzle but a dark belly.

## Dun

Very pale yellow with dark mane, tail muzzle and cannon. Very rarely has blazes or cuffs.



**Basecoat:** Bleached Bone

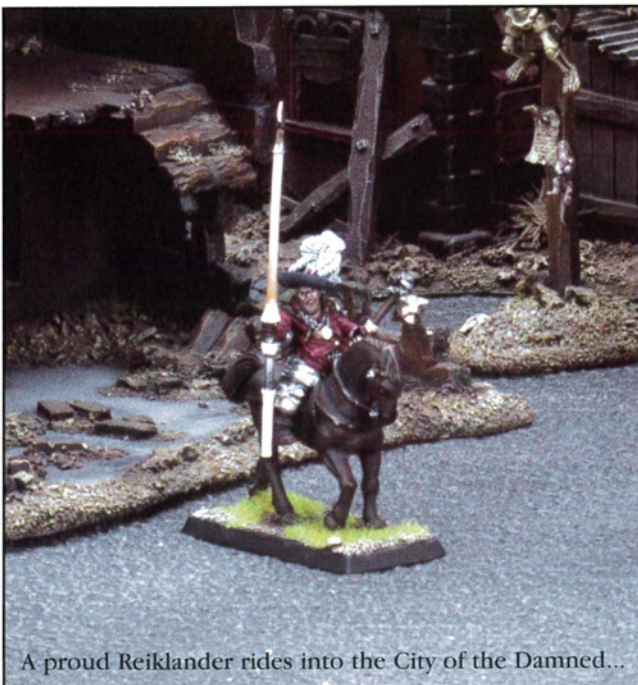
**Wash:** Flesh Wash/Bubonic Brown, make it watery.

**Highlight:** Bleached Bone

**Cannon/Muzzle:** White/Bleached Bone blend

**Mane/tail:** Bleached Bone, apply dark grey/brown wash to the very end of the tail and mane.

**White cuffs/blazes:** Occasionally



A proud Reiklander rides into the City of the Damned...



## Appaloosa

There is another horse, called the Appaloosa, with similar markings to the Piebald and Skewbald, but these are often confined to 'spots' of black or brown (on a white horse or spots of white on a black/brown horse), rather than patchy 'jigsaw/cow' marks. Only rarely do these horses have facial markings other than a blaze.

There are six main Appaloosa patterns and several pattern variations, with a roan being the most common base colour.

There is the leopard coat, which is an all over white background with dark spots. Or its opposite: the snowflake, being an all over dark background with white spots.

Alternatively, there's the spotted blanket, which is mainly a dark body (black or dark brown, choose the dark chestnut or bay) with dark spots on a white back and/or hindquarters.

This contrasts to the white blanket, which has a mainly light body with a dark back and/or hindquarters.

For painting, follow the instructions for a white horse, with either the black horse's instructions for the dark areas and spots, or dark bay or dark chestnut. Note that these horses can be a really mixed up colour combination, from being a white back and hindquarters, with a chestnut front and roan legs to a more usual spotty black and white horse!



**Cannon/Muzzle:** Often a white blaze

**Mane/tail:** Usually brown or black

**White cuffs/blazes:** Yes, in any combination, but can also have a light roan/dun colour up to the level of a stocking.

## Chestnut

Bright copper brown to a dark reddy-brown, with the mane and tail mostly the same colours as the body. Sometimes the chestnut will have a mane and tail of golden/blonde hair, but unlike bay's chestnuts have no black cuffs or socks that extend to the cannon.



