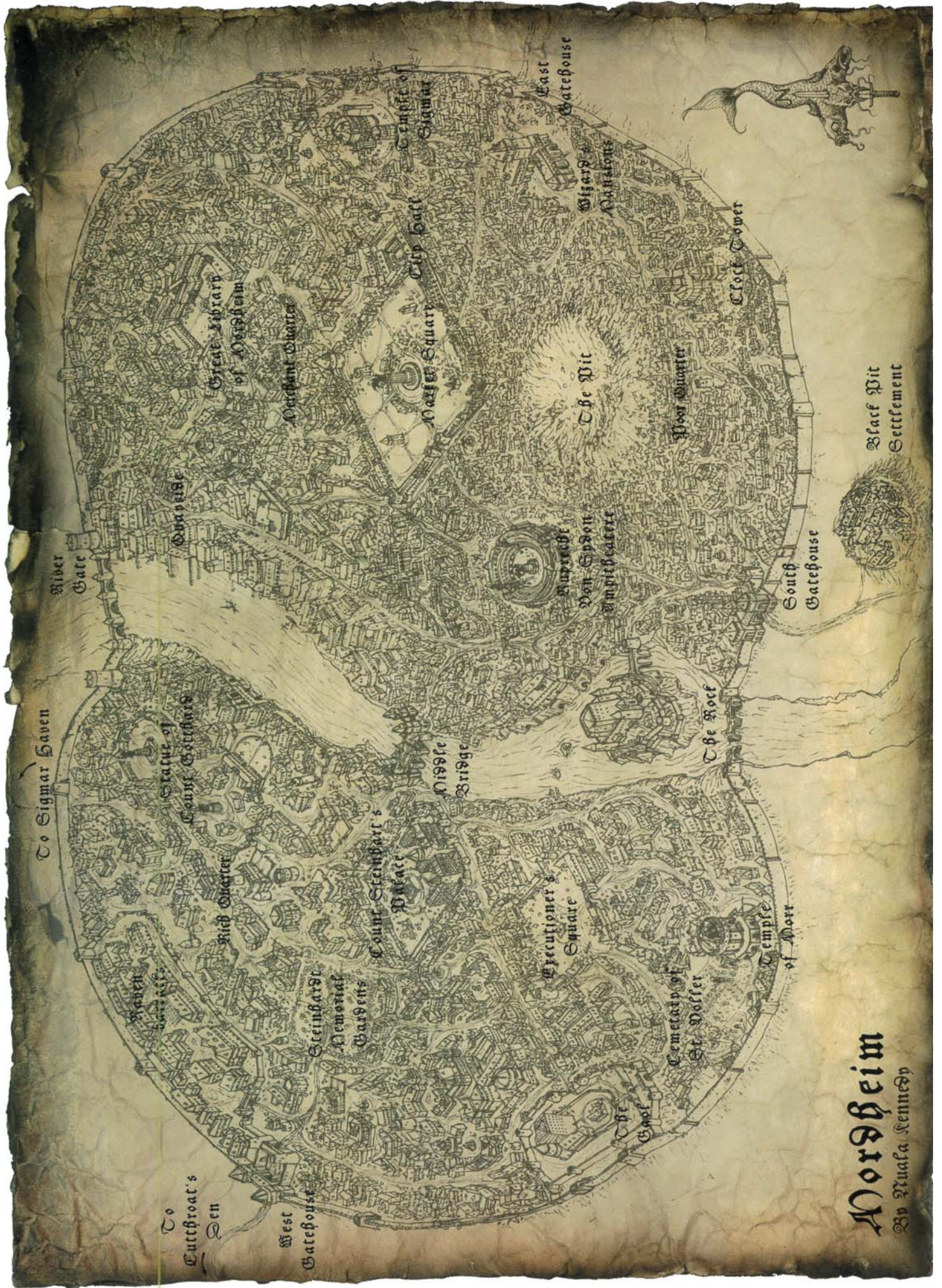


MORDHEIM



• ANNUAL 2002 •

**GAMES
WORKSHOP**



Nordheim

By Ruaka Kennedy

The Editor Speaks

Greetings foul denizens of the City of the Damned! In your hands you hold the prized Mordheim Annual, a tome that brings the experimental rules from the Town Cryer magazine and the Best of Town Cryer supplement together as one. Here within you will find updated new rules, Q & A and some of the best articles to be featured in the Town Cryer magazine.

To all of us here in Fanatic it has been amazing how Mordheim has moved along in leaps and bounds, proof that its popularity is surely unwavering. This Annual is just the first in many potential supplements for the game that just goes from strength to strength. New settings supplements are planned for the future so keep your eyes glued to the horizon. All that remains now is to thank the tireless members of the Mordheim Rules Review – Rinku, Terry Maltman, Nick Kyme, Mark Havener, Steve Gibbs and Space McQuirk, without who's help this wouldn't have been possible.

Steve

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Random Happenings

Mordheim is a dark and sinister city – dangers lurk around every corner. Even the basic laws of nature cannot be relied upon. Mark Havener and Tim Huckelbery explain how these dangers can be introduced to your battles.

These rules represent the weird and wonderful things that can happen in Mordheim which are beyond the control of players. These rules are intended to be optional and should only be used if agreed on by all players taking part. To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart

opposite to see what exactly is encountered and follow the directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act). This player is known as the 'Encountering Player',

It was a hot afternoon and sweat was dripping down the back of Reinhold's collar, drenching the shirt he wore under his leather jerkin. "Why can't this damnable place have normal weather? It's the middle of winter, for Sigmar's sake."

His companions ignored him, too caught up in their own misery to spend any time on his. The best way to beat the heat was to concentrate on the task at hand, collecting the precious wyrdstone, and think about what they could buy with the gold if they happened upon a motherlode.

A shadow quickly covered the street and the warband members looked up to determine the nature of their apparent salvation. Dark clouds now covered the sky. Instead of elation at the sight, however, the warband members found themselves filled with dread. These clouds had a sickly, unnatural look to them. They were a putrid green colour and appeared bloated with some foul fluid.

"What now?" Reinhold asked, voicing the question that was in every man's mind.

With a sound like the screams of the damned, the clouds opened up and a yellow rain started to fall. As it touched flesh, the liquid hissed and burned. As one the warband members ran yelling into the cover of a nearby building. Mere steps from the safety of an open doorway the newest member, Mannfred, fell to his knees and began screaming, tearing at his flesh. From the building the other members watched as Mannfred pitched face forward into the dirt of the road and his screams died.

