

TURN SEQUENCE

1. Recovery
2. Movement
3. Shooting
4. Close Combat

RECOVERY

During the recovery phase you may attempt to rally any of your models that have lost their nerve. To take a rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied. The model cannot move or shoot for the rest of the turn, but can still cast spells. If the test is failed, the model continues to flee towards the closest table edge.

A Model cannot rally if the closest model to him is an enemy model.

During the movement phase, warriors that have been *stunned* become *knocked down* instead and warriors who have been *knocked down* may stand up.

MOVEMENT

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

1. Charges
2. Compulsory Moves
3. Remaining Moves

RUNNING

A running warrior moves at twice its normal speed. A model may not run if there are enemy models within 8" at the start of the turn.

A running warrior may not hide or shoot that turn, though it may cast spells.

CHARGES

Without measuring the distance, declare that the model is charging and indicate which enemy warrior it is going to attack. Warriors charge at twice their normal speed.

Once opposing models are touching bases they are engaged in hand-to-hand combat.

You may not charge a model if there is another enemy model within 2" of the most direct charge route.

CLIMBING

A warrior may climb a height equal to its Movement value in a single movement phase. Take an Initiative test. If it fails while climbing up, it cannot move that turn. If it fails while climbing down, it falls (See Falling, below).

JUMPING DOWN

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 a +1 'to hit' bonus in the hand-to-hand combat phase.

JUMPING OVER GAPS

Models may jump over gaps, up to a maximum distance of 3" (you are **not** allowed to measure the distance beforehand). If your model doesn't have enough movement left it automatically fails.

If the model covers the distance, take an Initiative test. If the model fails to pass the test it falls (see below).

WARRIORS KNOCKED DOWN OR STUNNED

If a warrior is *knocked down* or *stunned* within 1" of the edge of a roof or building there is a chance it will slip and fall off. Roll a D6. If the score is more than the warrior's Initiative, it will fall over the edge and take damage.

FALLING

Models that fall take D3 hits at Strength equal to the height in inches of the fall. No armour saves apply.



SHOOTING

HITTING THE TARGET

Use the shooter's BS to find the D6 score needed to hit.

To Hit Chart										
BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

To-Hit Modifiers

- 1 Target is in cover
- 1 Moving and shooting
- 1 Long range
- +1 Large target

ROLL TO WOUND

Compare the target's toughness against the weapon's Strength to find the D6 score required to wound.

		Opponent's Toughness									
		1	2	3	4	5	6	7	8	9	10
Attacker's Weapon's 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

CRITICAL HITS

A wound roll of 6 causes a critical hit. Roll a D6 and consult the Critical Hit chart below. A model may only cause one critical hit in each shooting and hand-to-hand combat phase.

CRITICAL HIT CHART

1-2 Hits a vital part The wound is doubled to 2 wounds. Roll any armour saves before doubling the wound.

3-4 Hits an exposed spot The wound is doubled to 2 wounds. The attack ignores all armour saves.

5-6 Master strike The wound is doubled to 2 wounds. The attack ignores all armour saves. You gain +2 to any Injury rolls.

CLOSE COMBAT

WHO STRIKES FIRST

The model that charged its enemy strikes first. Otherwise models fight in order of Initiative.

HITTING THE ENEMY

Roll a D6 for each model fighting. If the model has more than one attack roll a D6 for each attack.

Compare the WS of the attacker with the WS of his opponent and consult the following chart to find the minimum D6 score needed to hit.

		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

ARMOUR – ARMOUR SAVES

Models wearing armour are permitted a saving throw to avoid receiving damage from a wound. Deduct any save modifiers that apply.

Armour Type	Save
Light Armour	6+
Heavy Armour	5+
Gromril Armour	4+
Shield	Adds +1 to Save

Buckler. A buckler may parry the first blow in each round of hand-to-hand combat.

Helmet. Roll 4+ to avoid Stun. If successful than Knocked Down instead.

ARMOUR SAVE MODIFIERS

The higher a creature's Strength the more easily it can pierce armour.

The chart below shows the reduction in the enemy's armour saving throw compared to the attacker's Strength.

Saving Throw Modifiers							
Strength	4	5	6	7	8	9	10
Modifier	-1	-2	-3	-4	-5	-6	-7

INJURIES

As soon as a model loses its last wound roll a D6 on the Injury Chart.

Injury Chart

1-2 Knocked Down. The force of the blow knocks the warrior down. Place the model face up.

3-4 Stunned. The target falls to the ground, barely conscious. Turn the model face down.

