The Mordheim Rules Review

This year's Rules Review (RR) has been something of a mammoth effort on the part of the Mordheim Rules Committee who deserve a big vote of thanks for the number of hours put into this task. It took almost 1,400 emails and many weeks to refine the exact wording of the changes you see here which will, hopefully, iron out most of the little niggles you may have had with the rules as they stand.

On the whole I think most of the changes should be pretty straightforward, but I've included a brief commentary after each section on some of the main points that were raised. There's also a FAQ at the end which covers some points that seemed more appropriate to sort out by this means than by changing the rules themselves.

If an old FAQ contradicts this errata then this errata takes precedence. The MHRC will be wading through all of the old FAQs to consolidate them into a single up to date document in due course.

At the end of the day, remember that the main object of Mordheim is for you to enjoy fun games with your friends. If you don't like a rule then change it! That said, it's likely that the following will be the basis of most Mordheim tournaments, so if you're likely to be attending then it's worth checking them out.

Enjoy!

Corrections, Errata and other changes to the Rulebook

All page numbers refer to the printed rules. The LRB2 already incorporates all these changes.

Page 26, 2nd column
Replace the third paragraph ("A model may charge… past the enemy!") with the following:

"If an unengaged (ie, not in hand-to-hand combat) enemy model lies within 2" of the charge route, that model may choose to intercept the charger if he wishes. This 'interception area' is shown in the diagram above. Only one enemy model may attempt to intercept each charger. If the intercepting warrior would normally require a Fear test to engage the charger then he must pass one in order to be allowed to intercept. Failure means he will not move. If the intercepting warrior causes fear then move the models into contact and then take a Fear test for the original charger (assuming he would normally do so) as if he was the one being charged. Regardless of the results of this test it is still the original charger who counts as charging in the subsequent round of combat, not the intercepting warrior."

Page 26, 2nd column
Add the following to the end of the last paragraph on the page:

"A model that charges will 'strike first' in the first round of the ensuing combat."

Page 29, Closest Target
Add the following sentence as a new paragraph after the first:

"You may always choose to shoot at a Large Target if you can see it, whether it is in cover or not and even if it is not the closest target."

Page 30, 1st column
Insert the following new paragraph after the first paragraph and before the diagram:

"If a shot misses its target by 1, and that target claimed the -1 modifier for cover, then the shot strikes the cover instead. Normally this doesn't matter, but in the case where a model is concealed behind another warrior, or when the cover is a powder keg, it might be extremely important!"

Page 31, Hit Modifiers
Change the definition of -1 Moving and shooting to:

"If your model has moved at all (other than standing up, or turning to face your target) during this turn."

Page 31, Hit Modifiers
Change the definition of +1 Large Target to:

"If either the target model has the Large Target special rule (such as an Ogre), or whose main 'body' is over 2" tall or wide (such as most buildings)."

Page 34, Who Strikes First
Replace the paragraph with the following:

"Normally, models fight in order of descending Initiative with the highest striking first. If their Initiatives are equal, roll a dice to see who fights first. If a model stood up in the Recovery phase of that turn, then he will strike last irrespective of any other circumstances.

Sometimes a model will be allowed to 'strike first' for some reason. Most commonly this is because they charged in that turn, but some equipment, skills and spells produce the same effect. If only one model 'strikes first' then it does so and the remainder of the combatants strike in Initiative order as described above.

If there are several models who are each entitled to 'strike first', then they determine the order of combat between themselves by Initiative, as described above. Once all those that were eligible to 'strike first' have fought, any other combatants fight in Initiative order."

Page 38, Voluntary Rout
Replace the paragraph with:

"A player may choose to voluntarily Rout at the start of any of his own turns if he wishes, but only if he was already required to take a Rout test or if a quarter (25%) or more of his warband are *out of action*."

Page 39, Fear
In the paragraph labelled "a)", replace the last sentence with:

"If it is failed, the model must roll 6s to score hits in that round of combat."