Klaus, the largest member of the warband, turned to face Reinhold, a pained look on his battle-scarred face. "You had to ask, didn't you?"

even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns. Several of the entries below refer to game turns, this includes both players' turns.

Random Encounters Chart

D66 Result

11 Ogre Mercenary

An Ogre Mercenary (see the Hired Swords section of the Mordheim rules for details on the Ogre Mercenary) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game, the Ogre demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

12 Swarm of Rats

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their way. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal four-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will run right over him. Any model moved over by the rats will suffer D3 Strength 2 hits, normal armour saves apply.

13 Earthquake

Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many game turns the earthquake lasts. While the shaking persists, all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

14 High Winds

A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game.

15 Blood for the Blood God!

Unfortunately for the warbands involved, the scent of blood has brought the attention of one of Khorne's minions. Reality is breached as a vicious Bloodletter emerges from the Realm of Chaos to shed even more blood for its master. The Bloodletter has the following characteristics and special rules:

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	6	0	4	3	1	6	2+	10

Fear: As monstrous and horrifying creatures, Bloodletters cause *fear*.

Save: 4+ Daemonic armour save.

Psychology: Immune to all psychology tests.

Hellblade: The Bloodletter is armed with a Hellblade which will automatically cause a critical hit if a 4+ is rolled to hit.

The Bloodletter will seek out the nearest close combat and join in, drawn by the clash of steel. The Daemon has a number of Attacks equal to the number of opponents it is fighting (down to a minimum of 2 Attacks). It will split its attacks amongst the opponents, and no matter how many warriors are involved it may roll to hit each one at least once. It will also prevent an opponent from taking any other warrior *out of action* in the massed combat, as they will be too concerned with the Daemon to finish off their other enemy!

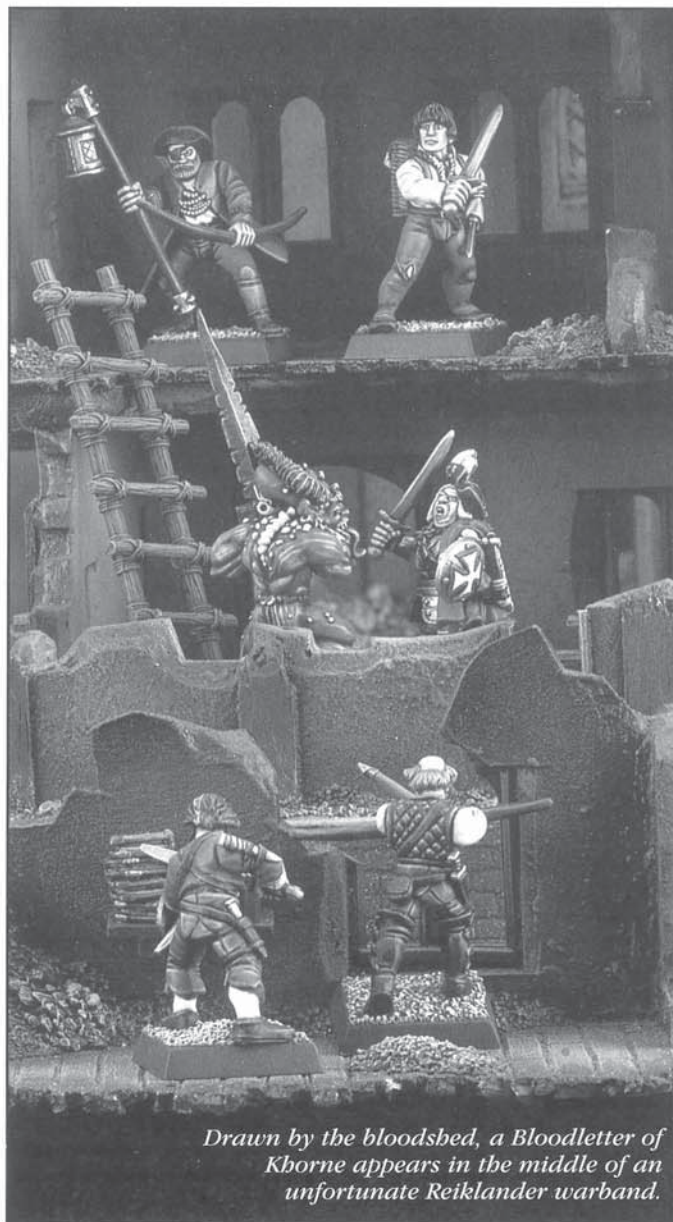
If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, the Daemon will run towards the nearest warrior, eager to do battle. The Daemon will stay for D6 turns after which it will disappear.

16 Lucky Find

One random model, on his feet and not in hand-to-hand combat or fleeing, has stumbled upon a shard of wyrdstone! Assuming he doesn't go *out of action*, this is added to any other shards the warband finds after the game. If he is taken *out of action* in close combat, the enemy model steals the shard away! Note that only non-animal models can find or steal a shard, not Dire Wolves, Hunting Dogs, etc.

21 Restless Spirit

Countless unfortunates have suffered agonising deaths in countless forms since the comet crashed into the city. Not all of these individuals can easily accept their new condition and they refuse to rest. Perhaps they left some important task unfinished or seek revenge on those who did them harm. The warbands have stumbled upon one such ghost. Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. This creature is unable to affect (or be affected by) the physical world, but it is very frightening nonetheless. The spirit moves 4" in a random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior-Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is immediately banished (disappears and does not return) and the priest gains one Experience point.



Drawn by the bloodshed, a Bloodletter of Khorne appears in the middle of an unfortunate Reiklander warband.

22 Burning Building

Suddenly, one of the buildings (chosen at random) bursts into flames, ignited by smouldering embers from a fire thought extinguished long ago. Any models inside take a S3 hit unless they move outside in that turn and any models within 2" of the walls take a S2 hit from the smoke and heat unless they move further away as well. For the rest of the game, the building itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear*-causing enemy.