### Dark Chestnut

**Basecoat:** Scorched Brown/black mix, but more brown than the 'black' horse.

**Wash:** Black-brown ink/paint mix

**Highlight:** Scorched Brown/black mix

**Cannon/Muzzle:** As basecoat

**Mane/tail:** As basecoat

**White cuffs/blazes:** Yes, in any combination.



### Light Chestnut

**Basecoat:** Dark Flesh

**Wash:** Red, chestnut and dark brown ink/paint washes

**Highlight:** Bestial Brown/Vermin Brown

**Cannon/Muzzle:** As coat

**Mane/tail:** Slightly lighter or darker than the basecoat.

**White cuffs/blazes:** Yes, in any combination.



## White

A light grey more than white, but will usually have a very light and white looking tail and mane, with a pinky muzzle. Consider sitting musicians, standard bearers or other important dignitaries or heroes on white or grey horses in 'good' armies for that extra touch!



**Basecoat:** Touch of Bleached Bone in white.

**Wash:** Watery Bleached Bone/Grey mix

**Highlight:** Skull White

**Muzzle:** Can be pinkish or grey.

**Cannon:** If pink muzzle, as coat colour. If dark, cannon as muzzle colours.

**Mane/tail:** If pink muzzle, Bleached Bone, shade with Bubonic Brown at ends. If dark muzzle, Codex Grey wash with black at ends.

**White cuffs/blazes:** Often has cuffs, but not usually any blazes. Follow the mane example for colour.



Can a Zombie run faster than a horse? Depends which movie you watch.

### Author

A self-confessed "computer geek", Elliott has more than just a talent for bits and bytes. His web site is full of interesting painting and modelling guides and is well worth a visit, regardless of which games you play. He's also an amateur cryptozoologist, which makes me wonder if his pet cat really is just a normal cat...

### Further Information

More Mordheim Website

The mounted Characters are now available from Direct Sales (See page 94 for How to Order).

Turn to page 68 for the Averlanders.

[www.Mordheim.com](http://www.Mordheim.com) & [www.ellsweb.com](http://www.ellsweb.com)



## The Province of Averland

By Nicodemus Kyme

Sometimes known as the Grand County, Averland is a pastoral province, peopled by hard working farmers for the most part. Not that this makes them weak, by any stretch of the imagination. In fact, quite the opposite; a life of toil has made them hardy and their guardianship of Black Fire Pass has proven their worth in battle many times. The value of their toil is clearly shown by the intercepted letters shown here, written to the master of the great Van de Baarts trading house of Marienburg.

### Fighting Battles in Averland

In the open plains of Averland confusion reigns. With three Emperors vying for the hearts and purses of the citizenry, the rule of law strains at the seams. Companies of mercenaries roam the streets of the towns and cities doing much as they please. Running battles between the three Imperial factions spill over the grassy plains of Averland, to be further confused by bandit and Greenskin ambushes. Where once great herds of noble steeds roamed, now there is bloodshed and slaughter.

Fighting battles set in Averland is very much like fighting in Mordheim itself. Players generate their warbands in exactly the same way and fight battles according to the rules in the Mordheim rulebook. However, there are few ruined towers, dilapidated temples and other such sites of urban decay in Averland. Rather, there are two distinct regions around which you can situate your battles: the pastures and the foothills.

Upon the open pastures there are large fields, hedges, stone walls and fenced off lands. Cottages and manor houses distinguish this region and should be represented by suitably ornate buildings to reflect Averland's wealth. A river or stream might also stretch across the battlefield, a tributary of the Aver or Upper Reik, along with a stone bridge across it.

To the east lie the mountains and Black Fire Pass. While the pasturelands are largely flat, the foothills at the base of the mountains are full of crags and sparse woodland. The area is also replete with watchtowers, ruins and barracks as befits, the home of Averland's Mountain Guard.

### Wyrðstone

Averland, like Ostermark, is riddled with fragments of the mighty comet of Sigmar, cast in all directions when it smote the ill-fated city of Mordheim. Such fragments are like beacons to the dark creatures of the mountains and are the main cause of the unrest blighting the province. Wyrðstone can be found by warbands fighting in Averland, as described in the Mordheim rulebook.

### Averland Warbands

Despite the overt finery of the Averlander, they are not mere fops. As defenders of one of the most dangerous routes into the Empire, the Mountain Guard are veteran warriors. They also understand the value of excellent archers and regularly employ Halflings from the neighbouring Moot as scouts.

