# Mordheim Post-Game Charts

**EXPERIENCE**: Hero Roll on 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83, 90
Henchmen roll on 2, 5, 9, 14

<table>
<thead>
<tr>
<th>Roll</th>
<th>Character</th>
<th>Roll</th>
<th>Henchman**</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-5</td>
<td>New Skill</td>
<td>2-4</td>
<td>+1 Initiative</td>
</tr>
<tr>
<td>6</td>
<td>+1 Strength or Attack*</td>
<td>5</td>
<td>+1 Strength</td>
</tr>
<tr>
<td>7</td>
<td>+1 WS or BS (Choose)</td>
<td>6-7</td>
<td>+1 WS or BS (Choose)</td>
</tr>
<tr>
<td>8</td>
<td>+1 Initiative or Leadership*</td>
<td>8</td>
<td>+1 Attack</td>
</tr>
<tr>
<td>9</td>
<td>+1 Wound or Toughness*</td>
<td>9</td>
<td>+1 Leadership</td>
</tr>
<tr>
<td>10-12</td>
<td>New Skill</td>
<td>10-12</td>
<td>Promotion***</td>
</tr>
</tbody>
</table>

*Roll d6; 1-3 means first stat, 4-6 means second stat
**Henchman may receive each improvement only once
***If the warband has the maximum characters already, player can opt to replace one with the promoted henchman

## SKILLS

### Combat Skills
- Strike to Injure: +1 on Knock down/stunned/out of action roll
- Combat Master: +1 attack if fighting two or more opponents
- Weapons Training: May use any hand-to-hand weapon
- Web of Steel: If warrior rolls a critical, add +1 to roll when determining type of critical
- Expert Swordsman: If charging, the warrior may re-roll all missed sword attacks
- Step aside: Save of 5+ vs. wounds taken in melee (take after armor saves)

### Shooting Skills
- Quick Shot: the warrior may fire twice per turn if he did not move (pivots allowed)
- Pistolier: a warrior with a brace of pistols may fire both per round
- Eagle Eyes: +6’ range to all missile weapons
- Weapons Expert: may use any missile weapon
- Nimble: may move and fire weapons normally move or fire
- Trick Shooter: ignore all “to hit” modifiers for target’s cover
- Hunter: may fire every-other-turn weapons every turn
- Knife-Fighter: Can throw three knives; multiple targets allowed

### Academic Skills
- Battle Tongue: Leader’s leadership ability range increased by 6”
- Sorcery: +1 to Spell casting roll (not available to SofS and warrior priests)
- Streetwise: +2 to roll for finding rare objects
- Haggle: deduct 2d6 gold from the purchase price of one item per post-game session
- Arcane Lore: may learn lesser magic with Tome of Magic (not SofS, warrior-priests, WHs)
- Wyrdstone Hunter: If not out of action, may re-roll one shard search die.
- Warrior Wizard: spellcaster can wear armor and still cast spells

### Strength Skills
- Mighty Blow: +1 Strength in close combat (not pistols)
- Pit Fighter: +1 WS and +1 attack inside buildings and ruins
- Resilient: -1 strength to all attacks against the warrior (effectively, +1 toughness)
- Fearsome: Causes fear
- Strongman: can use double-handed weapons w/o automatically going last
- Unstoppable Charge: +1 to WS when charging

### Speed Skills
- Leap: may add a single d6” leap to movement each movement phase
- Sprint: triples rather than doubles base move for runs and charges
- Acrobat: may jump down 12” w. 1 initiative test; may re-roll failed diving charge
- Lighting Reflexes: if charged, order of attack goes on basis of initiative
- Jump Up: Ignore knocked down results, unless knocked down as a result of a helmet save
- Dodge: Save of 5+ vs. hits taken from missile weapons (take after hit, before rolling to wound)
- Scale Sheer Surfaces: Can climb twice normal movement; does not need to make initiative checks
CASUALTIES

**Henchmen:** roll d6: 1-2 dead, 3-6 okey-dokey

**Heroes** (roll 2d6, sequentially):
11 to 15: dead
16 to 21: Multiple injuries; take d6 more rolls, ignoring Dead, Captured, and Multiple injuries
22: Leg Wound: permanent -1 to movement characteristic
23: Arm Wound, roll d6: 1 = arm amputated; 2-5 = miss next game
24: Madness, roll d6: 1-3 = stupidity; 4-6 = frenzy
25: Smashed Leg, roll d6: 1 = warrior may not run; 2-5 = miss next game
26: Chest Wound: -1 Toughness
31: Blinded in one eye: -1 Ballistic Skill
32: Old Battle Wound: Roll d6 before every scenario; on a “1” the hero cannot play in the scenario
33: Nervous Condition: permanent -1 initiative
34: Hand Injury: permanent -1 WS
35: Deep Wound: Miss next d3 games
36: Robbed: hero survives OK, but is buck nekkid
41-55: Full Recovery
56: Bitter Enemy: the hero hates: 1-3 the guy who took him out; 4 opposition leader;
5 the entire enemy warband; 6 all warbands of that type
58-63: Capture: a prisoner of (1-4) the winning warband, 5-6 the warband that took the hero out
62-63: Hardened: immune to fear
64: Horrible scars: the hero causes fear
65: Sold to the Pits: see p. 119
66: Survives against the odds: +1 experience