23 Man-Eater

One of the trees growing in the area has been changed into a carnivorous predator by exposure to the Chaos magic inundating the area. Randomly determine which member of the Encountering Player's warband finds the plant. That model is attacked as a large mouth opens up in the trunk of the tree and its branches whip down to grab its unfortunate victim. Place a tree next to the victim. He is now considered to be in close combat with the tree, which has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Tree	0	3	0	4	6	3	3	2	10

The tree automatically passes any Leadership tests it is required to make. Any result on the Injury table will cause the Man-Eater to stop attacking, though it is not possible to actually take it *out of action* or *knock it down*. Opponents are +1 to hit the tree, due to the fact that it is rooted to the spot!

24 Skeletons

While the intense magic of the area rapidly dissolves skeletons to dust, shambling hordes of them spring up at random from the bones of the fallen. Uncontrolled, they roam the city wasteland, blindly attacking everything they find before falling apart. 2D6 Skeletons appear with the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	1	1	10

Fear: The Skeletons cause *fear*.

Psychology: Skeletons are immune to all Leadership based tests and *Stunned* results.

They are armed with simple weapons or bony fists (treat as daggers in close combat). The skeletons will move towards and attack the closest models as quickly as possible. Roll a D3 when they appear, after that many turns they crumble back to inanimate bones (count the current turn as the first one).

25 The Twisting of the Air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a D6 at the start of each player's turn. For the next D3 game turns, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6". All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging model's perception of the distance.

26 Spawn

The warbands have stumbled upon one of the many former inhabitants of the city that got too close to the crater at the centre of the city and was turned into a mindless spawn. Spawn have the following characteristics:

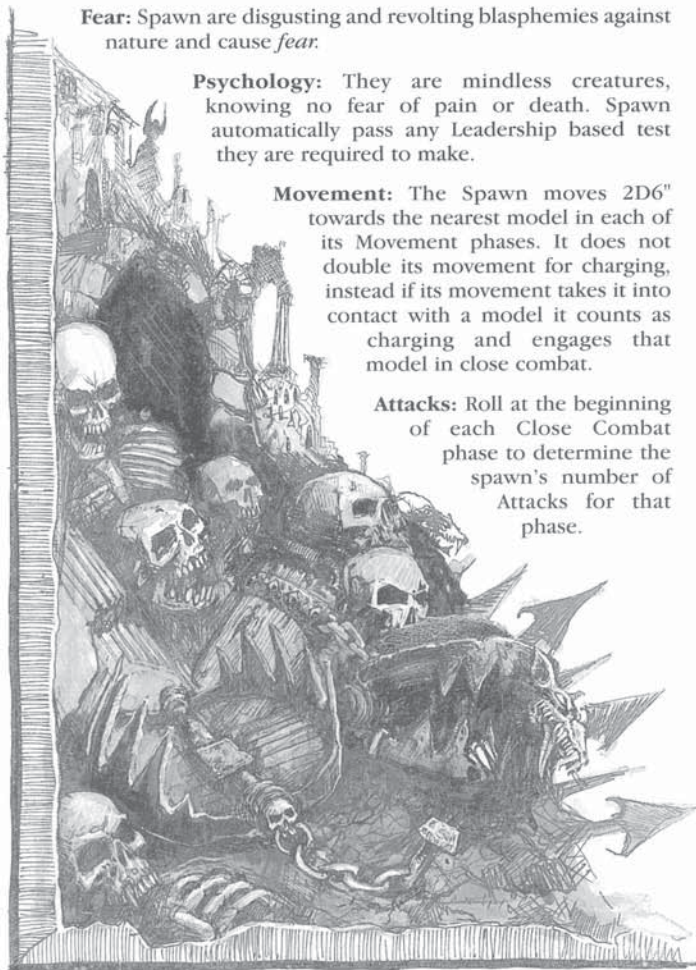
Profile	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	4	2	3	2D6	10

Fear: Spawn are disgusting and revolting blasphemies against nature and cause *fear*.

Psychology: They are mindless creatures, knowing no fear of pain or death. Spawn automatically pass any Leadership based test they are required to make.

Movement: The Spawn moves 2D6" towards the nearest model in each of its Movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Attacks: Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.



31 Collapsing Building

Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armour saves applying as normal, as the building collapses. Remove the building from the table (replacing with ruins if possible), and place the models back on the table where it stood. Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

32 Scrawlings on a Wall

A randomly determined warband member who is within 4" of a building (if there are no models this close to a building, ignore this encounter), sees writing suddenly appear in blood on the wall closest to him. Roll on the following table to find out what the writing says:

D6 Result

- 1 The writings are a map of the area. The model's warband receives a +1 on the roll to pick the scenario for the next game they take part in.
- 2 Reading the writing accidentally sets off a spell on the reader. The model suffers a minor curse and now has a -1 penalty to all dice rolls for the rest of the game.
- 3 The warband member learns of the remains of some booty inside the building. If he moves inside he finds a D6 gold crowns.
- 4 The writings reveal all the hiding places in the area. The model can hide, even in the open, for rest of the game.
- 5 The warband member learns of a secret passage inside the building – if he moves inside, he can pop out next turn in any other building.
- 6 A fun read, but nothing else happens (Veskit was here!).

33 Thick Fog

A fog rolls in, thick as pea soup. Models can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn. The fog lasts for the rest of the game.

34 Hands of Stone

Hands of earth and stone suddenly jut out of the ground in a small area of the battlefield. The Encountering Player must pick a spot anywhere on the battlefield and anything within 3" of that spot is affected. The area is now very difficult ground as the hands grasp and attempt to hold anyone passing near them. This encounter lasts one game turn, at the end of which the hands sink back into the ground.

35 Dog Pack

Recent events in Mordheim have caused many of the city's dogs to suddenly find themselves without homes. Groups of these animals have turned feral and formed into hunting packs. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs (use the Hunting Dog stats from the Witch Hunter warband list). The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

36 Possessed!

One randomly selected member of the Encountering Player's warband is suddenly possessed by a minor spirit. This spirit is far too weak to control the model's entire body, but is instead limited to controlling one of his or her limbs (usually an arm). The model takes an automatic hit at his or her own Strength during each of his or her Close Combat phases until the possession is over and may do nothing else. The possession lasts D3 game turns. Note that Sigmarite Matriarchs and Warrior-Priests are immune to this possession, as are non-living warband members. If such a warband member is the object of the spirit's attention, randomly determine another warband member to suffer the effect instead.