### Special Rules

Averland warbands follow the rules in the 2002 Mordheim Annual (also available as a free download from [www.mordheim.com](http://www.mordheim.com)).

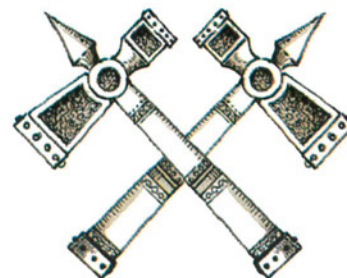
**Note:** The Empire in Flames rulebook provides some excellent material for fighting battles in an Imperial wilderness setting. It is recommended that if players own a copy of Empire in Flames they use the additional rules in the book.

### Painting and Modelling

**Averland warbands:** The provincial colours of Averland are traditionally black and yellow. Although mercenary warbands are made up of individuals, it looks better on the tabletop if there is some clear visual link between them. By using the provincial colours in a different place on each model you can easily make them look like a group whilst retaining their individuality.

Averlanders (even its mercenaries) are rich, even in times as turbulent as these, and as such their weapons are finely wrought and heavily decorated. It is not uncommon to see gilded hilts on swords, or meticulously wrought filigree and decorative intaglio upon blades or armour trim. Averlanders should look ornate and flamboyant, so bronze and gold breastplates coupled with outlandish feathers and plumes are appropriate. This wealth is also reflected in the motifs and symbols borne upon armour and shields. Averlanders are proud of their warrior heritage and so swords and bows are common emblems. Also popular is a single black flame upon a yellow field to represent Black Fire Pass, a motif commonly worn by the Mountain Guard.

**Scenery:** Warhammer scenery is ideal for battles set in Averland. Lone cottages, hedgerows, stone walls and fences are perfect for games set in the pastures as are stout stone watchtowers, rivers and bridges. The foothills can be represented by steep hills, scattered rocks and imposing crags.



Dear father,

Upon my arrival in Aeverland I was at once struck by the sheer openness of this domain. I am used to the sprawling ports and busy waterways of Marienburg, its streets teeming with traders and entrepreneurial zeal. My first impression of the so-called 'Grand County' was that it was a farming community, its economy supported by a monetarily modest, if abundant, agricultural base. I confess I thought it little better than our dullard and backward cousins of Ostermark and began to question your wisdom in sending me as your secret envoy.

But as I delved deeper into this realm I began to see the reason for its apparent and overtly flaunted opulence. Vast acres of pastureland stretch in all directions and it seems the Aeverlanders, with uncharacteristic economical cunning, have yoked this land for the breeding of horses - something to which it is ideally suited. Upon further investigation through the surreptitious questioning of local stablemen it seems that this business is flourishing and Aeverland has garnered a large and impressive stable of horses. Such concerns are of interest, in particular, to the city-states of our great realm, in the maintenance of standing armies. Indeed, Altdorf, Talabheim and even Middenheim have regular trade orders with Aeverland who supply the majority of the horses for their cavalry. Never had I considered that such an overtly decadent and luxuriant province as this would play such a major role in the defence of the Empire. Indeed, it is this enterprise precisely, I believe, that is responsible for the wealth and prosperity that the Aeverlanders enjoy.

While the stranglehold our cousins have upon the equine trade to their northerly brethren is impressive, they have yet to reap much benefit from the Dwarfs of Karak Varn, a hold lying within the World's Edge Mountains to the east. The Dwarfs trade freely with the Aeverlanders who allow them to pass through the province via the Old Dwarf Road, an ancient trade route that winds directly into the heart of the Empire, splitting at Middenheim into the Great North Road that leads into our fair city. Metal ore mined from the mountains is the Dwarfs' chief export. They bring the fruits of their labours onto to Hochsteben, a major township in this region, and the capital Aeverheim. Passage into the Empire is about all the Aeverlanders can offer though. Their horses are of little interest to the Dwarfs and I once overheard a market trader recount, with some amusement on my part, of the repeated efforts of the Aeverlanders to convince the Dwarfs of the advantages of horses on the battlefield and the benefit they would bring to their society.

