



# Letters of the Damned

Welcome to our first installment. Held within are articles and missives of both beneficial and malign intent. We within the Tower are not to judge, but to let the knowledge out to those of ye with the courage to thirst for it. Whereas there are those who would bury Mordheim and all that has happened since that fateful eve of Righteous Judgment, we believe that there is no true path back into Sigmar's glorious light without it. For without knowledge and understanding of what pushed Mordheim into the state of madness that now grips her, how are we to understand the proper path back to holiness? While we ourselves may be branded as Warlocks, we brave the attentions of the Witch Hunters in the hopes of restoring Mordheim. It is from like-minded and brave men still loyal to the Empire, as well as heretics & madmen that we glean the information held within these pages. Show fortitude my fellow, and read on. Let not thy eye stray too far from these words, for it is within that ye shall find salvation.

Most Humbly,  
Brahm Tazoul,  
Mage Extraordinaire &  
Sage-in-Chief

Once we believed these creatures to be of myth and legend, it now seems that our oversight may prove to be our doom. Reports have reached us that Necrarch Vampires have been seen in the areas surrounding Mordheim. The Captain that delivered this information to us was terribly wounded and road-wearied, however we gleaned this information from him before he passed.

Read more on Page 4

While Bounty Hunting may be frowned upon in some of the more 'civilized' portions of the Empire, it is still very much a way of life here in and around Mordheim. The one known as "Mordheimer" sends to us the following information so that you will not be caught unawares should you find someone coming for you!

Scenario is on Page 10

See here an interesting letter sent to us by renowned explorer and teller of tales, Cianty. In it he addresses the current state of Mordheim and its support base, including that from official sources as well as fan-based. Read more on Page 11

As a regular feature, we provide some portion of lore we have picked up throughout the years. Peer upon Page 17

Compelled to always speak his mind, our Sage-in-Chief puts his pen to parchment. Page 3

Held herein are the tales of the dreaded Ktar. These tellings are graphic in nature, and may not be appropriate for those of few years or who are faint of heart. Should you decide to read on, you may find the first installment upon page 13

# Submissions & Authors

## Submission Guidelines:

If you wish to write for Letters of the Damned, we welcome your contributions. Please be aware of the following conditions, as they are non-negotiable. If you submit any material, it is under the premise that you agree to the following:

By submitting your article you are handing over copyright and all rights to the material to Tom Bell, editor of Letters of the Damned. Tom Bell in turn claims no ownership of any IP of Games Workshop, and willingly hands all ownership of material included in this ezine to GW. You will, of course be fully credited for your work should we publish it. All submitted articles are unpaid. Please be sure to include your name and contact information with all submissions, as well as how you would like to be known in the Mordheim world. For example, Tom Bell may be referred to as Tom "Brahm Tazoul" Bell, Tom "Brahm Tazoul", or simply as Brahm Tazoul. The choice is yours.

Email your submissions to:

[lod@redclawgaming.com](mailto:lod@redclawgaming.com)

or mail them to

**LOD c/o Tom Bell  
12820 64 st  
Edmonton, Alberta, Canada  
T5A 0X7**

## This Months Authors:

### **Necrarch Warband:**

Tom "Brahm Tazoul" Bell. (that's me!) I have been an avid Mordheim player for several years, an Answer MOD for nearly two of them and have recently opened a gaming store. With a 20+ player league that is going strong on a 30 scenario campaign, I just can't help but be passionate. Mordheim is alive and strong, and I'll do my part to ensure that it stays that way!

### **Bounty Hunt Scenario:**

Dennis "Mordheimer" Montera. A prevalent poster on the old SG boards, Dennis has taken a break of late but is never far from the surface. We are extremely grateful that he has given us his experience & knowledge with his submissions.

### **Cianty's Heresy:**

Christian "Cianty" Templin. Chris is an incredible asset to the Mordheim community. If you haven't already, be sure to check out his website, [www.bordertownburning.de.lu](http://www.bordertownburning.de.lu). His credits are far too numerous to mention here, but I'll just drop *Nemesis Crown* as one of them.

### **Tales of Dreaded Artar:**

Roger "Vargkrigare". A recent addition to Mordheim, his vibrant tales of conquest and terror have captivated me.

## Sage Advice



This being the first issue, I felt that I should get my two groats in.

My message is clear. I feel that Mordheim is alive and vibrant, but it lacks cohesion. There are many colourful and creative minds round the world who are constantly spewing out new content for Mordheim, but there is no real way for us to get our hands on all of it. Furthermore, I feel that there is no *official* voice for Mordheim; we have the Specialist Games website, which is great, but Mordheim needs a champion. It is my intent that this ezine becomes that champion.

Since the days of the Town Cryer, Mordheim players have illustrated time and time again that we are never sated. We constantly thirst for more rules, more content, more ideas to keep our universe growing and expanding.

The time since the Town Cryers were cancelled have been filled with a nigh-emptiness that can only be described as deafening. We need something like this, a publication written, read and supported by the community. Make no mistake; without you, the Mordheim fan, we've very little to say. Keep your submissions coming in, and we'll keep going.

I want to do my part. I have the resources to help further the community, and I cannot stand idly by and watch it fall further into obscurity. Mordheim is a fantastic game and an in depth universe. It would be a shame to have the game wiped from tabletops everywhere. Sounds dire and ominous, but it is definitely a possibility. With limited support, Mordheim (as with all of the Specialist Games) leads a life balanced upon the edge of a razor. GW has allowed us the opportunity with their forums. I am grateful for that. The onus is upon us to do the rest. Send in your ideas, your scenarios, your short stories and your battle-reports. We, and I mean all of us, need them.

Cheers,  
Tom 'Brahm Tazou' Bell  
Sage in chief

# Necrarchs, the Soul Stealers



With the destruction of Lahmia the kingdom of Vampires came to an end and the Great Library was burned to the ground. The accumulated knowledge of the ancient Nehekharu was destroyed and many of the disciples of W'soran died in the flames, reluctant to abandon their work. Unfortunately for the world, a handful of Necrarchs fled and survived the pursuit of the armies of the kings of Numas and Zandri, taking with them books, scrolls and other fragments of the dark lore that Nagash had created. They scattered all over the world and hid themselves to patiently wait for the death of their enemies and continue their studies. They built tall towers from where they could study the stars and defend themselves if attacked. News has since spread to these remote strongholds and hidden alcoves of the events occurring in Mordheim, a city ripe for the taking. With the dead calling them forth, the archmages of the Vampire line descend with their minions upon the cursed city to claim its riches, from both those who are dead and those that soon shall be..