41 Fountain of Blood

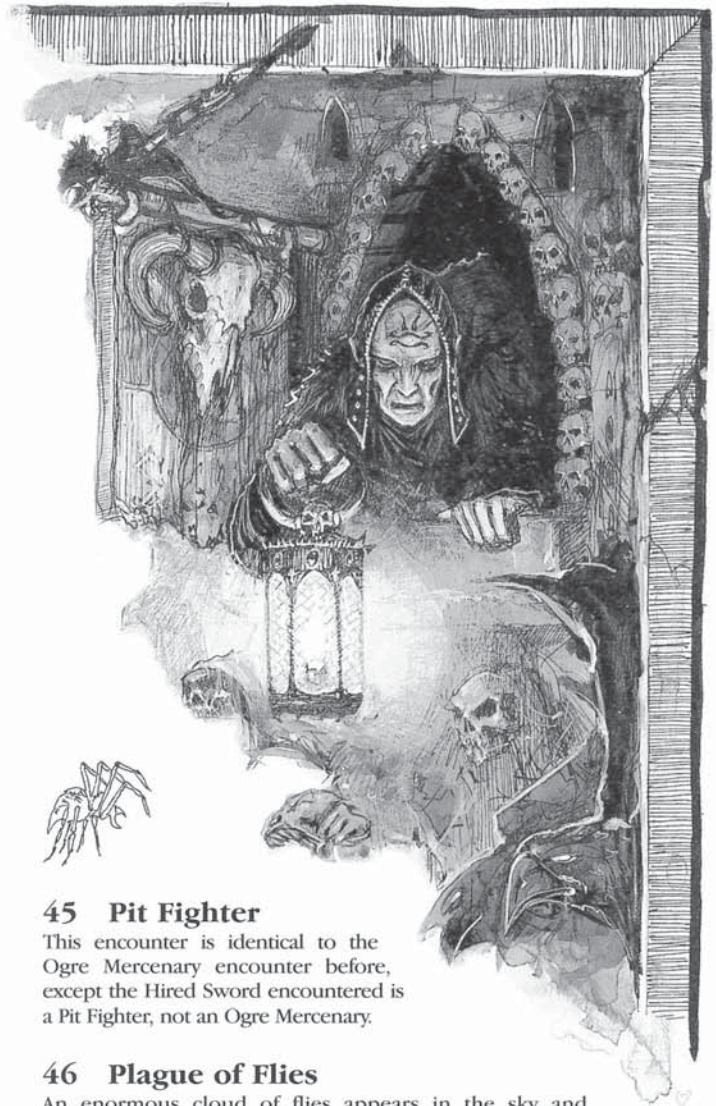
The city itself seems to weep as even more blood is shed on its streets. For the rest of the game, whenever a model is taken *out of action* in close combat, the model that did the deed must take a Strength test or be *knocked down* as he is hit by a torrent of blood pouring from the ground. If there were others involved in the combat they are not affected, as the steaming liquid seems to be directed only at those who have called it into being by their bloodthirsty actions.

42-44 Storm of Chaos

Clouds rapidly gather above the city in an unnatural, sickly yellow-green mass and warp lightning begins to dance from one cloud to another. Thunder rocks the air, screaming out in almost intelligible noises. The clouds themselves seem to take on the shapes of monstrous creatures and both warbands in the conflict look at each other with fear on their faces. Roll a D6 to see what the storm manifestation will bring:

D6 Result

- 1 Warp lightning begins to strike the ground in search of a victim. It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible. If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.
- 2 Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.
- 3 Wyrdstone dust has mixed with the water vapour in the area and produced the strange looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover. The rain lasts D3 turns.
- 4 A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells – each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.
- 5 A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air brings warriors to their knees as if they had been hit by cannonballs of solid air. D6 randomly selected models are *knocked down* by the air bursts. If any of these models are in close combat, all other members of that melee are *knocked down* as well.
- 6 Tendrils of smoke drift down from the clouds, winding around the heads of members of each warband. Randomly select one Hero from each warband – these warriors have been chosen by rival storm gods as their champions. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains (the combat will end when one of the models puts his rival *out of action*). If a warband does not have any Heroes left in play when the storm gods choose their champions, a random Henchman will be chosen from that warband instead.



45 Pit Fighter

This encounter is identical to the Ogre Mercenary encounter before, except the Hired Sword encountered is a Pit Fighter, not an Ogre Mercenary.

46 Plague of Flies

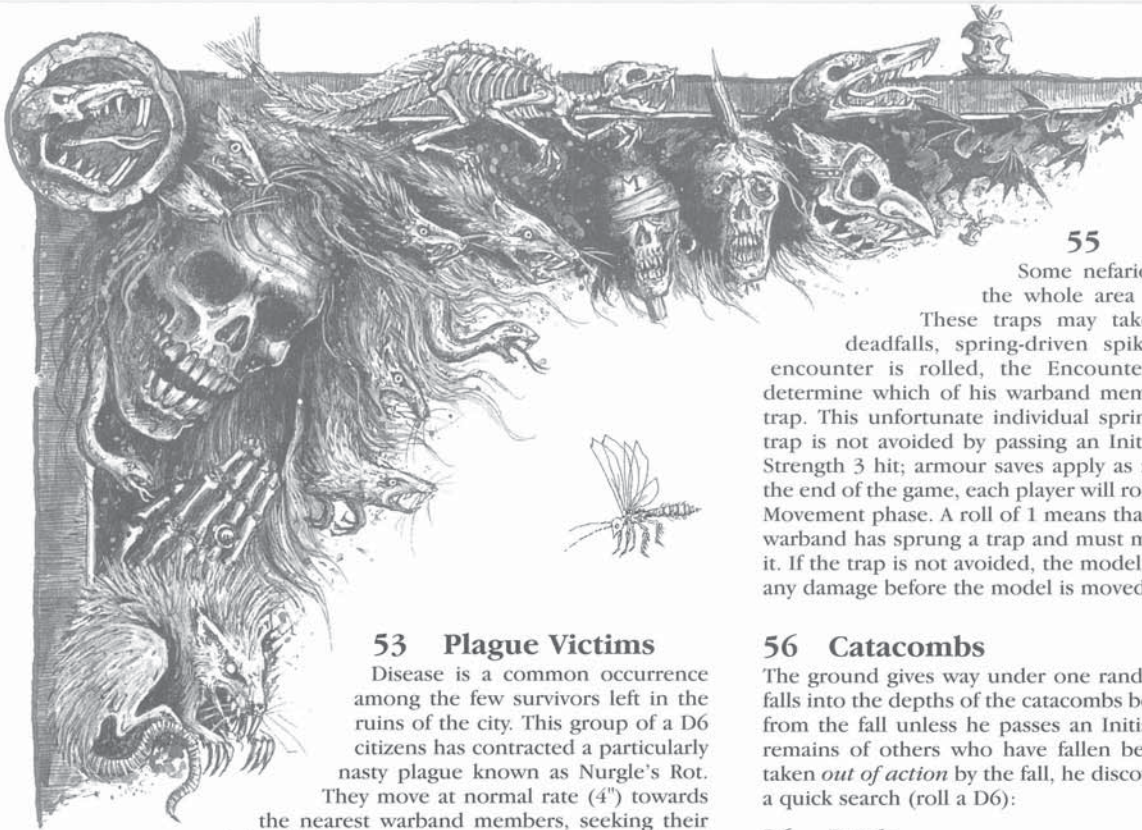
An enormous cloud of flies appears in the sky and swoops down on the warbands below. All models have an extra -1 to hit penalty when shooting or fighting in close combat as flies buzz around them and into open orifices. The flies remain for D3 game turns and then fly away.