For all their enterprise and natural fortuity in the shape of the excellent pastures they hold, these men of Aeverland are ignorant of trade diplomacy. Dwarfs are mountain dwellers and have no need of horses, they barely make use of ponies to gather rocks in their dingy mines, the very thought of it! They lack in stature and find the prospect of riding such a beast anathema. Such tenacity will not be won over with the dubious assurances of an Aeverland horse trader. My point here being that this is a hitherto unrealised market opportunity, and one which we may exploit, although I have yet to ruminate in detail on how we might establish this trade with the Dwarfs. Perhaps a way in is through their stomachs. Horseflesh is a delicacy in some foreign continents - the Dwarfs yet to be convinced of its virtues.

On the subject of our trade agreements with the Aeverlanders themselves, the province is sparsely populated, its noble houses, which are the key to lifting the trade embargoes ordered by Count Leitdorf, Aeverland's deposed Elector, punctuated throughout the pasturedlands. From what I can gather (for such domains are well protected by hirelings and forbid entry without express invitation) these noblemen control the lion's share of the lucrative pastures which pockmark the provincial landscape.

Largely clement weather conditions have made the pastures perfect for the nurture and breeding of horses. It suffers none of the harsh coastal weather that occasionally blights storms our ports. Its southerly disposition brings warm and gentle breezes whilst the mountainous regions to the south and east provide shelter from high winds and violent. The sheer flatness of the land, seemingly bereft of much in the way of rocky crag or woodland that it usually commonplace amongst rural areas, means that steeds can be shepherded easily and with little fear of accidental death or escape. In fact, as I regarded it from what the local's called Melkiah's Spire, a ruined edifice of dubious repute, I likened it to a vast and verdant ocean.

The equine trade, it seems, runs like a life giving vein throughout the entirety of the county. Aeverland's disparate townships, without exception, support generous stable yards, where farriers, stable hands and mulekinners are as ubiquitous as halberds in an Imperial barracks. But I believe our interest lies with the larger stables beyond the townships' walls. Run by overseers with an independently driven mindset they would be the most open to clandestine trade. I refer to those nobles who possess the bulk of the equine trade. Such is the wealth which this fraternity of self-made men has garnered through shrewd bargaining and doubtless fortuity, in these lean times, great manors are built separate from the major cities and towns.

The noble houses have forged their domains into autonomous republics much to Count Leitdorf's chagrin, who I understand is adamant in keeping a close leash upon his province and its occupants. Yet, despite this, the nobles employ small armies of mercenaries whose unwavering loyalty is paid for with gold. For all intents and purposes they have declared martial law within their estates. I believe it is fear that drives them to this, fear of the chaos gripping the land as they try to clutch onto their pastures and livelihood with tenuous fingers, their pastures the target of bandits and horse thieves. Horseflesh has become food for the Ores, Beastmen and other foul creatures roaming the land, despite the efforts of mercenaries hired to drive them out. These bastions are the preferred residence of the nobles who wish to keep a close eye on their family holdings and livelihood and, given their apparent desperation, I believe they would relish the opportunity to cement their considerable gains in a trade franchise with Marienburg and Your most esteemed house.