5-6 Out of Action. Remove the model from the game.

WARRIORS KNOCKED DOWN OR STUNNED

If an enemy model is fighting a warrior who is *knocked down* he may attack him to put him *out of action*. Roll to wound as normal. If any of the attacks wound, take an armour save modified by the Strength of the attacker as normal. If the save is failed, the warrior is automatically *out of action*.

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



COMBAT SKILLS

Strike to Injure Add +1 to all injury rolls caused by the model in hand-to-hand combat.

Combat Master If he fights against more than one enemy at a time, he gains an extra Attack in each hand-to-hand combat phase as long as he is fighting two or more enemy models. In addition, the warrior is immune to 'All Alone' tests.

Weapons Training The warrior may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.

Web of Steel The model gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.

Expert Swordsman The warrior may re-roll all missed attacks if he is using a sword in the hand-to-hand phase of the turn that he charges. Note that this only applies when they are armed with normal swords or weeping blades, and not with double-handed swords or any other weapons.

Step Aside Each time he suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves.

ACADEMIC SKILLS

Battle Tongue This skill may only be chosen by a leader. This increases the range of his Leader ability by 6". Not available to Undead leaders.

Sorcery A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Not available to Sisters or Witch Hunters.

Streetwise The warrior may add +2 to the roll that determines his chances of finding such items.

Haggle The warrior may deduct 2D6 gold crowns from the price of any single item (to a minimum of 1gc) once per post battle sequence.

Arcane Lore Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic. Not available to Sisters or Witch Hunters.

Wyrdstone Hunter If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. The second result stands.

Warrior Wizard This skill may only be taken by spellcasters. The mental powers of the wizard allow him to wear armour and cast spells.

SKILL LIST

SPEED SKILLS

Leap The warrior may leap D6" in the movement phase in addition to his normal movement. He may move and leap, run and leap, or charge and leap, but he can only leap once per turn. A leaping warrior may jump over opposing man-sized models, including enemies, and obstacles 1" high, without penalty. The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap.

Sprint The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.

Acrobat The warrior may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".

Lightning Reflexes The order of attack between the warrior with this skill and his opponent(s) when being charged is determined by comparing Initiative value.

Jump Up The warrior may ignore knocked down results when rolling for injuries, unless he is knocked down because of a successful save from wearing a helmet or because he has the No Pain special rule.

Dodge The warrior can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).

Scale Sheer Surfaces The warrior can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.



STRENGTH SKILLS

Mighty Blow The warrior knows how to use his strength to maximum effect and has a +1 Strength bonus in close combat.

Pit Fighter The warrior is an expert at fighting in confined areas and adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins.

Resilient Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers.

Fearsome Such is the reputation and physique of the model that he causes fear in opposing models.

Strongman The warrior may use a double-handed weapon without the usual penalty of always striking last. Work out order of battle as you would with other weapons.

Unstoppable Charge The warrior adds +1 to his Weapon Skill when charging.

SHOOTING SKILLS

Quick Shot The warrior may shoot twice per turn with a bow or crossbow (but not a crossbow pistol).

Pistolier If he is equipped with a brace of pistols of any type (including crossbow pistols), he may fire twice in the Shooting phase (though note that normal reloading rules apply). If he has a single pistol then he may fire it in the same turn it was reloaded.

Eagle Eyes The warrior adds +6" to the range of any missile weapon he is using.

Weapons Expert The warrior may use any missile weapon he comes across, not just the weapons available from his list.

Nimble The warrior may move and fire with weapons that are normally only used if the firer has not moved. Note that this skill cannot be combined with the Quick Shot skill.

Trick Shooter The warrior ignores all modifiers for cover when using missile weapons.

Hunter The warrior may fire each turn with a handgun or Hochland long rifle.

Knife-Fighter The warrior can throw a maximum of three of these missiles in his shooting phase and may divide his shots between targets. Cannot be combined with Quick Shot.

MELEE WEAPONS

Axe (S): Cutting Edge.

Dagger (S): +1 to enemy armour save.

Fist (S-1): +1 to enemy armour save.

Flail (S+2): Heavy, Two-handed.

Halberd (S+1): Two-handed.

Hammer, Staff, Mace or Club (S): Concussion.

Lance (S+2): Cavalry bonus.

Morning Star (S+1): Heavy, Difficult to use.

Spear (S): Strike first, S+1 Cavalry bonus.

Sword (S): Parry.

Two Handed Weapon (S+2): Strike last.

Fighting Claws (S): Climb, Parry, Cumbersome.