51 Sinkhole

An enormous mouth suddenly opens up under the feet of one randomly determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is sucked underground and taken *out of action*. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being *knocked down* for the rest of the game, though he may not move at all.

52 The Horror in the House

Randomly select one warrior lurking alone inside a building (if there are no warband members inside a building, ignore this result and re-roll on the Random Encounters table). Unfortunately for him, he's not as alone as he thought. He hears a slight ripping sound as if the air itself is being torn apart and something manifests itself behind him. The warrior must make a Fear test and if he fails, in his next Movement phase he will run screaming 2D6" from the building towards the nearest table edge and can do nothing else in that turn. If he passes the test, the unnatural presence still forces him D6" outside, but he suffers no other effects. At the start of his subsequent turn, a fleeing model can try to recover from his ordeal by passing a Leadership test, but at a -1 penalty. If he does, he stops, but cannot do anything else that turn other than catch his breath. If he fails, he again moves 2D6", trying in vain to erase the terrifying images from his memory. For the rest of the game, the building itself will cause *fear*, and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear*-causing enemy.



53 Plague Victims

Disease is a common occurrence among the few survivors left in the ruins of the city. This group of a D6 citizens has contracted a particularly nasty plague known as Nurgle's Rot.

They move at normal rate (4") towards

the nearest warband members, seeking their help. If they come into contact with a warband member, they will not attack, but will instead cling

to him as they beseech his aid, hindering him greatly. A model with Plague Victims in contact with him acts as if he had just recovered from being *knocked down* (moves at half rate, may not charge or run, etc. See the Mordheim rules for details). If one or more of the Plague Victims is charged, shot at, or otherwise attacked, these pitiful victims will rout immediately. At the end of the game, roll a dice for each warband member in play when the Plague Victims appeared and on a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

D6 Result

- 1 Major Symptoms: The plague races through the victim's system, producing horrible disfiguring lesions before killing him. If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring *Robbed, Bitter Enmity, Captured* and *Sold to the Pits* results) to determine the long term effects of the disease.
- 2-5 Minor Symptoms: The plague takes its toll on the victim as it takes its course. Without proper bed rest the victim will die. The warband member must miss the next game as he recovers.
- 6 Full Recovery! The victim has an especially hardy constitution or gets an extremely mild case of the disease. The victim suffers no ill effects.

54 Last One Standing

The horrors of Mordheim can drive even the strongest mind past the point of madness. This Sigmarite Matriarch (for stats see the Sisters of Sigmar section of the Mordheim rules) has seen her entire warband cut down around her and the experience has proven too much for. She now seeks revenge and is not particular about who gets to pay! She is armed with a Sigmarite Hammer and steel whip and wears heavy armour and a helm. She carries Blessed Water and a Holy Relic on her person as well. She knows the prayers *The Hammer of Sigmar* and *Armour of Righteousness* (see the Prayers of Sigmar chart in the Mordheim rules for details). Roll randomly to determine which she casts on herself each turn. She has the skills Absolute Faith, Jump Up and Step Aside. The Matriarch will move as quickly as possible towards the nearest model and engage them in close combat if able. She will not rout and must be taken *out of action* to make her stop. If the Matriarch is taken *out of action*, leave her body where it fell, any non-animal warband member may loot her body by moving into contact with it during their Movement phase. If this warrior is later taken *out of action* as well, place a counter where the warrior fell to represent the Matriarch's equipment. This can then be picked up by a different model, as above.

55 Booby Traps

Some nefarious individuals have trapped the whole area the warbands are searching.

These traps may take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 3 hit; armour saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her Movement phase. A roll of 1 means that one member of that player's warband has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S3 hit as above; apply any damage before the model is moved.

56 Catacombs

The ground gives way under one randomly selected warrior and he falls into the depths of the catacombs below the city. He takes a S3 hit from the fall unless he passes an Initiative test, and lands near the remains of others who have fallen before him. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6 Result

- 1 A helmet
- 2 A small pouch containing 2D6 gold crowns
- 3 A lantern
- 4 A net
- 5 A vial of Black Lotus
- 6 A sword

Unless he has a rope & hook, the warrior is stuck in the catacombs and cannot rejoin the game. He will count as being *out of action* for Rout purposes, but will rejoin his warband after the game with no other untoward effects. If he does have a rope & hook, he can climb out D3 turns later, appearing inside a randomly determined building.

61 Forbidden Fruit

Ghostly white flowers suddenly open on a tree in the area and emit a powerful fragrance. Randomly determine a member of the Encountering Player's warband who happens to be standing next to the tree when it comes to life. Place the tree within 2" of this model. Any warband members within 8" of the tree must make a Leadership test at the start of each of their turns or move as quickly as possible towards the tree. If within 1" of the tree, a spellbound model will pick and eat one of the swollen, blood-red fruit hanging from its branches. Any model eating one of the fruit is automatically taken *out of action*, as powerful poisons incapacitate him or her. A non-spellbound warband model may keep another model from moving toward the tree by moving into base to base contact with him or her and holding him back. Neither model may do anything else while the spellbound model attempts to move to the tree and the restraining model attempts to prevent him from doing so. Both spellbound and restraining models can react normally if attacked in close combat and a restraining model can give up his attempts at any time. This encounter lasts the remainder of the game. Close inspection of the tree reveals the bones of several animals overgrown with grass and leaves lying at its base.