Page 39, Stupidity
Replace the third paragraph with:

"If the test is failed all is not well. Until the start of his next turn (when it takes a new Stupidity test) the model will not cast spells or fight in hand-to-hand combat (though his opponent will still have to roll to hit him as normal)."

Page 39, Stupidity
Add the following paragraph at the end of the Stupidity section:

"Regardless of whether the test is passed or failed, the result applies until the start of the model's following turn (when it takes a new Stupidity test)."

Page 42, Spear
Replace the Strike First rule with:

"**Strike first:** A warrior with a spear strikes first in the first turn of a hand-to-hand combat."

Page 42, Spear
Add a new special rule between "Strike first" and "Cavalry bonus":

"**Unwieldy:** A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon."

Page 45, Sling
Add the following sentence to the end of the Fire Twice at Half Range special rule:

"If the model fires twice then each shot is at -1 to hit."

Page 53, Lucky Charm
Replace the second paragraph with:

"The first time a model with a lucky charm is hit in a battle they roll a D6. On a 4+ the hit is discarded and no damage is suffered. Owning two or more charms does not confer any extra benefits, the model may still only try to discard the first hit."

Page 54, Halfling Cookbook
Replace the brackets at the end of the second paragraph with:

"(note that neither an Undead warband nor a Carnival of Chaos warband can use this item)."

Page 58, Re-Animation
Replace the first sentence with:

"One Zombie that went *out of action* during the last hand-to-hand combat or Shooting phase immediately returns to battle."

Page 60, Silver Arrows of Arha
Replace the first sentence with:

"Unlike other spells, this cannot be cast whilst in hand-to-hand combat. The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model."

Page 65, 1ˢᵗ column, 1ˢᵗ paragraph of Weapons and Armour
Replace the first sentence with:

"Each warrior you recruit can be armed with up to two close combat weapons (in addition to his free dagger), up to two different missile weapons and any armour chosen from the appropriate list. For these purposes, a brace of pistols counts as a single missile weapon."

Page 85, Steel Whip weapon stat line
Under range, replace "4"" with "Close combat":

Page 85, Steel Whip weapon stat line
Under special rules, replace "reach" with "whipcrack":

Page 85, Steel Whip special rules
Replace the reach special rule with:

"**Whipcrack:** when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A."

Page 95, Rat Ogre
Replace the Large special rule with:

"**Large Target:** Rat Ogres are Large Targets as defined in the shooting rules."

Page 117, Post Battle Sequence
Stages 1-3 remain as they are. Stage 5 is renumbered stage 10. Stage 4 is replaced by the following new stages:

4   **Sell Wyrdstone.** This can only be done once per post battle sequence.

5   **Check available veterans.** Roll to see how much Experience worth of veterans is available for hire. You don't have to commit to hiring any at this point.

6   **Make rarity rolls and buy rare items.** Make rolls for any rare items you intend to buy and pay for them. These items go into the warband's stash.

7   **Look for Dramatic Personae.** If you want to hire any.

8   **Hire new recruits & buy common items.** New recruits come equipped with their free dagger and may be bought common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy rare items. They can, however, be equipped with rare items if there are any in the warband's stash in stage 9.

9   **Reallocate equipment.** Swap equipment between models as desired (provided they are eligible to use it).

Page 117, Death of a Leader
Replace the last sentence of the second paragraph ("In the case of Undead warbands…") with:

"You **can** buy a Vampire after the next game, at which point the Necromancer will step down (whether he wants to or not) and lose the Leader skill."

Page 117, Death of a Leader
Add the following paragraph at the end of this section:

"If the leader of a Sisters of Sigmar, Possessed or Carnival of Chaos warband dies then their successor will be entitled to learn to use magic in their stead. The new leader may choose a prayer/spell from the appropriate list, instead of rolling on the Advance table, the first time they are eligible for an advance. After this they are considered to be a wizard/use prayers as appropriate for their warband and use the advance table as normal."

Page 121, Henchmen
In the first paragraph of this section, change the second sentence to read:

"If the dice roll indicates an increase in a characteristic which has already been increased (or is at its racial maximum), roll again until an unincreased characteristic is rolled."