Sigmarite Warhammer (S+1): Concussion, Holy.

Steel Whip (S): Range 4", No Parry, Reach.

Weeping Blades (S): Pair, Venomous.

Gromril Weapon: Extra -1 save modifier.

Ithilmar Weapon: Extra +1 initiative bonus.



WEAPONS

SPECIAL RULES

Accuracy: +1 bonus on to hit rolls.

Climb: This weapon aids climbing. Add +1 to initiative when making climbing tests.

Concussion: In close combat a roll of 2-4 is treated as stunned when rolling on the injury chart.

Cumbersome: The user of this weapon may not use another weapon for the entire battle.

Cutting Edge: An extra save modifier of -1.

Heavy: The +2 Strength bonus only applies in the first turn of each hand-to-hand combat.

Holy: +1 bonus to all wound rolls against any Possessed or Undead models.

Poison: If a 6 is rolled to hit the weapon causes a wound, but cannot cause critical hits.

Reach: A model armed with such a weapon can and may attack figures out of base-to-base contact. The target may not strike back.

Stealthy: The Assassin may remain hidden if the victim fails an initiative test.

Thrown weapon: No penalty for range or moving.

Strike First: This weapon strikes first, even if charged, on the first turn of combat.

Venomous: These weapons are treated as always being coated in the Black Lotus poison.

MISSILE WEAPONS

Crossbow Pistol (10"-S4): Shoot once in melee.

Crossbow (30"-S4): Move or Fire.

Elf Bow (36"-S3): -1 Save.

Long Bow (30"-S3).

Repeater Crossbow (24"-S3): Fire Twice.

Short Bow (24"-S3).

Sling (18"-S3): Fire twice at half range.

Throwing Star or Knife (6"-S): Thrown weapon.

Blowpipe (8"-S1): +1 Save, Poison, Stealthy.

Blunderbuss (16"-S3): Special Shot, Fire once.

Duelling Pistol (10"-S4): Accuracy, Prepare, Hand-to-hand, -2 Save.

Handgun (24"-S4): Prepare, Move/Fire, -2 Save.

Hochland Long Rifle (48"-S4): Prepare, -2 Save, Move/Fire, Pick Target.

Pistol (6"-S4): Prepare shot, -2 Save modifier, Hand-to-hand

Warplock Pistol (8"-S5): -3 Save Modifier. Fire every other turn.



POST BATTLE SEQUENCE

- 1 Determine the extent of Injuries.
- 2 Allocate experience.
- 3 Exploration.
- 4 Sell Wyrdstone.
- 5 Check available veterans.
- 6 Make rarity rolls and buy rare items
- 7 Look for Dramatic Personae.
- 8 Hire new recruits & buy common items.
- 9 Reallocate equipment.
- 10 Update warband rating.

INJURIES

Henchmen who are out of action at the end of the battle are removed permanently from the roster sheet on a D6 roll of 1-2. On a roll of 3-6 they can fight in the next battle as normal.

Heroes may also be taken out of action. You need to determine the extent of their injuries before the next game. Roll D66 and consult the following table:

11-15 DEAD Remove from the roster.

16-21 MULTIPLE INJURIES Roll D6 times on this table. Re-roll any *Dead*, *Captured* and further *Multiple Injuries* results.

22 LEG WOUND Reduce the warriors M by -1.

23 ARM WOUND Roll another D6:

1 Loses an arm (one single handed weapon).

2-6 Light wound. Misses next game.

24 MADNESS Roll another D6:

1-3 From now on the warrior is stupid.

4-6 From now on the warrior is frenzied.

25 SMASHED LEG Roll another D6:

1 The warrior may not run any more.

2-6 The warrior misses the next game.

26 CHEST WOUND Reduce the warriors T by -1.

31 BLINDED Reduce the warriors BS by -1. If the warrior rolls this result again he must retire.

32 OLD BATTLE WOUND From now on the warrior misses a game on a roll of 1 on a D6.

33 NERVOUS CONDITION Reduce I by -1.

34 HAND INJURY Reduce the warriors WS by -1.

35 DEEP WOUND The warrior misses D3 games.

36 ROBBED Weapons, armour, equipment are lost.

41-55 FULL RECOVERY No lasting injuries.

56 BITTER ENMITY From now on he hates (D6):

1-3 He who caused the injury. If it was a Henchman, he hates the enemy leader instead.

4 The leader of the he who caused the injury.

5 The warband causing the injury.

6 All warbands of the type causing the injury.

61 CAPTURED He may be ransomed at a price set by the captor or exchanged for one of their warband who is being held captive. Captives may be sold to slavers at a price of D6x5 gc.