TREASURE

**Selling Shards:**

<table>
<thead>
<tr>
<th># Shards</th>
<th>Size of Warband</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>4-6</td>
</tr>
<tr>
<td>4</td>
<td>7-9</td>
</tr>
<tr>
<td>5</td>
<td>10-12</td>
</tr>
<tr>
<td>6</td>
<td>13-15</td>
</tr>
<tr>
<td>7</td>
<td>16+</td>
</tr>
</tbody>
</table>

**Number of Shards Found:**

<table>
<thead>
<tr>
<th>Roll</th>
<th># Shards</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>1</td>
</tr>
<tr>
<td>6-11</td>
<td>2</td>
</tr>
<tr>
<td>12-17</td>
<td>3</td>
</tr>
<tr>
<td>18-24</td>
<td>4</td>
</tr>
<tr>
<td>25-30</td>
<td>5</td>
</tr>
<tr>
<td>31-36</td>
<td>6</td>
</tr>
<tr>
<td>36+</td>
<td>7</td>
</tr>
</tbody>
</table>

**Doubles:** 1,1 = Well: roll toughness or under on d6 and find shard; fail and miss next game; 2,2 = Shop: d6 gold, but 6 finds Lucky Charm not gold; 3,3 = Corpse*: 4,4 = Straggler, +1 next exploration roll (2d6 gold skaven; 1 ex pt leader of possessed); 5,5 = Overturned Cart*; 6,6 = Ruined Hovels, d6 gold

**Triples:** 1s Tavern: Capt. Make Ldrship roll for 4d6 gold; otherwise d6 gold; 2s: Smithy*: 3s: Prisoners: 2d6 gold + free henchman (undead, skaven, possessed see p. 137); 4s: Fletcher*; 5s: Market Hall: 2d6 gold; 6s Returning a Favor: Free hired sword next game.

**Four of a Kind:** 1s Gunsmith*; 2s: Shrine: 3d6 gold (SofS and WH get gold & blessed weapon, see p. 138); 3s: Townhouse: 3d6 gold; 4s: Armourer*; 5s: Graveyard: loot for d6x10 gold, but hated in next game against SofS or WH (SofS & WH get d6 experience for sealing graves); 6s: Catacombs: in next game up to 3 warriors can be positioned anywhere on board at ground level, more than 8” from enemy.

**Five of a Kind:** 1s: Merchants’ House: d6x10 gold; 2s: Alchemist’s Laboratory: 3d6 gold & one hero can now choose academic skills; 3s: Jewelsmith*: 4s: Merchant House: 2d6x5 gold, but doubles means symbol of Order of Freetraders instead (haggle skill); 5s: Shattered building: d3 shards & successful Ldrship test gets wardog; 6s: Entrance to catacombs: may re-roll one exploration die after every game

**Six of a Kind:** 1s: The Pit: Exploring optional. Roll d6, with a 1=character dead and gone, anything else = d6+1 shards; 2s Hidden Treasure: 5d6x5 gold, d3 shards 3+, Holy relic 5+, Hvy Armor 5+, d3x10 gold 4+, Elven Cloak 5+, Holy Tome 5+, Magical Artifact 5+; 3s: Dwarf Smithy*; 4s: Slaughtered Warband: 3d6x5 gold, d6 daggers, d3 Lr Armor 4+, Hvy Armor 5+, Nordheim Map 4+, d3 Halberds 5+, d3 swords 3+, d3 shields 2+, d3 bows 4+, d3 Helmets 2+; 5s: Fighting Arena: Training manual worth 100 gold, if read gives hero combat skill choices and will allow his WS to go 1 point above racial max; 6s Noble’s Villa*

<table>
<thead>
<tr>
<th>Roll</th>
<th>Corps</th>
<th>Cart</th>
<th>Smithy</th>
<th>Fletcher</th>
<th>Gunsmith</th>
<th>Armourer</th>
<th>Jewelsmith</th>
<th>Smithy</th>
<th>Villa</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>d6</td>
<td>Map</td>
<td>sword</td>
<td>d3 shortbows</td>
<td>Blunderbuss</td>
<td>d3 shields or bckrs</td>
<td>d6x5 gp</td>
<td>d3 2H axes</td>
<td>d6x10 gp</td>
</tr>
<tr>
<td>2</td>
<td>d6 Map</td>
<td>2H weapon</td>
<td>d3 shortbows</td>
<td>2x pistols</td>
<td>d3 shields or bckrs</td>
<td>d6x5 gp</td>
<td>d3 Hvy armour</td>
<td>d6x10 gp</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>2d6</td>
<td>Flail</td>
<td>d3</td>
<td>2x D. pistols</td>
<td>d3 helmets</td>
<td>20 go</td>
<td>Gromril Axe</td>
<td>d6 Crimson Shade</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>2d6</td>
<td>Axe</td>
<td>d3 Halberds</td>
<td>2x pistols</td>
<td>d3 gloves</td>
<td>20 gp</td>
<td>Gromril hammer</td>
<td>d6 Crimson Shade</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>2d6</td>
<td>Sword</td>
<td>2H Weapon</td>
<td>d3 longbows</td>
<td>d3 handglove</td>
<td>d3 Lt Armour</td>
<td>20 gp</td>
<td>2H Grognax</td>
<td>Artifact</td>
</tr>
<tr>
<td>6</td>
<td>15</td>
<td>Lr Armour</td>
<td>2d6</td>
<td>d3 crossbows</td>
<td>Hochland L. R.</td>
<td>d6x15 gp</td>
<td>Grom Armour</td>
<td>Artfact</td>
<td></td>
</tr>
</tbody>
</table>