## Choice of Warriors

This Warband must include a minimum of 3 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 15.

**Necrarch:** Each Necrarch Warband must have one Necrarch Vampire, no more, no less!

**Thrall:** You may include a single Thrall.

**Acolytes:** You may have up to three Acolytes.

**Skeletal Warriors:** You may field up to five Skeletal Warriors.

**Zombies:** You may have any number of Zombies.

**Abomination:** Your Warband may include a single Abomination.

**Waifs:** You may field up to five Waifs.

## Starting Experience

Necrarchs start with 20 experience

A Thrall starts with 8 experience

Acolytes start with 0 experience

Henchmen start with 0 experience

## Special Skills

The following skill list may be used by the Necrarch Vampire or Thrall with the *Wizard* skill instead of the standard lists.

**Pupil of Nagash:** Delving further into the evil teachings of Nagash, the Necrarch Vampire brings greater darkness to the realm of the living. He may roll immediately on the Scrolls of Nagash for a spell, and choose to do so again instead of of a future Skill.

**Master of the Black Arts:** Such is the power of the Necrarch that the range of all his magical workings is extended by half-again.

**Pull of Undeath:** So strong is center of undeath within the Necrarch that he may save his constructs around him from their demise. As long as the Necrarch is within 4 inches of an undead henchman, they may only be taken *Out of Action* on a roll of a natural 6. Available only to the Leader.

## Special Rules

The following rules apply to the Necrarch warband.

**Death of the Leader:** Should the Necrarch perish, the Thrall shall pick up the mantle of Leader and all conferred bonuses shall be transferred to him. He may immediately roll on the spell list for one spell. You cannot hire another Necrarch, but you may create another Thrall from your current list of Acolyte Heroes. They will retain their current stat-line, but shall gain the benefits of being undead; Immune to Poison & Psychology, causes Fear & suffers No Pain. Should both Necrarch and Thrall be destroyed at once, the evil magics that bind the warband together fade, and all turns to dust.

# Necrarch Skill Tables

	Combat	Shooting	Academic	Strength	Speed
Necrarch			✓	✓	✓
Thrall			✓	✓	✓
Acolyte			✓		✓

## HEROES EQUIPMENT LISTS

### Hand to Hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Halberd	10 gc
Double-handed weapon	15 gc

### Missile Weapons

Bow	10 gc
Short Bow	5 gc

### Armor:

Light Armor	20 gc
Shield	5 gc
Helmet	10 gc

## HENCHMEN EQUIPMENT LISTS

### Hand to Hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc

### Missile Weapons

Bow	10 gc
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### Armor:

Shield	5 gc
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## MISCELLANEOUS EQUIPMENT:

### Heroes Only

Staff of Damnation	25 gc*
Unholy Relic	15 gc
Damned Book	45 gc*

# New Equipment

**Staff of Damnation** Necrarch only 25 gc

Range	Strength	Special Rules
Close Combat	As User	Two-Handed, Magic-well

*The preferred weapon of these ancient mages, the Staff of Damnation allows them to bear deadly magic against their foes.*

### Special Rules:

**Two-Handed:** As the Staff of Damnation requires two hands to wield, a model equipped with it may not use a shield, buckler or secondary weapon in close combat. If the model has a shield it will still get a +1 bonus to its armor save against shooting.

**Magic-well:** A Necrarch Vampire may cast a spell into the Staff of Damnation during his Magic phase instead of casting as normal. Upon a successful casting, the spell is stored within the staff. The spell may be released during a later shooting phase in lieu of casting another spell.

**Damned Book** Rare 11 45+3D6 gc

Range	Strength	Special Rules
n/a	n/a	Cursed Aura

*Penned in the blood of elven maidens and written upon the flesh of virgins, the Damned Book perverts y space about it.*

### Special Rules:

**Cursed Aura:** A model bearing the Damned Book causes all enemy models within 2 inches to suffer a -1 penalty to hit in close combat.

## 1 Necrarch Vampire

110 gold crowns to hire

Ancient and purely evil, the Necrarch exists solely to destroy life. As Mordheim has fallen into the grasp of insanity, the Necrarch Vampires converge upon its ripe bounty so that they may benefit from the demise of the living.

**Profile** M WS BS S T W I A Ld  
6 3 3 4 4 2 6 1 8

**Weapons/Armor:** A Necrarch Vampire may be armed from the Necrarch Hero Equipment list.

### *Special Rules:*

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

**Cause Fear:** Vampires are terrifying Undead creatures and thus cause Fear.

**Wizard:** Necrarch Vampires have one spell randomly generated from the Necromancy spell list.

**Immune to Psychology:** Vampires are not affected by psychology (such as fear) and never leave combat.

**Immune to Poison:** Vampires are not affected by any poison.

**No Pain:** Vampires treat a Stunned result on the Injury chart as Knocked Down.

## 0-1 Thrall

60 gold crowns to hire

Taken into the fold due to their promise with the dark arts, Thralls serve their masters with undying devotion. While lesser Vampires, they still possess great speed and strength, and the ability to possibly overthrow the shadow of their undead lords.

**Profile** M WS BS S T W I A Ld  
5 3 3 4 4 1 5 1 7

**Weapons/Armor:** A Thrall may be equipped from the Necrarch Hero Equipment List.

### *Special Rules:*

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

**Immune to Psychology:** Vampires are not affected by psychology (such as fear) and never leave combat.

**Immune to Poison:** Vampires are not affected by any poison.

**No Pain:** Vampires treat a Stunned result on the Injury chart as Knocked Down.

## 0-3 Acolyte

35 gold crowns to hire

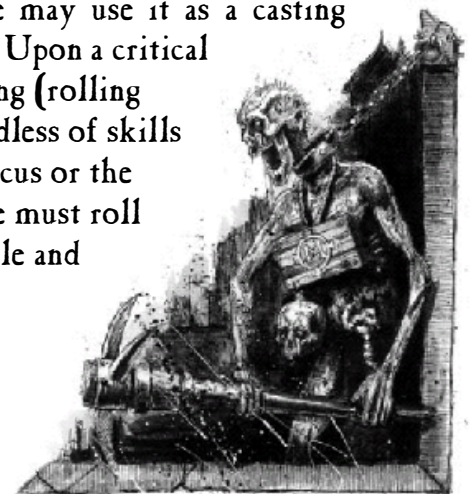
Chosen from the wretched stock available to them, the Necrarchs elevate a select few to the position of Acolyte. These individuals provide aid within the tower itself, be it with experiments or the preparation of sacrifices.