Undead may kill him and gain a new *Zombie*.

The Possessed and Amazons may sacrifice the prisoner. The leader then gains +1 Experience.

Captives who are exchanged or ransomed retain all their weapons, armour and equipment.

If captives are sold, killed or turned to *Zombies*, their possessions are held by their captors.

62-63 HARDENED He becomes immune to fear.

64 HORRIBLE SCARS He now causes fear.

65 SOLD TO THE PITS He fights a Pit Fighter. Roll to see which side charges, and fight the battle as normal.

If the warrior loses, roll to see whether he is dead or injured (a D66 roll of 11-35). If he is not dead, he rejoins his warband but loses all his equipment.

If he wins he gains 50 gc, +2 Experience and is free to rejoin his warband.

66 SURVIVES The warrior gains +1 Experience.

POST BATTLE SEQUENCE

EXPERIENCE

The Experience points warriors earn depend on the scenario. Note that warriors always earn +1 Experience point for surviving a battle, even if they were injured, as long as they live to fight again.

- Heroes Advance Table -

2-5 New Skill Choose a *Skill* or generate a *Spell*.

6 Advance 1-3 → +1 S or 4-6 → +1 A.

7 Advance Choose either +1 WS or +1 BS.

8 Advance 1-3 → +1 I or 4-6 → +1 Ld.

9 Advance 1-3 → +1 W or 4-6 → +1 T.

10-12 New Skill Choose a *Skill* or generate a *Spell*.

- Henchmen Advance Table -

2-4 Advance +1 I

5 Advance +1 S

6-7 Advance choose +1 WS or +1 BS

8 Advance +1 A

9 Advance +1 Ld

10-12 That Lad's Got Talent One model in the group becomes a Hero. You may choose two skill lists available to Heroes and immediately make one roll on the Heroes Advance table. The remaining members of the Henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12.

EXPLORATION & INCOME

At the end of each battle, a warband may roll on the Exploration chart. Roll a D6 for each Hero in your warband who survived without going out of action. If you won your last game, you may roll one extra dice. Some things, such as skills and equipment, may allow you to re-roll dice or modify some dice. Add the dice together and consult the Exploration chart below to see how many shards are found.

Dice Result	Shards Found
1-5	1
6-11	2
12-17	3
18-24	4
15-30	5
31-35	6
36+	7

In addition, if you rolled any multiples, you have found an unusual location in Mordheim. Consult the Exploration chart on the next page to see what you find.

SELLING WYRDSTONE

You do not have to sell all your wyrdstone immediately after the battle – you may want to hoard it and sell it later, as selling wyrdstone in smaller quantities will increase demand and raise the price. The more models there are in the warband, the more it costs to maintain and the higher the level of any profits made that must be shared between the men. Cross-check the number of warriors in your warband with the number of shards sold to find the profit in gold crowns earned after deducting the warband's maintenance costs.



# shards sold	# Warriors in warband						
	1-3	4-6	7-9	10-12	13-15	16+	
1	45	40	35	30	30	25	
2	60	55	50	45	40	35	
3	75	70	65	60	55	50	
4	90	80	70	65	60	55	
5	110	100	90	80	70	65	
6	120	110	100	90	80	70	
7	145	130	120	110	100	90	
8+	155	140	130	120	110	100	

VETERANS

You may add new recruits to existing Henchman groups. Between each battle, roll 2D6: this represents the experience of the warriors currently available for hire. You can hire as many warriors as you wish, as long as their combined Experience does not exceed your dice roll.

As with other new Henchmen, you must pay for all their weapons and armour, and in addition you must add 2 gold crowns to their cost for each extra Experience point they add to the warband's total.

New Henchmen must be armed and equipped in the same way as existing members of the group.



RARE ITEMS – RARITY ROLLS

Items marked *rare* are more difficult to find. A rare item's availability is indicated by a number. Whenever a Hero wants to buy a rare item, roll 2D6 and compare the result to the number stated. If the roll is equal or greater, the item is available. You can only buy one rare item for each successful roll. You may also only make one roll for each Hero looking for rare items. Warriors taken out of action during the last battle may not look for rare items.

DRAMATIS PERSONAE

After a battle, you can send any number of your surviving Heroes to look for a special character.

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.

NEW RECRUITS & BUYING EQUIPMENT

Warbands may recruit whatever type of warriors the player wishes, but the usual restrictions apply regarding the number of Heroes, Henchmen, wizards, etc.