When considering our physical route into Averland, there are several options. The slowest and perhaps most dangerous, although least expensive, is by road. I have already mentioned the ancient Dwarf trade route and this highway would have the added benefit of taking us through Averheim and a chance to liaise with the noble lords who are oft visitors there on business matters. We might also consider a waterway by virtue of speed and convenience. The Upper Reik runs by Hochleben but the Awer would also take us into Averland. I present fair warning however as both rivers are known to be a hunting ground for River Pirates and other bandits. As if this weren't cause enough for consternation our route through the mountains in order to establish trade with the Dwarfs is bleaker still. I'm sure you have heard of Black Fire Pass. A veritable barracks has built up around it as if the fell creatures that hunt there are filled with dark ambitions. Guards at the pass have been redoubled, which bodes well for security but will make open trade difficult, hence my recommendation to approach the nobles. The forces stationed at the pass by the Count are forced into an almost constant vigil, lest his wrath descend upon them for defying his orders. I have seen an inordinate amount of roadwardens on the highways and they are strict in their duty to the point of bloody-mindedness. As a result the roads are barren and ghostlike, few daring to tread upon them unless in the most dire need for fear of violence and persecution. Yet, Black Fire Pass is the clearest route through the World's Edge Mountains, clearly visible from Hochleben, the closest major settlement to it. I will not dwell on the drawbacks and dangers associated with this route further, but have transcribed a section of local gazetteer for your consideration which describes the region. I thought the aside on siege defence particularly illuminating and a potential avenue for our exports.

Averland can hardly be considered important or influential, yet its wealth is undeniable. It is something that can scarcely be ignored and it was with some incredulity that I first regarded the flamboyant and garish apparel of its noble fellows and standing army. Averheim has an abundance of tailors, to rival that of city-states like Altdorf or Talabheim, and their soldiery is oft given to wearing outrageous and sometimes impractical attire afforded by its gold-gathering equine economy. Armour is finely wrought and ornate, the simplest of weapons carried by a common halberdier or swordsman bear gilt filigree and tempered silver hilts and scabbards. Clearly there is money to be made here, and if my visit here reveals nothing else that much is true.

Averland's situation within this more distant and seldom travelled corner of the Empire would grant us a valuable foothold in establishing trade there and further our ambitions throughout this region. Stirland lays to the north and Wissenland to the south and south-west. Both are reachable by the Awer and Upper Reik respectively.

### The Three Towers

Nestling in the hilly lands to the south-west of the Moot and south-east of Averheim under the baleful shadow of the mountains lie the Three Towers. In ancient days these mighty sentinels were the site of a tremendous battle between the Elf Lords from across the sea and the Men of the Empire. The reason for such a conflict occurring has been lost amongst the pages of forgotten annuals, but what is known is that the battle was both fierce and bloody. Remaining records are piecemeal in their description but speak of how the mighty dragon Araugnir was slain by a battery of Nuln cannon. To this day the beast's skull remains at the battle site as a warning and remembrance of that day. A day so filled with death that it took the slaying of the Elven Prince and leader of the host at the hands of the Templar Lord Heydrich to break what had become a brutal deadlock and grant victory to the Empire. Alas the Towers have fallen into ruination from centuries of conflict and civil unrest. Now they are merely the hideouts of bandits, rogues and other less salubrious villains. It has been known for Necromancers, Warlocks and other heretics to seek refuge there and as such it is oft the hunting ground of Witch Fynders and Bounty Hunters.

- from 'Averland: A history' by Siegfried Shautten.

*Sitting on the banks of the Aever and the Blue Reach is the Moot. The Aeverlanders have garnered a fruitful relationship with the Halfling realm, employing these diminutive but doughty warriors in their armies as scouts and archers. The outrageous dress sense, and over-blown flamboyance of the men of Aeverland seems to appeal to the unassuming nature of the Halflings, wearing garish uniforms and feathered hats, mimicking the ludicrous attire of the Aeverlanders with pride and enthusiasm. The Mootlanders seem impressionable and if we are successful in setting trade franchises with the noble houses of Aeverland perhaps we can turn our attentions to the Halflings by way of a side business?*

*Despite its opulence, the region has not been without its trials and tribulations. I enclose a transcription of a lesser known conflict for your edification with this missive, but perhaps the most notable was at the hands of the Orc Warlord Gorbud Ironclaw. In his rampage across the Empire in 1707, the capital, Aeverheim, was sacked and virtually razed to the ground. It is a testament that the trade has flourished since those dark times and endures now in our uncertain climate. I have heard rumour of plague and famine to the north, but it seems these disasters have yet to affect the strongest noble houses, the epicentre of our interests here.*