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

**Weapons/Armor:** Acolytes may equip themselves with weapons and armor from the Henchmen equipment list.

### *Special Rules:*

**Vassal:** The Acolyte has given himself over to his dark lord. At a whim, the Necrarch can see what the Acolyte sees, hear what he hears, and even speak through his slave. As long as the Necrarch has line of sight at an Acolyte, and the Acolyte is not engaged in hand to hand combat, he may use it as a casting point for a spell. Upon a critical failure of a casting (rolling double 1's) regardless of skills such as Mind Focus or the like, the Acolyte must roll on the Injury table and add +1.



# Henchmen

## 0-5 Skeletal Warriors

20 gold crowns to hire

Dragged from the grave, these unfortunate warriors serve their dark lords. Marching relentlessly, they draw close to Mordheim, a city as welcoming as any to warriors such as they.

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

**Weapons/Armor:** Skeletal warriors may be equipped with weapons and armor chosen from the Henchmen Equipment list.

### *Special Rules:*

**Cause Fear:** Skeletal Warriors are terrifying Undead creatures and therefore cause Fear.

**May not Run:** Skeletal Warriors are slow Undead creatures and may not run (but may charge normally).

**Immune to Psychology:** Skeletal Warriors are not affected by psychology.

**Immune to Poison:** Skeletal Warriors are immune to poisons.

**No Pain:** Skeletal Warriors treat Stunned results as Knocked Down.

**No Brain:** Skeletal Warriors do not gain experience.

## Zombies

15 gold crowns to hire

Zombies are the most common of the Undead: creatures animated by the will of their Necromantic masters. Reinforced by their dark magics, a Necrarch's zombie minions are much more menacing.

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

**Weapons/Armor:** Zombies never carry any equipment, and do not suffer any 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.

**Immune to Poison:** Zombies are immune to poisons.

**No Pain:** Zombies treat Stunned results on the Injury table as Knocked Down.

**No Brain:** Zombies do not gain experience.



# Henchmen

## 0-1 Abomination

190 gold crowns to hire

Vile constructs, these twisted beings are torn from the nightmares of men. Made from looted graves, these beasts are powered by the dark magic of their Lords and the wyrdstone found in and around Mordheim.

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

**Weapons/Armor:** Abominations do not employ weapons, and suffer no penalties for doing so.



### *Special Rules:*

**Cause Fear:** Abominations are terrifying Undead creatures and thus cause Fear.

**Immune to Psychology:** Abominations are not affected by psychology.

**Immune to Poison:** Abominations are immune to poisons.

**No Pain:** Abominations treat Stunned results as Knocked Down.

**No Brain:** Abominations do not gain experience.

**Large Target:** Abominations are Large Targets as defined in the shooting rules.

**Powered:** A Necrarch has placed a shard of wyrdstone in the Abomination to bring it life. Should the Abomination be removed from combat, the model who took it down receives a shard of wyrdstone. A new shard is then needed to re-animate the Abomination.

**Spare Parts:** Thanks to the dark magics of their lords and the manner of their construction, Abomination ignore rolls of 1&2 on the post battle Injury Table; they cannot be destroyed.

## 0-5 Waifs

20 gold crowns to hire

Waifs are the most miserable of human specimens. They are deformed and rejected individuals, shunned by even their fellow man. Vampires often recruit waifs as their servants and treat them with surprising kindness. As a result, waifs are often fanatically loyal to their undead overlords and will do anything to serve and protect them.

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

**Weapons/Armor:** A Waif may be armed with weapons and armor chosen from the Henchmen Equipment list.



# Dreaded Scrolls of Nagash

Written upon the flesh of elven children, these markings burn with eternal evil. Sought by scholars of the Empire and Necromancers alike, these ancient words are borne only upon damned breath. Despair and sorrow have taken written form upon the Scrolls of Nagash.

## 1 - Soulcage

Difficulty: 9

*Wracked with pain unimaginable, the victim shoulders the burden that belongs to the caster.* You may choose a single model within 6". All wounds are transferred to this model at +1 to the Injury Roll. Should a natural 6 be rolled on the Injury chart, not only is the Soulcaged model removed from action, but the caster is treated as Stunned. Only one Soulcage spell may be in effect at a time.

## 2 - Black Breath

Difficulty: 8

*The mage belches forth a toxic wind of death, engulfing all within the embrace of slumber eternal.* The spell has a range of 8", and hits the first model within its path. It causes 2 S4 hits on its target, and one S3 hit on all models within 2".

## 3 - Servants Eternal

Difficulty: Auto

*Calling upon the powers of darkness, the caster summons undying servants to do his bidding.* This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Zombies to the casters side. The evil that sustains the abominations will fade after the battle, turning their damned flesh to dust. As such, these zombies do not count towards the warbands maximum size.

## 4 - Fear of the Ages

Difficulty: 9

*Like a wave of pure despair, the mage releases the fear of the ages over those around him.* All enemy models within 4" of the caster suffer a S3 hit. No armour saves are allowed. The servants of Morr, Sigmar and Ulric are especially susceptible to this evil, and suffer a S4 hit instead.

## 5 - Wall of Despair

Difficulty: 6

*The caster weaves about him a wall of pure despair, rendering himself immune to the will of others.* The caster is immune to all spells and prayers. Roll at the beginning of each turn during the Recovery Phase. On a roll of 1 or 2, the Wall of Despair disappears.

## 6 - Claws of Nagash

Difficulty: 10

*The withered hands of the caster grow and flash with the dark power of Nagash.* The Claws of Nagash grant the caster +1 Weapon Skill, and the caster becomes Frenzied. Test at the beginning of each turn during the Recovery Phase. On a roll of 2 or less, the Claws of Nagash vanish.

Racial Maximum:	M	WS	BS	S	T	W	I	A	Ld
Necrarch Vampire	6	4	4	6	6	4	9	3	10

# Bounty Hunt

A scenario submitted by Dennis Montera, known as Mordheimer

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. Added to this, the reputations of many warbands have left a price on the heads of their members. This leads to the targeting of specific individuals to claim the prize.

## 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 player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. Opponents then set up within 8" of the other edges, beginning with the opposite edge to the first player.