If a player wants to buy new weapons or other equipment for existing warriors, refer to the *Price Chart*. The chart lists all the equipment available in Mordheim, not just the common weapons included in the Recruitment charts. Rare items and weapons are not always available and vary in price. Remember that your warriors lack the skill to use any weapons other than the ones listed in the Recruitment charts. You may still want to buy rare items offered to you, as your warriors may be able to use them as they gain in experience. Players should preferably complete any recruiting and trading after the battle is over, making the appropriate dice rolls whilst both players are present.

However, some players may prefer to wait until the heat of battle has cooled and they are able to consider purchases more carefully. Determine which rare items are offered for sale while both players are together. The players can work out what they will buy later.

Warriors can automatically sell equipment for half its listed price. In the case of rare equipment and weapons which have a variable price, the warband receives half of the basic cost only.

REALLOCATE EQUIPMENT

Weapons, armour and equipment may also be hoarded for future or swapped around the warband from one warrior to another.

UPDATE WARBAND RATING

The warband rating is simply the number of warriors in it multiplied by 5, plus their accumulated experience. Large creatures such as Rat Ogres are worth 20 points plus the number of Experience points they have accumulated.

DOUBLES

1 1 Well

Choose one of your Heroes and make a Toughness test. If he succeeds he finds one shard of wyrdstone at the bottom of the well. If he fails, he must miss the next game through sickness.

2 2 Shop

You find D6 gc. On a 1 you find a Lucky Charm.

3 3 Corpse

Roll another D6 to see what you find:

1-2 D6 gc	5 Sword
3 Dagger	6 Suit of Light Armour
4 Axe	



4 4 Straggler

Skaven warbands can sell the straggler to agents of Clan Eshin and gain 2D6 gc. Possessed warbands can sacrifice him gaining the leader +1 experience. Undead warbands can kill the man thus gaining a Zombie. Any other warband can interrogate him. Next time you roll on this chart, roll one dice more than is usually allowed, and discard any one dice.

5 5 Overturned Cart

Roll another D6 to see what you find:

1-2 Mordheim Map
3-4 A Purse with 2D6 gc
5-6 Jewelled Sword & Dagger (worth double)

6 6 Ruined Hovels

You find loot worth D6 gc amidst the ruins.

TRIPLES

1 1 1 Tavern

You find several barrels of ale. The warband's leader must take a Leadership test. If he passes, the warband gains 4D6 gc. If he fails, there is only D6 worth of gold left. Undead, Witch Hunters and Sisters of Sigmar automatically pass this test.

2 2 2 Smithy

Roll a D6 to determine what you find inside:

1 Sword	4 D3 Halberds
2 Two Handed Weapon	5 Lance
3 Flail	6 2D6 gc

3 3 3 Prisoners

Possessed warbands can sacrifice them, thus gaining D3 Experience distributed amongst the Heroes. Undead warbands can callously kill the prisoners and gain D3 Zombies at no cost. Skaven can sell the prisoners into slavery for 3D6 gc.

Other warbands are rewarded 2D6 gc. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip him with weapons and armour, you may add a new Henchman to any of your henchman groups.

4 4 4 Fletcher

This hovel was once the workshop of a fletcher. There are bundles of yew staves and willow rods everywhere.

Roll a D6 to see what you find:

1-2 D3 Short bows	5 Hunting arrows
3 D3 Bows	6 D3 Crossbows
4 D3 Long bows	

5 5 5 Market Hall

You find several items worth 2D6 gc in total.

6 6 6 Returning a Favour

You gain the services of any one Hired Sword, normally available to your warband. After the next battle he will depart, unless you pay for his upkeep as normal.

Exploration chart

FOUR OF A KIND

1 1 1 1 Gunsmith

Roll a D6 to see what you find:

1 Blunderbuss	4 D3 Handguns
2 2 pistols	5 D3 Flasks of superior powder
3 2 duelling pistols	6 Hochland long rifle

2 2 2 2 Shrine

Your warband may strip the shrine and gain 3D6 gc worth of loot. Sisters of Sigmar or Witch Hunters may save some of the shrine's holy relics. They will gain 3D6 gc from their patrons, and a blessing from the gods. One of their weapons, chosen by the player, will now be blessed and will always wound any Undead or Possessed model on a roll of 2+.

3 3 3 3 Townhouse

Your warband finds 3D6 gc worth of loot.