*I believe we should be prepared for a long and difficult negotiation into Aeverland. There is profit to be made here, of that I am certain, but Count Leütdorf has declared a state of provincial alert that any who cross Aeverland's borders without just cause be arrested or killed if they resist. Several times have I been in fear of my life were it not for the armed escort I employed upon my arrival. As the Aeverlanders have thrown in their lot with the Ottlans of Talabeeland, I have removed all insignia that links me to Marienburg. I have heard that so puritanical has the Count been in the application of his decree, that the people fear him, and his growing paranoia and fits of uncontrollable, unexplainable rage are a warning to any who might cross him or his will. Some say he was afflicted when he saw the comet crash down and annihilate Mordheim and has been driven mad by the desire to cling to the wealth and prosperity of his province. It is in this more than anything else, that I am convinced we should press our interests here, however difficult. I leave upon the dawn ferry and follow the Upper Reik. This letter will reach in advance of my arrival. I hope to be upon the Reik proper and in Marienburg in a few days, Haendryk willing.*

*Your loving son,  
Kaspian Vande Baart*

### **Black Fire Pass**

To the east of our fair province lies Black Fire Pass, an overland route through the hinge of the Worlds Edge Mountains to the east and the Black Mountains to the south. The Old Dwarf Road runs through it and upon its terminus weaves directly through the capital, Aeverheim, all the way into the heartland of the Empire. Our people have the dubious honour of protecting this highly dangerous region, a task that we accept with courage and entrust to the Mountain Guard the hardiest and most battle-hardened warriors that our province has to offer. It is under constant threat from Orcs and Goblins who ambush traders along the Old Dwarf Road. Historically Black Fire Pass has been the site of many battles, the most notable of which occurred in Imperial year -1. The fledging Empire was nothing more than a band of disparate tribes. There did Sigmar himself, with the Dwarf High King, Kurgan Ironbeard, challenge the Greenskin hordes menacing the lands of Men and defeat them within the pass, driving them back into the dark lands and beyond. These were the first tentative footsteps towards the formation of the Empire as it is recognised in modern times. It is Aeverland then that forms the first line of defence against aggression from the Badlands over the Black Mountains to the east and the belligerent Greenskin hordes. Alas it is the clearest pass for thousands of miles, oft frequented by Dwarf merchants en route into the Empire. Such expeditions are well-guarded affairs, tempered with utter vigilance and trepidation such is dire the reputation of Black Fire Pass. At its entrance to the Empire the pass is well fortified with several stone watch towers and numerous warning beacons, ever ready to give word of the threat of invasion. These years of warfare and alert have made the guardians of the pass adept in the art of siege defence. The pass has many natural hazards too. Its sheer cliff walls are oft blighted by horrendous weather, entire wagon trains and merchant caravans lost to avalanche and blizzard. Still though, it must be endured, for it is the only route across the mountains and, despite the perils, a vital source through which trade can pass into the Empire.

- from 'Aeverland: A history' by Siegfried Shautten.

# Scenario: Blood on the Pasturelands

*The pasturelands are all too easy a temptation for bandits and horse thieves. The noble houses are forced to employ groups of mounted outriders to protect these lands from any would-be predators.*

Two rival warbands have arrived at a pasture, hoping to steal the valuable horses there. They must battle each other and overcome the armed outriders to get to the prize within.

## Terrain

The battle takes place over a 4'x4' area. As it is a pasture, it is largely perhaps with just a few scattered trees and possibly a small cottage. The only real feature of the battlefield is a 12"x12" fenced-off paddock in the centre of the table that represents where the horses have been fenced off to graze.

## Warbands

Each player rolls a D6 to determine who places his warriors first with the player rolling the highest given the choice. The warband may be placed within 6" of any table edge and once the player has finished setting up his warriors the second warband is placed within 6" of the opposite edge. After both players have set up their warbands they take it in turns to place one of the mounted Outriders, who must be placed within 2" of the fenced-off paddock, and one horse that must be placed within the paddock itself.