Page 121, Characteristic Increase
In the initial paragraph, change the third sentence to read:

"If both are already at their racial maximum, you may increase any other (that is not already at its racial maximum) by +1 instead."

Page 121, Characteristic Increase
Replace the existing Ogre maximum characteristics with:

OGRE (Ogre Bodyguard Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	6	5	5	5	5	6	5	9

Page 121, Characteristic Increase
Add the maximum characteristics for Halflings:

"**Halfling** (Halfling Scout Hired Sword, et al)

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	5	7	3	3	3	9	4	10

Page 122, Expert Swordsman skill description
Add the following to the end:

"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."

Page 122, Quick Shot
Replace the description with:

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

Page 122, Pistolier
Replace the second sentence of the description with:

"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."

Page 122, Hunter
Replace the second sentence of the description with:

"He may fire each turn with a handgun or Hochland long rifle."

Page 123, Haggle
Replace the second sentence with:

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

Page 123, Pit Fighter
Add the following at the end of the description:

"It's a good idea to define which bits of your terrain collection count as 'buildings or ruins' at the start of a battle to avoid confusion later."

Page 123, Lightning Reflexes
Replace the entry with:

"If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values."

Page 123, Jump Up
Replace the last sentence with:

"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."

Page 123, Dodge
Replace the last sentence with:

"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)."

Page 144, New recruits
Replace the first paragraph of this section ("New warriors… at least one battle") with:

"New warriors are recruited in the same way as the original warband with the notable exception of equipment. After the start of a campaign, a new hireling can only buy Common items from his warband's equipment chart freely. He may only be given Rare items from his warband's equipment chart if the warband can obtain them via the normal trading rules."

Page 147, Recruiting Hired Swords
In the third paragraph of this section, replace the first two sentences with:

"Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone. However, Hired Swords do count as part of the warband for purposes of Rout tests, etc whilst in battle."

Page 148, Ogre Bodyguard
Replace the Large special rule with:

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

Page 150, Freelancer
Under Equipment, replace the second sentence with:

"If you are using the optional rules for mounted models, a Freelancer rides a warhorse (and has the Ride Warhorse skill from the Blazing Saddles article)."

Commentary on Rulebook Changes

The changes made to the core rules fall into 4 main types:

- Grey Areas
- Conflicts
- Unsatisfactory Rules
- Stuff For Later

Grey Areas
Most of these simply needed a bit of rephrasing, but there were exceptions such as the rules for 'Large Targets' and 'strikes first'. Part of the confusion here was that they were listed separately for each creature or weapon they applied to and some instances used slightly different wording. This meant that you had to know exactly how each individual item's version of the rule worked, not just one. We made both ideas into core rules which we then applied whenever they came up. Now each time it says 'Large Target' or 'strike first' it means the same thing.

Conflicts
'Strike first' also came up under conflicts and was resolved by a standard rule as described above. Other conflicts were mainly to do with stacking skills and so on, including the much debated question of just how many shots can you get in a single turn. These involved rephrasing a number of skills to avoid clashes. The shooting skills were changed so they each cover specific weapon types and that they are clear in their not stacking. The maximum number of shots you can get per turn with a black powder weapon is two.

Unsatisfactory Rules
A few rules just seem to cause debates, and so we went in and tidied them up. Steel whips, lucky charms and the death of spell-casting leaders all came under this sort of

heading and have been fixed by rewording the applicable rules, or adding in new sections where they were clearly missing something.

Stuff For Later
There was much debate about hand-to-hand combat in general, though it tended to be sparked off by details. In the end I decided that it was going to take a major overhaul of the phase, not to change lots of things, but to perhaps shift the balance slightly. For example, two weapons are the norm in Mordheim and almost nobody uses a weapon and shield. This imbalance feels wrong to me: I'd much rather either was a viable choice, and one that was taken based on playing style, or perhaps warband type. Anyway, this subtle shifting of balance is actually extremely complex to achieve, and so I decided that we'd look at proposals after the RR, trial them in the Playtest Vault over the next year, and debate their adoption as official changes at next year's RR.