4 4 4 4 Armourer

Roll a D6 to see what you find:

1-2 D3 Shields or bucklers	5 D3 Suits of heavy armour
3 D3 Helmets	6 Suit of Ithilmar armour
4 D3 Suits of light armour	

5 5 5 5 Graveyard

Any warband apart from Witch Hunters and Sisters of Sigmar may loot the crypts and graves and gains D6x10 gc worth of loot. If you loot the graveyard, the next time you play against Sisters of Sigmar or Witch Hunters, the entire enemy warband will hate all the models in your warband. Witch Hunters and Sisters of Sigmar may seal the graves thus gaining D6 Experience distributed amongst the Heroes.

6 6 6 6 Catacombs

You can use the tunnels you found in the next battle you play. Position up to three normal-sized fighters anywhere on the battlefield at ground level. They are set up at the end of your first turn and cannot be placed within 8" of any enemy models.



FIVE OF A KIND

1 1 1 1 1 Moneylender's House

Inside, hidden amongst the debris, you find D6x10 gc to add to your treasury.

2 2 2 2 2 Alchemist's Laboratory

In the ruins you find loot worth 3D6 gc and a battered old notebook. One of your heroes gains access to academic skills.

3 3 3 3 3 Jewelsmith

Roll a D6 to see what you find:

1-2 Quartz worth D6x5 gc	5 Necklace worth 50 gc
3-4 Amethyst worth 20 gc	6 A ruby worth D6x15 gc

Any one of your heroes may also display these stones, gaining +1 on all his rolls to find rare items.

4 4 4 4 4 Merchant's House

Inside you find several valuable objects which can be sold for 2D6x5 gc. If you roll a double, instead you find the symbol of the Order of Freetraders. A Hero in possession of this gains the Haggle skill.

5 5 5 5 5 Shattered Building

You find D3 shards of wyrdstone amongst the ruins. In addition take a Leadership test against the warband leader's Ld value. If passed a wardog that was guarding the building joins the warband.

6 6 6 6 6 Entrance to the Catacombs

You can use these tunnels to explore Mordheim more efficiently. From now on, you may re-roll one dice when you roll on the Exploration chart. Second and subsequent catacomb entrances you find do not grant you any additional re-rolls.

SIX OF A KIND

1 1 1 1 1 1 The Pit

If you wish, you can send one of your Heroes to search for any wyrdstone hidden here. Roll a D6. On a roll of 1 the Hero is devoured by the guardians of the Pit and never seen again. On a roll of 2 or more he returns with D6+1 shards of wyrdstone.

2 2 2 2 2 2 Hidden Treasure

Roll for every item on the list separately to see whether you have found it or not.

4+ D3 wyrdstone shards	4+ D3 gems worth 10 gc
auto 5D6 x 5 gc	5+ Elven cloak
5+ Holy relic	5+ Holy tome
5+ Suit of heavy armour	5+ Magical artefact

3 3 3 3 3 3 Dwarf Smithy

Roll a D6 to see what you find:

1 D3 Double-handed axes	4 Gromril hammer
2 D3 Suits of heavy armour	5 Two Handed gromril axe
3 Gromril axe	6 Gromril armour

4 4 4 4 4 4 Slaughtered Warband

Roll for every item separately to see if you find it.

auto 3D6x5 gc	5+ D3 Halberds
4+ D3 Suits of light armour	3+ D3 Swords
5+ Suit of heavy armour	2+ D3 Shields
auto D6 Daggers	4+ D3 Bows
4+ Mordheim Map	2+ D3 Helmets

5 5 5 5 5 5 Fighting Arena

You find a training manual, which you can either sell for 100 gc or let one of your Heroes read. This gives him access to Combat skills and his racial maximum for WS is increased by +1.

6 6 6 6 6 6 Noble's Villa

Roll a D6 to see what you find:

1-2 D6x10 gc
3-4 D6 vials of Crimson Shade
5-6 Roll on the Magical Artefacts Table

MAGICAL ARTEFACTS

Consult the table below to see what is found:

1 The Boots and Rope of Pieter
2 The Count of Ventimiglia's Misericordia
3 Att'la's Plate Mail
4 Bow of Seeking
5 Executioner's Hood
6 All-seeing Eye of Numas



SCENARIO 1: DEFEND THE FIND

Terrain:

One building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

Warbands:

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll a dice to decide.

The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

Starting the game:

The attacker has the first turn.

Ending the game:

If at the end of one of the defender's turns the attacker has more standing models within 6" of the objective than the defender, the attacker wins.

Wyrdstone:

One shard of wyrdstone for each Hero of either warband who is inside the objective building at the end of the game (up to a maximum of three shards per warband).