62 The Lost

Many view the destruction of Mordheim as a sign that the world is coming to an end. Groups of these lunatics are often drawn to the city where they attack anyone they come across, certain that they are in some way helping to avert this cataclysm. This group of D3 Flagellants (see the Witch Hunter section of the Mordheim rules for stats and special rules) will move as quickly as possible towards the nearest warband members and engage them in close combat as soon as they are able. They are armed with flails.

63 Reflecting Pool

One warrior on the ground (selected at random from the Encountering Player's warband) notices a small pool of what looks to be still water. Reflecting the gloomy sky above, it appears to be liquid metal or unnaturally deep silvery water, rippling only slightly with the dank breeze blowing through the city. He can ignore it, or bend quickly to peer into its depths. If he's brave enough to gaze into the murky liquid, roll a D6:

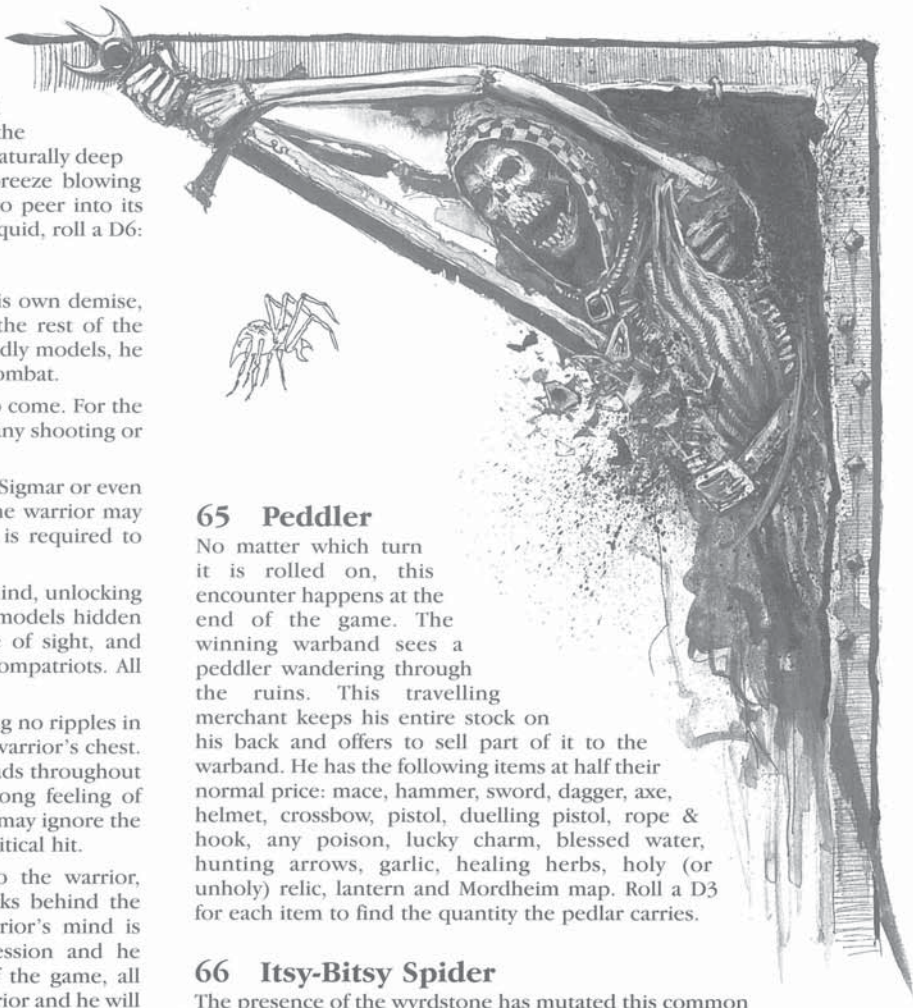
D6 Result

- 1 The water reflects back nightmare images of his own demise, filling him with fear for his own safety. For the rest of the game, no matter how far away he is from friendly models, he will always count as being *all alone* in close combat.
- 2 The warrior glimpses an image of what is yet to come. For the rest of the current turn he may re-roll (once!) any shooting or close combat rolls to hit.
- 3 A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Leadership-based tests he is required to make for the rest of the game.
- 4 The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden that turn, even those not in his normal line of sight, and passes the information on to the rest of his compatriots. All enemy models lose their hidden status.
- 5 A slender arm reaches out from the pool, leaving no ripples in the smooth liquid, and pale fingers touch the warrior's chest. The soft caress causes a faint glow, which spreads throughout his body. Though it quickly dims away, a strong feeling of strength and vitality is left behind. The warrior may ignore the next wounding hit he receives, even if it is a critical hit.
- 6 The city chooses to reveal its true visage to the warrior, unveiling the monstrous intelligence that lurks behind the facade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For the rest of the game, all enemy models count as causing *fear* to the warrior and he will refuse to enter any buildings or get within 2" of any walls or ruins. After the game the effects will wear off, though he will always hesitate slightly before entering an unlit room from now on...

Note: Only warriors who can gain in experience can choose to look into the pool, all others simply lack the curiosity to bother!

64 Screaming Walls

Faces appear in the walls of one randomly determined building and start to emit a piercing shriek. Any warband members within 8" of the building take a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Spellcasters are even more sensitive to the noise than others and so no spells may be cast from within this radius. Roll a D3 to determine how many game turns the screaming lasts.



65 Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband sees a peddler wandering through the ruins. This travelling merchant keeps his entire stock on his back and offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, duelling pistol, rope & hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern and Mordheim map. Roll a D3 for each item to find the quantity the pedlar carries.

66 Itsy-Bitsy Spider

The presence of the wyrdstone has mutated this common household pest into a monster of titanic proportions! This Gigantic Spider has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	3	0	5	4	4	1	2	10

Fearsome Beast: The Gigantic Spider causes *fear*.

Chitinous Hide: It has an armour save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

The Gigantic Spider moves from the table edge it starts from to the opposite table edge, attacking any warband members that get in its path.