The Surprise Attack scenario was another one that needed playtesting to change as although we all agreed it needed work, we couldn't get any sort of consensus on what should be done.

Corrections, Errata and other changes to Mordheim Annual 2002
All page numbers refer to the printed Annual.

Page 3, Man-Eater
Replace the last sentence with:

"Opponents are +1 to hit the tree in hand-to-hand combat, due to the fact that it is rooted to the spot. The Tree is a Large Target."

Page 6, Forbidden Fruit
Add the following to the end of the paragraph:

"The Tree is a Large Target."

Page 7, Itsy-Bitsy Spider
Add a new special rule:

"**Large Target:** Gigantic Spiders are Large Targets as defined in the shooting rules."

Page 9, Orc Equipment Lists
Add a club at 3gc to the list of hand-to-hand combat weapons available to the Orcs.

Page 11, Troll
Add a new special rule:

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

Page 21, Dwarf Warrior Equipment Lists
Add a brace of pistols at 30gc to the list of missile weapons available to the Dwarf warriors.

Page 22, Dwarf Engineer
Replace the Expert Weaponsmith special rule with:

"**Expert Weaponsmith:** A Dwarf Engineer is a master of mechanical devices. By using stronger construction materials and time-tested secrets of Dwarf engineering, a Dwarf Engineer can increase the distance the warband's missile weapons can shoot. Missile weapons bought from the warband's basic equipment lists have their range increased by 3" for Pistols and 6" for Crossbows and Handguns. Range increases only apply in battles in which the Engineer takes part (though they do apply even if he is yet to enter the battlefield or has already been taken out of action in this battle). He has no effect on the equipment of Hired Swords."

Page 25, Nicodemus
Add Witch Hunters to the list of warbands that cannot hire Nicodemus.

Page 34, Great Beasts in Mordheim
Insert a new sentence between the fourth and fifth (after "…a new lair in the ruined city."):

"Even so, all monsters count as Large Targets as defined in the shooting rules."

Page 66, 2nd column
Add a new special rule between Armour Bonus and Bolting Mounts:

"**Large Target:** All models mounted on a riding creature from this section count as Large Targets as defined in the shooting rules. Unridden riding creatures are not Large Targets."

Page 81, Trained Bear
Add a new special rule:

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

Commentary on Annual Changes

There was little to worry about in the Annual once it'd been brought in line with the new rulebook. A couple of omissions and a clarification, but generally it was pleasingly clean of troubles.

Corrections, Errata and other changes to Empire in Flames

All page numbers refer to the printed EIF.

Page 17
Change the price of a Horseman's Hammer to 12 gc.

Page 24, 2nd column
Add a new special rule between Armour Bonus and Bolting Mounts:

"**Large Target:** All models mounted on a riding creature from this section count as Large Targets as defined in the shooting rules. Unridden riding creatures are not Large Targets."

Page 60, Special Rules
Add the following Special rule:

"**Tainted:** The Carnival is a similarly unclean mass of mutation and Chaos to the Possessed and so counts as such for purposes of Exploration and Serious Injuries."

Page 66, Nurgle's Rot
Change the fifth sentence to read:

"If the Tainted One makes a successful to Wound roll of a 6 with any of his hand-to-hand attacks, the target model will contract the Rot (note: Nurgle's Rot only affects the living, so Undead, Daemons and Possessed are immune)."

Page 71, Beastman skill tables
The '3s' in the table should be ticks.

Page 71, Maximum Characteristics
Replace the entry with:

"Profile	M	WS	BS	S	T	W	I	A	Ld
Ungor	6	6	6	4	4	3	7	4	7
Centigor	9	7	6	4	5	4	6	4	9
Minotaur	6	6	5	5	5	5	6	5	9
Others*	5	7	6	4	5	4	6	4	9

*This includes all the non-Centigor Heroes and the Gor Henchmen."

Page 73, Minotaur
Replace the Large special rule with:

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

Page 74, Shaggy Hide skill
Replace the existing definition with the following:

"The Beastman's massively shaggy hide acts as armour, deflecting sword strokes and protecting him from harm. The model gains a 6+ Armour Save that can be combined with other armour as normal."