## Setting the bounty

You should make a set of six coloured tokens per warband, one marker per hero. Each player secretly writes three colours (separately for each warband if multiplayer) representing their bounties. Players then decide what colour marker is placed upon each of their own heroes.

## Starting the game

Each player rolls a D6. The highest scoring player takes the first turn. Play proceeds clockwise.

## Ending the game

When all but one of the warbands fails its Rout test, the game ends. Also, the game ends if a player has successfully taken out of action all of his selected bounties and then manages to get all of his own remaining heroes within 2" of a single table edge.

## Winning the game

If a player successfully eliminates all of his bounties and manages to get all of his remaining heroes to a table edge, then he wins the game. If a player voluntarily routs, he automatically loses the match. If a player routs due to failed rout test but has eliminated more bounties than any other player, then the match is a tie. Otherwise, the last warband standing wins the scenario.

## 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.
- +1 Per Bounty Out of Action. Any Hero or henchman group that successfully takes out of action a bounty earns +1 Experience (for heroes, this is in addition to the +1 experience for taking an enemy out of action).

## The Bounty

On top of the normal search, warbands receive 1 shard of wurdstone for each successful bounty.



## Knocked Down but not Stunned: The current state of Mordheim

It has been about half a year since I returned to playing Mordheim. All kinds of real life reasons and other bad excuses kept me away from the game for slightly more than two years. During the break I used to hit the online store now and then and very occasionally I threw a glance at the Specialist Games homepage. When I decided to start playing Mordheim again on a regular basis the first thing I did was try to find out all the things that I may have missed out on while I was 'out of action'. I was surprised to see that there seemed to have been nothing relevant going on. The biggest change was the renovation of the official Mordheim forum which meant that I could not find the various fanbased rules and discussions anymore. Although the situation met my expectations I felt a bit disappointed. It was a bit like moaning about the death of a great artist who died before his time, never getting the chance to make the most of his potential. However, the tragedy was only ostensible and a brighter bigger picture should soon surface.

What surprised me the most of all was that despite the lack of official support there is still a community of people who are motivated and enthusiastic about the game as if it had been released just yesterday. Mordheim is probably one of the most suitable tabletop-games in terms of adding new flavour to the atmosphere by

expanding the already existing rules. Due to its strong atmospheric feel and role-playing game style there is plenty of room for innovation. The basic rules from the rulebook are nothing but a starting point for the creation of all sorts of skirmish game environments.

Fans have contributed to the game ever since its release. This is still true today. And there is a lot to do: Many aspects of the game need an overhaul. I do not want to go into detail here about what I think should be reworked rules-wise. Most Mordheim gamers are aware of the unbalance issues between using two weapons (i.e. an additional one-hand-weapon) and using a onehanded weapon and a shield. Another concern is the uneven power-level of certain warbands. These are just two examples for major improvements that need to be done. Fortunately there are already creative people working on them. You will find suggestions for solving the armour problem in the Mordheim forum and there is a Yahoo group that is dedicated to reworking the warband rules. Despite all these efforts there is still an important problem: The Mordheim community lacks organisation. Many fans are writing great new rules and put a lot of work into them. But all these gems of innovation are spread all over the world wide web. You would be surprised to see how many private Mordheim homepages exist

once you are willing to spend an hour or two with internet search engines. Of course, not all of these rules and ideas are worth knowing about. Nevertheless, the community needs a way to bundle its efforts and show the world that Mordheim is well alive. A lot of former gamers do not even know this. Sadly, the Specialist Games website is no longer the place to look for the latest news and development of the game.

When I first heard of the idea of a Mordheim ezine I was very excited. I believe this is a step in the right direction. If it can continue to publish quality material and gain acceptance throughout most of the fans, it might become the mouthpiece of a united Mordheim community. However, further steps are necessary. With the absence of the 2006 rules review and no other one in sight, there must be a selected authority that takes care of the game independently of Specialist Games and Games Workshop. Not a dictatorship but a respected committee that the fans are willing to trust and support - because in the end, the fans support no one but each other.

With such a dedicated group to lead and organise the fan-driven processes what we need is an 'official' Mordheim website controlled by the fans. If you are familiar with the Mordheim forum you will probably know Mike "Thrasher" Kitchenman's Uber Useful Mordheim Information thread - a huge collection of relevant Mordheim sources. This is a great example for information that absolutely need to be presented in a better way, especially with potential Mordheim beginners in mind. An official - that means wholly accepted by the community - Mordheim fansite would be a place for interested gamers - be it newbies or veterans - to regularly go check for the most important news and updates in the Mordheim game. If we can achieve

to evolve as a strong autonomous community and transfer that picture to the public, we can help the game prosper, i.e. attract new players, which is near impossible at the moment. At best experienced Warhammer veterans may give Mordheim a try, but those interested will probably have done so long ago anyway. Another advantage would be that the individual efforts made by the various project teams were better available to the community, from which both the other gamers and the projects would benefit.

For now, Games Workshop has abandoned Mordheim but due to its unique nature Mordheim will most certainly never die. There are many people out there who produce new material that compares favourably with any set of official rules. If we - the fans - can develop a drive to unite and pull together we can take the game to the next level.

In two years Mordheim will celebrate its 10th birthday and it is up to us to decide where Mordheim will be by then. I await your comments and ideas in the Mordheim forum and hope for a lively discussion.

- Christian 'Cianty' Templin



Christian Templin started playing Warhammer in 1997. He became a huge Mordheim enthusiast as soon as the game was released. He started writing house rules and scenarios for and with his gaming group during the glorious days of the Town Cryer. The group then decided to collect their rules and put them into the shell of a private Mordheim supplement. After a couple of years of abstinence from the game and the community his gaming group is active again and they continue the development of their supplement Border Town Burning. Christian's recent efforts include being part of the Mordheim Nemesis Crown development team.

# Tales of the Dreaded A tar

Screaming woke Franz. The terrified cries of women and children. Men shouting, dogs barking, livestock adding their terrified cacophony to the din of discordance. Stumbling he shrugged the covers aside and stood up dizzily. The left-over tang of last night's grog still strong in his stomach, it threatened to rise and purge itself from his protesting body. The door burst open and sunlight, a strong morning shaft, blazed a streak of fire through an otherwise darkened hovel before being shut away again with a crashing slam. His eyes closed instinctively as the sudden onslaught of brightness caused his head to throb so strongly, so unashamedly violent, that he was afraid it might split.