Da Mob Koolz

Orcs enjoy fighting and looting more than anything else. Because of this, an Orc's life is spent in constant battle – either with his fellow Orcs or some other enemy. With its wealth of opponents and loot ready for the taking, Mordheim offers the perfect opportunity for an aspiring Orc Warboss to prove himself. What follows are complete rules, written by Mark Havener, for Orc & Goblin warbands.

Among the races of the Warhammer world, none enjoy the prospect of a good looting more than Orcs and Goblins. For this reason many Orc warbands have been drawn to the city of Mordheim and the wyrdstone that lies hidden there. Of course, Orcs would much rather ambush other warbands and take their wyrdstone than collect it themselves, but their goals are the same as any other warband – collect as much treasure as possible! These traits are reflected in the following special rules:

Special Rules

Animosity. Orcs and Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with! To represent this, at the start of the Orc

player's turn, roll a D6 for each Henchman who is either an Orc or a Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Orc or Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Orc Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Orc or Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Distasteful Company. Many Hired Swords refuse to work for Orcs, as they know that Orcs are just as likely to eat them as fight alongside them. Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks.

Orc skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Boss	✓	✓		✓	✓	✓
Shaman				✓		✓
Big 'Un	✓	✓		✓		✓

Choice of warriors

An Orc warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Boss: Each Orc warband must have one Boss: no more, no less!

Shaman: Your warband may include up to one Shaman.

Big 'Uns: Your warband may include up to two Big 'Uns.

Orc Boyz: Your warband may include any number of Orc Boyz.

Goblin Warriors: Your warband may include any number of Goblin Warriors, though it may not have more than two Goblins for each Orc in the warband (including Orc Heroes).

Cave Squigs: Your warband may include up to five Cave Squigs. You may never have more Cave Squigs in your warband than you have Goblin Warriors.

Troll: Your warband may include up to one Troll.

Starting experience

A **Boss** starts with 20 Experience.

A **Shaman** starts with 10 Experience.

Big 'Uns start with 15 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

Orc characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc	4	6	6	4	5	3	5	4	9

Orc equipment lists

The following lists are used by Orc warbands to pick their equipment.

Orc equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Battle axe	5 gc
Morning star	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile weapons

Crossbow	25 gc
Bow	10 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Goblin equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile weapons

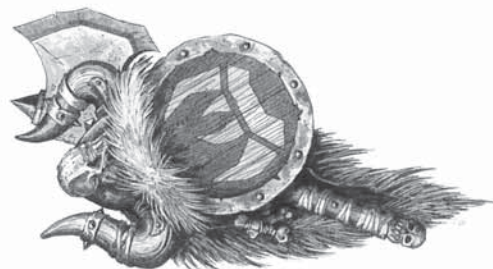
Short bow	5 gc
-----------	------

Armour

Shield	5 gc
Helmet	10 gc

Miscellaneous

Squig Prodder	15 gc
Ball & Chain	15 gc
Mad Cap Mushrooms	25 gc



The lithe figures peered through the foliage at the group in the clearing below. The pair of Wood Elf scouts had been shadowing the Orcs for days, attempting to determine if the small band of creatures was an isolated warband or the scouting party of a larger army. While most beings would not be able to hear the guttural Orc speech from 100 yards away, the keen ears of the Elves allowed the scouts to discern what the creatures were saying. Most of it was nonsense of course, squabbling over some scraps of meat or pretty rocks, but the Elves patiently awaited the words that would reveal the purpose of the foul creatures.

Members of the band loitered about the clearing. Goblins scampered around ceaselessly, attempting to avoid the annoyed grasp of their larger Orc cousins. A single Troll slowly wandered around aimlessly in a small circle, digging a groove into the ground where it had been dragging its feet for hours. As the Elves watched, a solidly built Orc with blood covering his arms up to the elbows approached a much larger Orc who was seated on a primitive 'throne' of bones and hides. The scouts had already determined that the seated Orc was the leader of the motley group.

"How'd da huntin' go?" asked the Orc Boss.

"Ran into some 'umies. All dey 'ad was some black rocks."

"Where's da loot den?" asked the Orc Boss. "All 'umies got loot!"

"Dat's what I asked 'em!" replied the Big 'Un. "Dey tried to tell me dat da rocks WAS da loot! Den after I leans on 'em a bit, dey tells me dat some big boss 'umies pay loads for dis stuff!"

"Loads?"

"Dat's what dey sed," the Big 'Un replied, disbelief plain on his face, "Dey told me da rocks wuz from dis place called More-ty...Mordh...Mork...well, dey drew us dis map."

The larger Orc grabbed the scrap of parchment his lieutenant had been holding and scanned it for a few seconds, then began barking orders. Goblins squealed and ran about the encampment, frantically packing up the warband's gear. Four huffed and strained as they picked up their leader on his throne and carried him aloft. The Orc warriors were much more composed about the whole affair, and calmly packed up their kits and prepared for the journey ahead.

The scouts faded back into the forest, secure in the knowledge that these Orcs were no threat. They too had heard stories about the human city that had treasure supposedly lying on the streets for easy picking. But they had also heard other stories about the city. The Orcs would be dead within a fortnight.



Heroes



1 Orc Boss

80 gold crowns to hire

An Orc Boss is a tough and brutal warrior, who will throw his lads into any fight that he thinks he can profit from. He is the strongest, toughest and most barbaric member of the warband and if any of his Boyz think otherwise, the band may soon find itself with one less member!

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

Weapons/Armour: An Orc Boss may be equipped with weapons and armour chosen from the Orc equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Orc Boss may use his Leadership characteristic when taking Leadership tests.

0·1 Orc Shaman

40 gold crowns to hire

Orc Shamans are outcasts from Orc society. They are gifted by the Orc gods Gork and Mork with powers they can neither understand nor completely control. Many join roaming Orc warbands where they are no longer shunned for their abilities, but respected for them.

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

Weapons/Armour: An Orc Shaman may be armed with weapons chosen from the Orc equipment list. An Orc Shaman may never wear armour.

SPECIAL RULES

Wizard: An Orc Shaman is a wizard and uses Waaagh! Magic. See Waaagh! Magic page15 for his spell list.

0·2 Orc Big 'Uns

40 gold crowns to hire

Orc society is a savage hierarchy where only the toughest survive and rise through the ranks (often atop the bodies of other challengers). Big 'Uns are such rising stars, and they carry out the orders of the Orc Boss. If the Boss ever falls, it is up to the Big 'Uns to decide on a new leader (usually through personal combat).