Page 78, The Thing in the Woods
Replace the Large Beast special rule with:

"**Large Target:** The Balewolf is a Large Target as defined in the shooting rules."

Commentary on EIF Changes

Clarifications for the new warbands made up the bulk of this small set of changes and are mostly fairly self-explanatory. Nurgle's Rot, however, is one of the areas which have been much debated of late, and we have made a change to make it more difficult to contract. However, the proper resolution of this subject touches on a number of other rather more long-term plans and will be dealt with at a later date. For now, you always have the option of abandoning the afflicted one by the side of the road…

Official Warbands

Over the years we've seen a number of new warbands and Hired Swords in a variety of publications and versions. This can be somewhat confusing for people, so we've gone through them all and listed those that should be considered "official". What we mean by this is that we think these warbands and Hired Swords are reasonably balanced and fair. Whilst you can, of course, use any warbands you like in your own games, the ones listed here will probably form the basis for most competitive events (one of the reasons we made this list was repeated questions about what was 'legal' in tournaments).

All of these should appear on the website in due course so that they are available to those of you who missed a given publication.

Warbands
All the ones in the printed rulebook
Orc & Goblin warbands from the 2002 Annual
Dwarf Treasure Hunter warbands from the 2002 Annual
Ostlander warbands from the 2002 Annual
Averlander warbands from the 2002 Annual
Kislevite warbands from the 2002 Annual
Beastmen warbands from Empire In Flames
Carnival of Chaos warbands from Empire In Flames

Hired Swords
All the ones in the printed rulebook
Imperial Assassin from the 2002 Annual
Tilean Marksman from the 2002 Annual
Beasthunter from Empire In Flames

Highwayman from Empire In Flames
Roadwarden from Empire In Flames
The Merchant from Town Cryer 22

Dramatis Personae
All the ones in the printed rulebook
Nicodemus from the 2002 Annual
Ulli & Marquand from the 2002 Annual
Marianna Chevaux from Town Cryer 22

Commentary on Official Warbands

Several warbands and Hired Swords which are currently not on the list above are very close. Experience suggests that the Witch is still a little too powerful, and there was (unresolved) debate about which incarnation of the Pit Fighters warband better fitted the background. Pirates are due for an overhaul and I've been talking to their original author about a reworking.

The intention is to get these (and others) put up in the Playtest Vault over the next year so that you can all playtest them and we can tweak them into a version we all feel happy with making official.

The Elves are a special case. They have been deliberately left off the list as they are, in their current form, entirely inappropriate for Mordheim. Elves will return in the future, but will be somewhat different when they do.

We've also ignored the Thing in the Woods and the Town Cryer, not because we don't like them, but because they're more events than characters and will appear or not depending on whether you have the model and what you feel like playing. If it ever comes up, they're both official.

FAQ

Q: Does a model that is missing a game (for any reason) count towards the warband's rating?

A: Yes. The opposing warband doesn't know exactly which warriors they're fighting today, but they do know it's the infamously bloodthirsty Black Spiders they've bumped into and they're heard all the rumours about the last lot that crossed them…

Q: Does a model that is missing a game (for any reason) count towards the number of models in a warband for the purposes of Rout tests?

A: No. His mates know he's lying in his sickbed at home and know he's not going to help them today.

Q: The Beastmen in the Possessed warband and the Beastmen warband have different profiles. Is this a mistake?

A: No. You'll note that the warriors are actually called something different too: 'Beastmen' in the Possessed warband and 'Ungors', 'Gors' and 'Bestigors' in the Beastmen warband. These are creatures of Chaos, after all, and there are many types of them in the Old World. Those that have been tainted by the proximity of so much warpstone in the city are a bit harder to kill, but that's only to be expected.

Q: Can a free dagger be given to another member of the warband or sold?

A: No. A warrior will always keep his dagger as a last line of defence. It cannot be given away or sold.

Q: Should Dwarfs be banned from taking spears in line with 6th edition Warhammer?