Words died even as he made to speak them. Aggravated, annoyed and confused most of all, one look at his wife and he knew something was terribly wrong. Her wild brown eyes were small dots in saucers of white that stared at him in panic. He noticed the smudge marks, the torn skirts as though she'd fallen several times on her way from the pig pen, where she normally spent the mornings tending the fat sows. He heard bellows, incredibly deep and loud, short blasts of noise that drowned everything else out. Franz also heard roaring laughter and the sick sound of metal crushing flesh and bone. Something crashed against the door and his wife squeaked, her nails digging into the wood so hard and deep they cracked and broke. Rounding, a man screamed and clawed at the door as several deep chested growls reverberated through the walls. Risking a peek, despite the desperate shaking of her head, Franz pushed the shutter of the window out a crack, and immediately wished he hadn't.

Two massive hounds, each weighing more than a man, hunched shoulders bunched powerfully with jaws full of sharp fangs made for ripping bone glared at his neighbour R ieter, who now had his back pressed firmly against the door as he shook uncontrollably. Britches fouled, his tears streamed and he simply shook his head and said no over and over. No, as if the word would stop these Chaos touched beasts, beasts with spikes of ivory jutting through flesh that gleamed brightly in the morning light. Hot, humid breath blasted out in the chill of the air created small clouds of steam. There was an evil intelligence that lurked behind their blood red orbs. A malice which could freeze a brave man in his tracks. He let the shutter close as the two hounds lunged. Franz sagged against the wall when R ieter screamed pitifully, begged as his flesh was ripped, his body torn, his screams rose in pitch until they stopped, and only fighting growls could be heard.

Where there were Chaos hounds, Beastmen were sure to follow.

Franz heard his wife call out his name. Confused, he looked around the house and finally saw her already on the cellar ladder. Holding the trapdoor open, she waved at him in frantically. Hope surged and he stepped for her when the door simply exploded, ceasing its vigilant ward, pieces flew and struck him with enough force to make him stumble. Her eyes were the last thing he saw, dark and deep, but filled with tearful resolve as she forever closed his path of escape. A powerfully clawed hand grabbed him by the hair and lifted him clean off the ground, the pain making him cry out even as he was thrown through the wall and out into the dirt of his yard. His rolling finally stopped in a pool of sticky, cooling liquid. He struggled to his hands and knees and retched as he realized that it was Rieter's blood, the ruined remains of his friend in several pieces, partially eaten and still steaming.

Rain blossomed in his side as an unseen assailant kicked him hard enough to stave several ribs in. He rolled a dozen feet and crashed to a halt against an immovable object. Sparks swirled through his vision, darkness clouded everything and threatened to take him down into that murky depth. He tried to welcome it but it receded, chased away by the pain of his laboured breathing and his loud wheezing. On his back, he looked up and understood that it wasn't a wall or the well that he'd hit, but powerful shaggy legs. One shifted and brought a dark hoof to rest upon his already broken chest. His scream of agony was drowned out by a powerful bellow.

*"Burn Everything! Keep the breeders, kill the rest!"* It looked down on him, intelligent eyes set in a dark goat's face. Massive horns crowned its skull, and as it grinned its lips peeled back, showing incredibly large teeth.

*"Ktar! That one is mine!"* Franz turned his head and saw another, smaller than the one that pinned him down yet larger than any man could ever be, coming from his yard. The hole in the wall behind it gaped awkwardly as a piece fell, and he saw one of those vicious, unnatural hounds tear at the floor. It gouged out chunks of dirt and wood as his wife screamed pitifully from within.

*"Sigmar preserve us"* he whispered as more pain shot through him. The one called *Ætar*, Franz was sure it was the leader, had shifted, grinding its hoof in the process. From the ground all he saw were two massive beastmen as they stared at each other, the intensity of their locked gazes almost lit the air with crackling flames. Moments passed and the one that had thrown him dropped its gaze and backed away while *Ætar* brayed loudly enough to wake the dead.

*"Take the livestock! Take their weapons! The city awaits."* The call went out, bellows and roars were the response. No further screams were audible. No noise save that of fire consuming, or teeth and metal rending. *"Morghar demands Sacrifice! Morghar commands us! To Mordheim!"*

Buildings burned and blood ran freely, the dirt packed roads turned into a bloody ooze that hooves had no difficulty navigating. The hound which dug for his wife, trapped in the cellar, started to growl as pieces of the thick trap door started to buckle under its claws. She stopped screaming and Franz wondered if she had ended her life to escape the depredations of these vile creatures. He prayed for her soul quickly and reached up to tug on *Ætar's* Chain Mail skirt. Nothing. Breath came in gasps he tugged harder, willing some of his Middenheim heritage into his arms. Thick arms that had always been strong felt so very weak. *Ætar* looked down as though just remembering that his footstool is still alive.

*"Oi, Beastm..."* Started Franz only to cough up gouts of blood when that same hoof lifted and then bore down, crushing the rest of his chest as *Ætar* stepped through him towards the cellar door. Blood flowed from nose and mouth, air non-existent in his crushed lungs, Franz watched *Ætar* grab the chaos hound by the tail and tugged it backwards. The hound twisted and snapped its serrated teeth at the beastman's forearm but quickly whined in abject apology. A large fist clipped it in the jaw and sent the hound sprawling backwards, crashing it through the sleeping cot. It thrashing about, thus righting itself and slunk away, tail tucked low even as *Ætar's* attention is firmly upon the ruined scraps of the cellar door.

*"Come out. I smell your fear. Come or I send the dogs in after you"*



Franz struggled to keep his vision clear, the day darkened though there were no clouds. *How can such a day be?* He wondered, coughing. His eyes watched as his wife came up the cellar ladder, her hands in her skirts. Tear stained, disheveled but defiant. Ktar grinned and reached for her even as she pulled a blackpowder pistol from the folds of her dress and leveled it at the Beastman's chest. Pulling the trigger she fired, striking true. Rings of mail burst apart, scattering as the leather blew outward and Ktar took a step backwards and looked down...

and began to laugh. A horrible braying sound, harsh and grating.

*"Your one chance, breeder."* Ktar grabbed her by the hair and dragged her the rest of the way out. *"Wasted on Ktar"*

Franz's last sight was watching his wife being dragged by the hair behind the beastman chief, broken, pistol forgotten in her hand as she wept.

Darkness came crashing and with it, the world ends.