## Starting the game

Each player rolls a D6. The highest roll can choose whether to go first or second.

## Special rules

**Outriders:** There are six Outriders in total. After both players have had a turn the Outriders take a turn. The Outriders will never move more than 8" away from the paddock. They will charge the nearest warrior within 8" of the paddock. If unable to charge they will move towards the nearest model and shoot them instead.

The Outriders have the following profile:

Outrider										
M	WS	BS	S	T	W	I	A	Ld	Sv	
4	4	4	3	3	1	3	1	8	5+	
Horse										
M	WS	BS	S	T	W	I	A	Ld	Sv	
8	0	0	3	3	1	3	0	5	-	

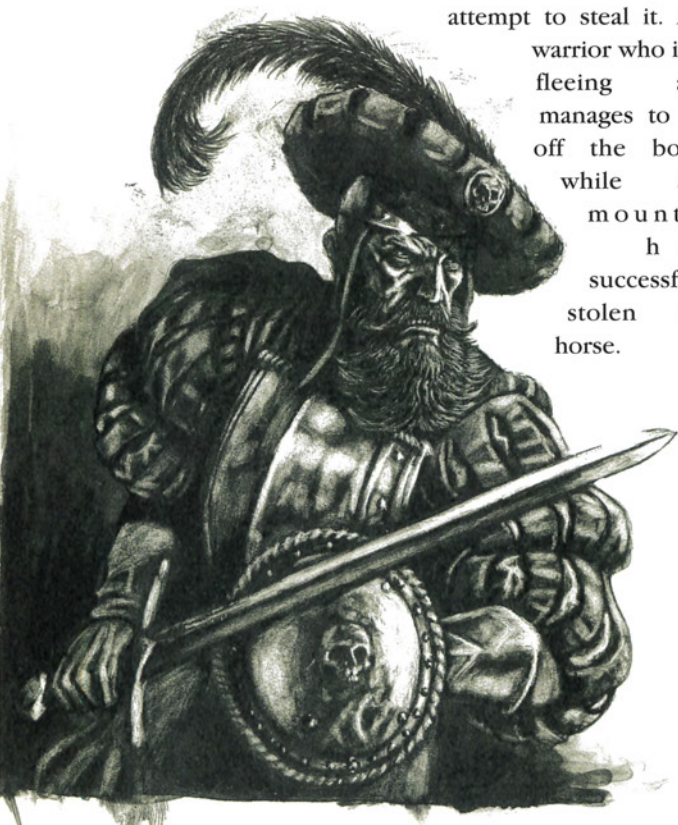
**Equipment:** Sword, bow, light armour and horse (use the rules for mounted models as given on page 163 of the Mordheim rulebook).

**Stealing horses:** There are six horses in the paddock. As they are frightened by the commotion around them they will move randomly in the 12" paddock square. Each horse moves D6+2" in a random direction determined by a Scatter dice (if you don't have a Scatter dice number the board edges 1-4 and roll a D6 to determine the direction, with any roll of 5 or 6 allowing the rolling player to choose a direction). If a horse reaches the fence it will stop.



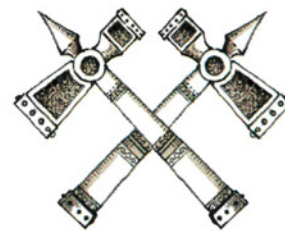


Any man-sized warrior who ends his move next to a horse may try and mount it as the end of the turn. Roll a D6, on a roll of 4+ the warrior is successful and now counts as being mounted on the horse. If you roll a 1-3, the warrior is unable to bring the beast under control and must struggle with it for another turn. Once a player has mounted a horse they may attempt to steal it. Any warrior who isn't fleeing and manages to get off the board while still mounted has successfully stolen the horse.



### Ending the game

The game ends as soon as all the horses have been stolen or when one warband routs. The player that steals the most horses wins the game, or if a warband fails its Rout test then the warband remaining wins the game (and steals all the horses currently in its possession). Any horse successfully stolen by the warbands is added to its roster. Note if a warband failed a Rout test it will lose D3-1 of its stolen horses in the commotion.