SCENARIO 2: SKIRMISH

Terrain:

One building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

Warbands:

Each player rolls a dice. Whoever rolls highest is the attacker. The attacker then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

Starting the game:

The attacker has the first turn.

SCENARIO 3: WYRDSTONE HUNT

Terrain:

Once you have placed the terrain, put D3+1 Wyrdstone counters on various locations on the tabletop to represent where the shards are. Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. The counters must be placed more than 10" from the edge of the table and at least 6" away from each other. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken out of action, place the counter on the table where he fell.

Warbands:

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

Starting the game:

Both players roll a D6. The highest scoring player takes the first turn.

Experience:

+1 per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives 1 Exp.

Wyrdstone:

Your warriors earn one shard of wyrdstone for each counter still in their possession at the end of the battle.

SCENARIO LIST



SCENARIO TABLE

- 2 Player with lowest warband rating chooses
- 3 Scenario 5: Street Fight
- 4 Scenario 7: Hidden Treasure
- 5 Scenario 3: Wyrdstone Hunt
- 6 Scenario 8: Occupy
- 7 Scenario 2: Skirmish
- 8 Scenario 4: Breakthrough
- 9 Scenario 9: Surprise Attack
- 10 Scenario 6: Chance Encounter
- 11 Scenario 1: Defend the Find
- 12 Player with lowest warband rating chooses

COMMON FOR ALL SCENARIOS

Terrain:

All terrain should be placed within an area that's roughly 4'x4'.

Gaining Experience:

+1 Survives: If a Hero or Henchman group survives the battle they gain 1 Exp.

+1 Winning Leader: The leader of the winning warband gains 1 extra Exp.

+1 Per Enemy Out of Action: A Hero earns 1 Exp for each enemy he puts out of action.

Ending the game:

A game always ends immediately if one of the warbands fails a rout test or voluntarily routs.



SCENARIO 4: BREAKTHROUGH

Warbands:

The player with the lowest warband rating decides whether he is attacker or defender.

Each player rolls a dice. Whoever scores higher sets up first, within 8" of a chosen table edge. The opposing player then sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

Starting the game:

The attacker has the first turn.

Ending the game:

If the attacker manages to move two or more standing warriors to within 2" of the defender's table edge, they have broken through and he wins the game.

Experience:

+1 Breaking Through: Any warrior earns +1 Experience for breaking through enemy lines.

SCENARIO 5: STREET FIGHT

Terrain:

Use the available terrain to set up a street, as long as winding as you like.

Warbands:

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses an end of the street and whether to deploy first or second. The warbands are deployed within 6" of opposite ends of the street.

Starting the game:

Roll a D6 to see who has the first turn.

Ending the game:

When one of the warbands manages to move all its remaining warriors out of the street via the opposing edge, the game ends and that player is victorious.

Experience:

+1 Escaping: The first Hero from either side (not both!) who exits via the opposing table edge gains 1 Exp.



SCENARIO 6: CHANCE ENCOUNTER

Warbands:

Each player rolls a D6. The player with the higher score can choose to deploy first or second. The first player to deploy sets up his entire warband in a chosen table quarter, he may choose which. The second warband can then be set up in the opposing table quarter, but no model may be set up within 14" of any enemy model.

Starting the game:

Each player rolls a D6 and adds the normal Initiative of their leader. The player with the higher score goes first.

Special rules:

Each warband is carrying D3 shards of wyrdstone at the beginning of the battle. Mark down the number each warband has.

Wyrdstone:

Both warbands gain all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken out of action during the game, down to a minimum of zero.

In addition, they gain one extra shard of wyrdstone for each enemy Hero they take out of action, up to the maximum number of shards the opposing warband was carrying at the beginning of the battle.



SCENARIO 7: HIDDEN TREASURE

Warbands:

Both players roll a D6 and whoever rolls highest chooses which warband sets up first within 8" of a chosen table edge. His opponent sets up within 8" of the opposite side.

Special rules:

Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched. If the treasure is not yet found when there is only one building left to search, the treasure will automatically be found there.

After finding the treasure chest, the warrior must then take it to safety via his own table edge. Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty.

Starting the game:

Roll a D6 to decide who starts the game.

Ending the game:

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the chest.

Item D6 roll required

Item	D6 roll required
3D6 gc	Auto
D3 pieces of Wyrdstone	5+
Suit of Light Armour	4+
Sword	3+
D3 gems worth 10 gc each	5+

Experience:

+2 For Finding the Chest: If a Hero finds the treasure chest he earns 2 Exp.