*To Mordheim!*



## TURN SEQUENCE

<p><b>1 Recovery</b> During the recovery phase you may attempt to rally individuals who have lost their nerve and recover models that are knocked down or stunned.</p>	<p><b>2 Movement</b> During the movement phase you may move the warriors of your warband according to the rules given in the Movement section.</p>	<p><b>3 Shooting &amp; Magic</b> In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting and your wizards may cast a spell they know.</p>	<p><b>4 Close Combat</b> 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 is.</p>
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## RECOVERY

<p>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</p>	<p>Move or shoot for the rest of the turn, but can 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</p>	<p>During the recovery phases warriors that have been <i>stunned</i> become <i>knocked down</i> instead and warriors who have been <i>knocked down</i> may stand up.</p>
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## MOVEMENT

In your movement phase, you may move your warriors in the following order.

1. Charges	2. Compulsory Moves	3. Remaining Moves
<p><b>RUNNING</b> 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.</p> <p><b>CHARGES</b> 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.</p> <p><b>CARRYING LADDERS</b> A warrior can carry a ladder or other heavy object at half his movement value in a turn, no running is allowed. Two warriors can move at the full movement of the slowest model., no running is allowed</p>	<p><b>CLIMBING</b> 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).</p> <p><b>JUMPING DOWN</b> 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.</p> <p><b>DIVING CHARGE</b> 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.</p>	<p><b>JUMPING OVER GAPS</b> Models may jump over gaps, up to a maximum distance of 3". (You are not 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).</p> <p><b>WARRIORS KNOCKED DOWN OR STUNNED</b> If a warrior is <i>knocked down</i> or <i>stunned</i> 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).</p> <p><b>FALLING</b> Models that fall take D3 hits at a Strength equal to the height in inches of the fall. No armor saves apply.</p>

## SHOOTING TO HIT

<b>BS of shooter</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
D6 roll needed	6	5	4	3	2	1	0	-1	-2	-3

## SHOOTING MODIFIERS

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

## SHOOTING SPECIAL RULES

<b>Accuracy</b>	+1 bonus on to hit rolls.
<b>Fire Once</b>	This weapon takes so long to reload it may only be fired once per battle.
<b>Fire Twice at Half Range</b>	A slinger may fire twice at short range if he does not move.
<b>Fire Twice</b>	This weapon may be fired twice, with a -1 to hit penalty on both shots.
<b>Hand-to-Hand</b>	This weapon may be used in hand-to-hand combat as well as shooting. If carried as a second weapon it grants +1 attack which is resolved as an attack of strength 4 with a -2 save modifier. This bonus may only be used once per combat. A brace of weapons provides two such attacks in the first turn of combat.
<b>Move or Fire</b>	You may not move and fire this weapon in the same turn. You may freely pivot to face the target or stand up from being knocked down.
<b>Pick Target</b>	You may fire at any target in sight, not just the closest one.
<b>Poison</b>	If a 6 is rolled to hit the weapon automatically causes a wound. This weapon cannot cause critical hits.
<b>Prepare Shot</b>	This weapon takes a whole turn to reload. You may only fire every other turn. If you have a brace of pistols you may fire

every turn.

<b>Save Modifier</b>	This weapon affects the armour save against its attacks.
<b>Shoot in hand-to-hand combat</b>	A warrior armed with this weapon may shoot in the first round of a hand-to-hand combat, and this shot is resolved first before any blows are struck. -2 to-hit penalty.
<b>Shot</b>	Draw a line 16" long and 1" wide from the firer. Any and all models it its path are automatically hit by a strength 3 hit.
<b>Stealthy</b>	This weapon may be fired while hidden without revealing the firer's position though the target receives an initiative test to see the firer.
<b>Thrown weapon</b>	No penalty for long range or moving. They cannot be used in close combat.

RANGE WEAPONS	RANGE	STRENGTH
Blowpipe	8"	1
Crossbow	30"	4
Crossbow Pistol	10"	4
Elf Bow	36"	3
Long Bow	30"	3
Repeater Crossbow/Bow	24"	3
Short Bow	16"	3
Sling	18"	3
Throwing Star or Knife	6"	As user
BLACK POWDER WEAPONS		
Blunderbuss	Special.	3
Duelling Pistol	10"	4
Handgun	24"	4
Hochland Long Rifle	48"	4
Pistol	6"	4
Warplock Pistol	8"	5

## HITTING A TARGET

		OPPONENT'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4	4	5	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4	4
	7	3	3	3	3	3	3	4	4	4	4
	8	3	3	3	3	3	3	3	4	4	4
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

## WOUNDING TARGET

		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACKS STRENGTH	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

## INJURY CHART

1-2 **Knock 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 **Stunned**  
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.

## AUTOMATIC TAKE OUT OF ACTION

Roll to wound as normal. If any of the attacks wound, Take an armor save modified as normal. If the save fails, the warrior is automatically *out of action*.

## CLOSE COMBAT SPECIAL RULES

<b>+1 Enemy armor Save</b>	Target receives a bonus to his armor save and a 6+ armor save if he has no normal armor save.
<b>Cannot be parried</b>	This weapon may not be parried, whether with a sword, buckler or any other means.
<b>Cavalry Bonus</b>	This weapon receives a damage bonus when used by a mounted warrior in a charge. The bonus only applies for the first turn of combat. The bonus is +1 for a spear or +2 for a lance.
<b>Cavalry Weapon</b>	This weapon may only be used when mounted on a war-horse.
<b>Climb</b>	This weapon aids climbing. Add +1 to initiative when making climbing tests.
<b>Concussion</b>	In close combat a roll of 2-4 is treated as <i>stunned</i> when rolling on the injury chart.
<b>Cumbersome</b>	The user of this weapon may not use another weapon for the entire battle.
<b>Cutting Edge</b>	An extra save modifier of -1.
<b>Difficult to use</b>	This weapon may not be used with a second weapon or buckler in the off-hand though a normal shield may be used.
<b>Heavy</b>	The +2 Strength bonus only applies in the first turn of each hand-to-hand combat.
<b>Holy</b>	+1 bonus to all wound rolls against any Possessed or Undead models. A natural 6 is still required for a critical hit however.
<b>Pair</b>	This weapon is traditionally used in pairs. The user gains an

additional attack.