### Experience

- +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 (this also counts for Outriders too).
- +1 Per Horse Stolen:** Any Hero or Henchman group that manages to steal a horse earns +1 Experience.

# Scenario: Through Black Fire Pass

*Black Fire Pass has a dire reputation. The clearest route through the Worlds Edge Mountains is home to all manner of Orcs, Goblins, bandits and unsavoury characters. Travellers and merchants that brave it do so knowing full well they might be the victim of an ambush on the road.*

A warband is travelling through Black Fire Pass when it is ambushed by one of its rivals. Little do both warbands realise that the sounds of battle have alerted other creatures to their presence...

## Terrain

The battle is played over a 4'x4' area. Down the centre is a strip 6" wide that starts at one board edge and ends at the opposite edge. The rest of the table should be littered with rocks, scattered scree and the occasional copse of trees.

## Warbands

Each player rolls a D6. The highest may choose to be the Attacker or the Defender. The Defender is being ambushed is travelling from the east to the west table edge. He places all of his warband first. They may be placed anywhere on the road within 6" of each other and no closer than 18" to the western table edge (the warband's point of escape). The Attacker then places his models anywhere on the table but no closer than 10" to a Defenders model and out of line of sight.

## Starting the game

The Attacker springs his ambush and goes first.

## Special rules

**Hazardous:** Black Fire Pass is extremely hazardous and as well as being home to all manner of creatures, it is plagued by hostile weather. At the end of each of the Defender's turns roll a D6. On a roll of 1 both warbands have befallen to a hazard. Roll a D6 on the table below to discover what the hazard is.

**1-2 Rockfall** The rapid movement and cries of combat have disturbed some loose rocks high up in the mountains which come crashing down upon the battling warbands. Every model must take an Initiative test to avoid the falling rocks. Any model that fails will suffer a Strength 3 hit from the debris.

**3-4 High winds** The warbands are battered by fierce winds. The winds will last until the end of the Defender's next turn. At the start of their turn each warrior must pass a Strength test or be knocked down.

**5 Orcs** The warbands have become the attention of a group of Orcs camped in the mountains. Roll a D6. On a roll of 1-3 the Orcs arrive on the north edge of the table, on a roll of 4-6 they arrive on the south edge. There are D3+1 Orcs. They will always move towards the nearest model, charging if they can do so. The Orcs have the same profile as Orc Boyz (as described in the Mordheim Annual 2002, page 11) and carry a sword and a shield but do not suffer from Animosity.

**6 Stone Trolls** A Stone Troll has wandered into the battle and becomes enraged, charging at the warriors. See the rules above for placing and attacking with the Stone Troll. The Stone Troll has the same profile as the Troll in the Orc and Goblin warband (as described in the Mordheim Annual 2002, page 11).





### Ending the game

The game ends as soon as the Defender gets half his models off the western edge of the table through the pass (fleeing models do not count) in which case he will be the winner. Otherwise the battle continues until one warband fails a Rout test, then the remaining warband is the winner.

### Experience

**+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.

*(Note that due to the direness of their task, the Defender earns **double** Experience Points for surviving or being the winning leader).*

**+1 Per Enemy Out of Action:** Any Hero earns +1 Experience for each enemy he puts out of action (this also counts for Orcs and Trolls too).

**+1 Escapes:** Any Hero or Henchman group that manages to escape earns +1 Experience.



#### Author

Nick Kyme works on White Dwarf right here at GW HQ. He has written for *Town Cryer* on numerous occasions, and is on the Mordheim Rules Reviews.



#### Further Information

Averlanders can be created using the Empire Militia plastic sprue and/or the plastic sprues you get in your Mordheim boxed set.

#### More Mordheim Website

Page 24 for Pit Fighter and page 52. [www.Mordheim.com](http://www.Mordheim.com)