SCENARIO LIST (CONTINUED)



SCENARIO 8: OCCUPY

Warbands:

Each player rolls a D6. The player with the highest score decides which warband sets up first. The first player chooses the table edge he wants to set up on, and places all his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

starting the game:

Both players roll a D6. The player with the higher score takes the first turn.

Special Rules:

The objective is to capture D3+2 of the buildings on the tabletop. Mark these buildings, starting with the one closest to the centre of the table, working your way outwards to the next nearest building. A building is occupied if at least one of your standing models is inside and no enemy models are inside the building.

Ending the game:

There is no need to take any Rout tests – as the game lasts for a maximum of eight turns. If one warband voluntarily routs, the game ends and the winning warband is considered to occupy all of the buildings on the table.

SCENARIO 9: SURPRISE ATTACK

Warbands:

The player with the lowest warband rating decides whether he is attacker or defender. The defending player rolls a D6 for each Hero and Henchman group in his warband, in any order he chooses. On a 1-3, they are elsewhere in the ruins and turn up later as reinforcements. On a 4-6 they are deployed at the start of the game. Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.

The defender deploys his available Heroes and Henchmen on the table. No model may be closer than 8" to another model, as the warband is spread out wide to search the ruins. No model may be deployed closer than 8" to a table edge. The attacker then deploys his whole warband within 8" of a random table edge.

Starting the game:

The attacker always gets the first turn.

Special rules:

The defender, at the start of his second and subsequent turns, may roll a D6 for each of his Henchmen groups or Heroes not yet on the table. On a 4+ they move on in the movement phase from a random table edge. All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.



PRICE LIST

CLOSE COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Club	3 gc	Common
Mace	3 gc	Common
Hammer	3 gc	Common
Dagger	2 gc	Common
Double-handed Weapon	15 gc	Common
Flail	15 gc	Common
Gromril Weapon	4 x	Rare 11
Halberd	10 gc	Common
Ithilmar Weapon	3 x	Rare 9
Lance	40 gc	Rare 8
Morning Star	15 gc	Common
Spear	10 gc	Common
Sword	10 gc	Common

MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 9
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Duelling Pistol	30 gc	Rare 10
Elf Bow	35 + 3D6 gc	Rare 12
Handgun	35 gc	Rare 8
Hunting Rifle	200 gc	Rare 11
Long Bow	15 gc	Common
Pistol	15 gc	Rare 8
Repeater Crossbow	40 gc	Rare 8
Sling	2 gc	Common
Short Bow	5 gc	Common
Throwing Knives	15 gc	Rare 5

ARMOUR

Item	Cost	Availability
Barding	80 gc	Rare 8
Buckler	5 gc	Common
Gromril Armour	150 gc	Rare 11
Heavy Armour	50 gc	Common
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 11
Light Armour	20 gc	Common
Shield	5 gc	Common

MISCELLANEOUS EQUIPMENT

Item	Cost	Availability
Black Lotus	10 + D6 gc	Rare 9 (Rare 7 for Skaven)
Blessed Water	10 + 3D6 gc	Rare 6 (Common for SoS &WH)
Bugman's Ale	50 + 3D6 gc	Rare 9
Cathayan Silk Clothes	50 + 2D6 gc	Rare 9
Crimson Shade	35 + D6 gc	Rare 8
Dark Venom	30 + 2D6 gc	Rare 8
Elven Cloak	100 + D6x10 gc	Rare 12
Garlic	1 gc	Common (Not for Undead)
Halfling Cookbook	30 + 3D6 gc	Rare 7
Healing Herbs	20 + 2D6 gc	Rare 8
(Un)Holy Relic	15 + 3D6 gc	Rare 8 (Rare 6 for SoS &WH)
Holy Tome	100 + D6x10 gc	Rare 8 (Only for SoS &WH)
Horse	40 gc	Rare 8 (Only for humans)
Hunting Arrows	25 + D6 gc	Rare 8
Lantern	10 gc	Common
Lucky Charm	10 gc	Common
Mad Cap Mushrooms	30 + 3D6 gc	Rare 9
Mandrake Root	25 + D6 gc	Rare 8
Mordheim Map	20 + 4D6 gc	Rare 9
Net	5 gc	Common
Rope & Hook	5 gc	Common
Superior Blackpowder	30 gc	Rare 11
Tears of Shallaya	10 + 2D6 gc	Rare 7 (Not for Possessed or Undead)
Tome of Magic	200 + D6x25 gc	Rare 12
Warhorse	80 gc	Rare 11 (Only for humans)
Wardog	25 + 2D6 gc	Rare 10 (Not for Skaven)