<b>Parry</b>	Roll a D6 when attacked in close combat. If the score is higher than the highest to-hit score of the attacker then the blow has been successfully parried and does no damage. A model may not parry an attack made with twice or more his own Strength.
<b>Reach</b>	A model armed with such a weapon may attack figures out of base-to-base contact. The target may not strike back. In base-to-base contact the weapon functions as a normal melee weapon.
<b>Strike First</b>	This weapon strikes first, even if charged, on the first turn of combat. In subsequent turns initiative is determined normally.
<b>Strike Last</b>	A warrior using this weapon always strikes last, even when charging.
<b>Two-Handed</b>	This weapon requires two hands to use. A model using it may not use a shield, buckler or additional weapon in close combat. But may still use a shield for its +1 armour save against shooting.
<b>Venomous</b>	These weapons are treated as always being coated in the Black Lotus poison.
<b>Gromril Weapon</b>	An extra -1 save modifier.
<b>Ithilmar Weapon</b>	+1 Initiative bonus.

## CRITICAL HITS & BLACK POWDER MISFIRES

### BLUDGEON CRITICAL HITS

(Clubs, maces, hammers, flails, double-handed hammers etc.)

1-2 **Hammered:** Target is knocked off balance and may not fight this turn

3-4 **Clubbed:** Ignores armour & helmet saves

5 **Wild sweep:** Target's weapon is knocked from hand

6 **Bludgeoned:** Enemy goes out of action if fails armor save

### FLEXIBLE WEAPONS

(Whips, Ropes, Chains, Morningstars etc)

1-2 **Entangle.** The weapon has wrapped around the target's body or legs, allowing the wielder to pull the target off-balance. One wound is caused as normal, with armor saves, and the target also receives a Knocked Down result if it fails a Strength roll, which is not subject to armor saves, but may be affected by special saves or skills.

3-4 **Whiplash!** The weapon inflicts a stinging blow, causing two wounds instead of one. Armor saves as normal.

5 **Disarm.** Your opponent's weapon is entangled and wrenched from his hand. If he is carrying two weapons, roll to see which one he loses. Roll to wound and take armor saves as normal.

6 **Choke!** The weapon has wrapped around the target's neck. Roll two wounds, ignoring armor saves, with +2 to any Injury rolls.

### BLADED CRITICAL HITS

(Swords, axes, double-handed swords etc.)

1-2 **Flesh wound:** Ignore armor saves

3-4 **Bladestorm:** Attack causes 2 wounds

5-6 **Sliced:** Ignores armor saves, causes 2 wounds, and gains +2 to injury rolls

### MISSILE CRITICAL HITS

(Bows, crossbows, black powder weapons, throwing knives etc.)

1-2 **Hits a weak spot:** Ignore armor saves

3-4 **Ricochet:** Closest enemy within 6" is also hit

5-6 **Master shot:** Target suffers 2 wounds with no armor save

### UNARMED CRITICAL HITS

(Wardogs, warhorses, Zombies, Possessed, animals etc.)

1-2 **Body blow:** Gains 1 immediate additional attack

3-4 **Crushing blow:** Model gains +1 to injury rolls

5-6 **Mighty blow:** Ignores armor saves and gains +2 to injury rolls

### THRUSTING CRITICAL HITS

(Spears, halberds, lances etc.)

1-2 **Stab:** Model gains +1 to injury rolls

3-4 **Thrust:** Target is *knocked down*, take armor saves to determine if wounded

5-6 **Kebab:** Ignores armor saves, gains +2 to injury rolls, target is knocked backwards D6" followed by attacker, other models involved in CC are separated, if target collides with another model it is hit once at S3

### MISFIRES

Each time you roll a 1 when rolling to hit with a black powder weapon (handgun, pistol, blunderbuss, warlock pistol, etc), roll a D6 and consult the chart below.

### BLACKPOWDER WEAPON MISFIRES

1 **BOOM!** The weapon explodes with a deafening roar! The shooter suffers an S4 hit (this does not cause critical hits) and the weapon is destroyed.

2 **Jammed.** The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.

3 **Phut.** The weapon fails to fire and you must remove the shot. This means that the shooter must wait one extra turn before he can fire this weapon again.

4-5 **Click.** The weapon fails to fire, but there is no additional effect.

6 **KA-BOOM!** The weapon roars and spits a cloud of black smoke and flame! The shot hits the intended target and counts as having +1 Strength.

### HENCHMEN & HIRED SWORDS SERIOUS INJURY LIST

1-2	<b>DEAD</b> All the weapons and equipment he carried are lost
3-6	<b>FULL RECOVERY</b>
<b>HEROES &amp; DRAMATIS PERSONAE SERIOUS INJURY LIST</b>	
11-15	<b>DEAD</b> All the weapons and equipment he carried are lost.
16-21	<b>MULTIPLE INJURIES</b> Roll D6 times on this table. Re-roll any 'Dead', 'Captured' and further 'Multiple Injuries' results.
22	<b>LEG WOUND</b> -1 Movement permanently
23	<b>ARM WOUND</b>
1	Loses Arm
2-6	Light wound. The warrior must miss the next game.
24	<b>MADNESS</b>
1-3	the warrior suffers from <i>stupidity</i> ;
4-6	the warrior suffers from <i>frenzy</i>
25	<b>SMASHED LEG</b>
1	The warrior "may not run any more but he may still charge.
2-6	The warrior misses the next game.
26	<b>CHEST WOUND</b> Toughness is reduced by -1 permanently
31	<b>BLINDED IN ONE EYE</b> Randomly determine which. A character that loses an eye has his Ballistic Skill reduced by -1. If blinded again Hero must retire
32	<b>OLD BATTLEWOUND</b> At the start of any battle from now on a roll of 1 Hero can't fight in this battle.
33	<b>NERVOUS CONDITION</b> Initiative is permanently reduced by -1 permanently.
34	<b>HAND INJURY</b> Weapon Skill is permanently reduced by -1 permanently.
35	<b>DEEP WOUND</b> Must miss the next D3 games while he is recovering. He may do nothing at all while recovering.
36	<b>ROBBED</b> All his weapons, armor and equipment are lost.
41-55	<b>FULL RECOVERY</b>
56	<b>BITTER ENMITY</b> The warrior suffers from <i>Hatred</i> from now on. Roll to see who he hates;
1-3	Hero who wounded him, Leader if it was a henchmen
4	The leader of the warband that caused the injury.
5	The entire warband that caused the injury
6	All Warbands of that type
61	<b>CAPTURED</b> :::see book for rules:::
62-63	<b>HARDENED</b> From now on he is immune to <i>fear</i> .
64	<b>HORRIBLE SCARS</b> The warrior causes <i>fear</i> from now on.
65	<b>SOLD TO THE PITS</b> The warrior wakes up in the infamous fighting pits of Cutthroat's Haven and must fight against a Pit Fighter. :::see book for rules:::
66	<b>SURVIVES AGAINST THE ODDS</b> Gains +1 Experience.