A: No. Mordheim is set 500 years earlier and on a completely different scale. The lack of spear wielding regiments in the Dwarf army should not be taken to mean that Dwarfs never use them.

Q: If a warband has both a Halfling Scout and a Halfling cookbook does it add +2 to its maximum size or just +1?

A: +2.

Q: What happens to the extra member of a warband if a Halfling Scout leaves or is killed (so the warband no longer gets the +1 to its maximum size)?

A: If the warband doesn't acquire a new Halfling Scout the warband must reduce its size to its current legal maximum at the end of stage 8 of the Post Battle sequence (as the extra warriors wander off in search of better rations).

Q: What is a 'brace' of pistols?

A: A brace of pistols is two pistols of the same type, eg, two duelling pistols, two crossbow pistols, etc.

Q: If I buy two of the same type of pistol at different times, are they counted as a brace?

A: Yes, as long as they're exactly the same type.

Q: Does a model with more than one shooting attack need to declare all of his target(s) before rolling any dice, or can he decide before each shot?

A: He may decide before each shot.

Q: If a model casts the Lure of Chaos spell, can either the caster or the target use their leader's Leadership if he's within 6" (because of the Leader special rule)"?

A: No. The Leader special rule will only help with Leadership tests, and this isn't one.

Q: If I fail a Fear test and need to roll 6s to hit, does that only apply against the model that caused the Fear test, or against anyone I attack that turn?

A: Against anyone.

Q: Can a model that is behind a low wall or adjacent to a corner charge even while declared as Hidden?

A: Yes. In the description of Hidden, he is "just peeking out of cover". In other words, we can assume that he can indeed see his intended target.

Q: What happens if a Merchant's bodyguard dies?

A: The bodyguard is defined as a skill, so the Merchant will be without one until he can take the skill again as the result of gaining Experience. On the other hand, if the Merchant dies then the bodyguard leaves the warband after that battle.

Q: Is a Merchant's bodyguard a Hero or a Henchman for purposes of rolling for serious injuries?

A: A Henchman.

Q: If I attack with a pistol in hand-to-hand combat do I use my WS or BS?

A: WS for all except the crossbow pistol (which uses BS).

Q: Can weapons be swapped during a combat?

A: No, with the exceptions of pistols and lances which may be exchanged for a different weapon after their first turn special attack.

Q: Is it possible to split a Henchman group?

A: No. It can increase by hiring veteran warriors, or decrease through losses, but it may not be split.

Q: Can spells cause critical hits?

A: Directly, no. Indirectly, yes. The reference on page 56 to spells not causing critical hits specifically refers to spells that cause direct damage such as Word of Pain. These spells never cause critical hits. However, if a warrior is benefiting from a spell that enhances his ability to fight, such as The Hammer of Sigmar, he will be able to cause critical hits with these attacks.

Q: Does a promoted Henchman gain his warband's specialist skill list AND two other lists, or does the specialist skill list take up a slot?

A: The Lad's Got Talent result says "You may choose two skill lists available to Heroes in your warband", and as your warband's specialist skills ARE available to your Heroes that list does indeed take up one of those two if it is one of those chosen.

Q: How do the rules for Hiding and Out of Sight interact?

A: They don't. Treat each of them as a separate issue even when they both apply.

Q: If a model is already engaged in hand-to-hand combat with an enemy and a second enemy charges in on a subsequent turn does this count as the 'first turn of combat' again for rules such as 'strike first'?

A: No. 'Strike first' (and other similar rules that use this term) assume that the special feature of the first turn of a combat is that a warrior has had a degree of freedom to get himself ready for the fight and, once it's started, he's too busy fighting for his life to gain the benefit. That being the case, although it may be the first turn of combat against a particular foe, it doesn't count for purposes of rules such as 'strike first'.

Q: In the pistol rules it says they give me +1A. Does that mean that a model with an additional hand weapon and a pistol gets +2A?

A: No. Even if you're carrying two hand weapons and a pistol you've still (barring mutations, etc) only got the ability to wield two of them at a time. So, you can either get the +1A from the additional hand weapon, **or** the +1A from the pistol, but not both.