### WYRDSTONE SHARDS

1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

### SEARCHING FOR RARE ITEMS

You may send any number of Heroes that were not taken out of action last battle to search for rare items. Each hero can look for one item; roll 2D6 once for one item each of your heroes are looking for. If you roll equal or greater than the rarity of the item you found one of them.

### EXPLORATION CHART

11	<b>Well</b>	Choose 1 hero to make an Toughness test, If successful he finds a wyrdstone, if failed he misses next game.
22	<b>Shop</b>	D6 gc, if a 1 is rolled also finds a Lucky Charm
33	<b>Corpse</b>	1-2 D6 gc 3 Dagger 4 Axe 5 Sword 6 Lt. Armor
44	<b>Straggler</b>	Skaven: 2D6 gc Possessed: Leader +1 experience Undead: gains a zombie Other warbands: Additional die on exploration drop the lowest.
55	<b>Overtured Cart</b>	1-2 Mordheim Map 3-4 2D6 gc 5-6 Jeweled Sword and Dagger
66	<b>Ruined Hovels</b>	D6 gc
111	<b>Tavern</b>	Leader must make a Leadership test If successful they receive 4D6 gc. If failed D6 gc. Undead, Witch hunter and Sister of Sigmar don't need to make the leadership test.
222	<b>Smithy</b>	1 Sword 2 Double-handed weapon 3 Flail 4 D3 halberds 5 Lance 6 2D6 gc worth of metal
333	<b>Prisoners</b>	Possessed: D3 Experience for Heroes Undead: Gain D3 zombies Skaven: 3D6 gc Other warbands: 2D6 gc, plus one human henchman.
444	<b>Fletcher</b>	1-2 D3 Short bows 3 D3 Bow 4 D3 Long bows 5 Quiver of Hunting Heroes 6 D3 Crossbows
555	<b>Market Hall</b>	2D6 gc
666	<b>Returning a Favor</b>	Hired Sword for one battle
1111	<b>Gunsmith</b>	1 Blunderbuss 2 Brace of Pistols 3 Brace of Dueling Pistols 4 D3 handguns 5 D3 superior black powder. 6 Hochland long rifle
2222	<b>Shrine</b>	3D6 gc. Witch hunters and Sisters of Sigmar may have one weapon blessed.
3333	<b>Townhouse</b>	3D6 gc
4444	<b>Armorer</b>	1-2 D3 shields or bucklers

### HERO ADVANCEMENT

2-5	New Skill (or Spell if Wizard)
6	Characteristic Increase
1-3 + 1 Strength;	
4-6 + 1 Attack.	
7	Characteristic Increase
Choose either +1 WS or +1 BS.	
8	Characteristic Increase
1-3 + 1 Initiative	
4-6 + 1 Leadership	
9	Characteristic Increase
1-3 + 1 Wound	
4-6 + 1 Toughness	
10-12	New Skill (or Spell if Wizard)

### HENCHMEN ADVANCEMENT

2-4	Advance. +1 Initiative.
5	Advance. +1 Strength.
6-7	Advance. Choose +1 BS or +1 WS.
8	Advance. +1 Attack.
9	Advance. +1 Leadership.
10-12	The lad's got talent. One model in the group becomes a Hero. (Roll again for the new hero and for the henchmen group.)

### DRAMATIS PESONAE

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.

		3 D3 Helmets	
		4 D3 suits of Light Armor	
		5 D3 suits of Heavy Armor	
		6 Suit of Ithilmar Armor	
5555	<b>Graveyard</b>	D6x10 gc, Witch Hunters and Sisters of Sigmar gain D6 experience to distribute amongst the heroes.	
6666	<b>Catacombs</b>	Next game 3 fighters may be placed anywhere on the battlefield at ground level.	
11111	<b>Moneylender's House</b>	D6x10 gc	
22222	<b>Alchemist's Laboratory</b>	3D6 gc & Alchemist Notebook one warrior may now choose skills from Academic Skill List.	
33333	<b>Jewelsmith</b>	1-2 Quartz worth D6x5 gc 3-4 Amethyst worth 20 gc 5 Necklace worth 50 gc 6 Ruby worth D6x15 gc	
		May decide not to sell the jewels and gain +1 when locating rare items.	
44444	<b>Merchant's House</b>	2D6x5 or if doubles are rolled finds a symbol of the Order of the freetraders	
55555	<b>Shattered Building</b>	D3 wyrdshards, if the leader passes a leadership test the warband gains a war dog.	
66666	<b>Entrance to the Catacombs</b>	From now on you may re-roll one dice when you roll on the exploration chart.	
111111	<b>The Pit</b>	You may send one hero to look in the pit roll a D6	
		1 Hero is killed	
		2-5 D6+1 shards of wyrdstone	
222222	<b>Hidden Treasure</b>	Treasure Chest roll a D6 for each	
		5D6x5 gc	Auto
		D3 pieces of wyrdstone	4+
		Holy Relic	5+
		Suit of Heavy Armor	5+
		D3 gems worth 10 gc each	4+
		Elven Cloak	5+
		Holy Tomb	5+
		Magical Artifact	5+
333333	<b>Dwarf Smithy</b>	1 D3 Double-handed axes 2 D3 Suits of heavy armor 3 Gromril axe 4 Gromril hammer 5 Double-handed Gromril axe 6 Gromril armor	
444444	<b>Slaughtered Warband</b>	3D6x5 gc	Auto
		D6 Daggers	Auto
		D3 suits of Light Armor	4+
		Suit of Heavy Armor	5+
		Mordheim Map	4+
		D3 Halberds	5+
		D3 Swords	3+
		D3 Shields	2+
		D3 Bows	4+
		D3 Helmets	2+
555555	<b>Fighting Arena</b>	Training Manual; can sell for 100 gc or one warrior may now choose skills from Combat Skill List and has a +1 max WS.	
666666	<b>Noble's Villa</b>	1-2 D6x10 gc 3-4 D6 vials of Crimson Shade 5-6 Magical Artifact	