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

Weapons/Armour: Big 'Uns may be equipped with weapons and armour chosen from the Orc equipment list.



Henchmen (Bought in groups of 1-5)



Orc Boyz

25 gold crowns to hire

Orc Boyz are savage and tough. They fear nothing that they can get their bare hands on, though they are even more ignorant and superstitious than most other beings in the Warhammer world. They form the core of any Orc warband.

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

Weapons/Armour: Boyz may be equipped with weapons and armour chosen from the Orc equipment list.

SPECIAL RULES

Animosity: Orc Boyz are subject to the rules for Animosity (see Special Rules for details).

Goblin Warriors

15 gold crowns to hire

Goblins are often used as cannon fodder (as well as a food source in lean times!) by their larger Orc cousins. They are usually not as well equipped as Orc Boyz, having to make do with whatever the Orcs do not want or cannot use.

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

Weapons/Armour: Goblins may be armed with weapons and armour chosen from Goblin equipment list.

SPECIAL RULES

Animosity: Goblin Warriors are subject to the rules for Animosity (see Special Rules for details). **Note:** A Goblin Warrior who fails his Animosity test and rolls a 1 for the result will never charge an Orc Henchman, though he will still use any missile weapons to attack as normal. Goblins are far too afraid of Orcs to challenge them individually.

Not Orcs: Orcs don't expect much from non-Orcs, and are therefore not unsettled if Goblins or Cave Squigs break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior or Cave Squig taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

Runts: Goblins may gain experience but if they happen to roll 'That Lad's got talent' they are immediately killed by their Orc overlords for becoming too 'mouthy' (remove the Gobbo from the roster).

0.5 Cave Squigs

15 gold crowns to hire

Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns, and a nasty temperament.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	4	0	4	3	1	4	1	5

Weapons and Armour: Big gob and brutality! Cave Squigs never use or need weapons or armour.

SPECIAL RULES

Movement: Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Goblin Warrior, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Orc & Goblin player's control until the end of the game.

Not Orcs: See Goblin Warriors entry for rules.

Animals: Cave Squigs are animals of a sort and so do not gain experience.

0.1 Troll

200 gold crowns to hire

Trolls are not intelligent enough to recognize the value of gold, but large amounts of food can often instill a certain loyalty in them.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters which cause *fear*.

Stupidity: A Troll is subject to the rules for *stupidity*.

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unharmed. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing two Goblin Warriors or Cave Squigs to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Orc special equipment

Squig Prodder

15 gold crowns

Availability: Common (Goblins only)

This item is a long pole with a trio of spikes at the end. It is used by Goblin Squig herders to keep their livestock in line. Cave Squigs will recognize a Squig prodder and automatically give the bearer more respect, as they've all been on its pointy end more than once! To represent this, a Goblin with a Squig prodder can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule under the Cave Squig entry). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.

Mad Cap Mushrooms

25 gold crowns

Availability: Common (if warband includes Goblins)

Mad Cap Mushrooms (see the rules in the Mordheim rulebook for more information on Mad Cap Mushrooms) are a necessity for someone wishing to wield a ball and chain (see below). Fortunately for Orc warbands, Mad Cap Mushrooms are cultivated by the Night Goblins of the Worlds Edge Mountains, and they are much more willing to trade these to other Goblins. Though normally a rare item in Mordheim, Mad Cap Mushrooms are a common item that cost 25 gold crowns for an Orc warband that includes one or more Goblins. A Goblin may take his mushrooms at the start of any turn.



Ball and Chain

15 gold crowns

Availability: Common (Goblins only)

This is a huge iron ball with a chain attached, used by the dreaded Night Goblin Fanatics to deal out whirling death. Enormously heavy, it can only be used when combined with Mad Cap Mushrooms.

Range	Strength	Special Rule
Close Combat	As user +2	Incredible Force, Random, Two-handed, Cumbersome, Unwieldy

SPECIAL RULES

Incredible Force: Because the Ball and Chain is so heavy, normal armour does very little to protect against it. No armour saves are allowed against wounds caused by a Ball and Chain. In addition, any hit from a Ball and Chain is very likely to take off someone's head (or at least break some ribs!).

Therefore, any hit that successfully wounds will do 1D3 wounds instead of 1.

Random: The only way to wield a Ball and Chain is to swing it around in large circles, using your body as a counter-weight. Unfortunately this is not a very controllable fighting style, and as soon as he starts swinging his Ball and Chain, a warrior starts to lose control. The first turn he starts swinging the Ball and Chain, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does:

D6 Result

1 The model trips and strangles himself with the chain. The model is taken *out of action*. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.

2-5 The model moves 2D6" in a direction nominated by the controlling player.

6 The model moves 2D6" in a random direction. If the player owns a Scatter dice (available from Games Workshop stores), roll that to determine direction. If not, then roll a D6: 1 – Straight Forward, 2-3 – Right, 4-5 – Left, 6 – Straight Back.

If the Ball and Chain wielding model moves into contact with another model (friend or foe), he counts as charging into close combat, and will engage in close combat until his next Movement phase. Opponents wishing to attack a Ball and Chain wielding model suffer a To Hit penalty of -1, as they must dodge the whirling ball to get close enough to strike. The Ball and Chain wielder cannot be held in close combat and will automatically move even if he starts the Movement phase in base contact with another model. If the model moves into contact with a building, wall, or other obstruction, he is automatically taken *out of action*. In addition, a ball and chain wielding Goblin is much too busy trying to control the spinning weapon to worry about what others are saying about him behind his back, so ignores the special rules for Animosity.

Cumbersome: Because the Ball and Chain is so heavy, a model equipped with one may carry no other weapons or equipment. In addition, only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.

Unwieldy: The great weight of the Ball and Chain can easily tear ligaments or pull a wielder's arms out of their sockets. While someone under the influence of Mad Cap Mushrooms will not notice such effects, when the drug wears off he will be in great pain. To represent this, at the end of the battle the controlling player must roll for Injury for each model that used a Ball and Chain, just as if the model had been taken *out of action*. If the model was actually taken *out of action* normally, just roll once for Injury – there is no need to make a second roll.



Orc special skills

Orc Heroes may use the following Skill list instead of any of the standard Skill lists available to them.

'ard ead

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).

waaagh!

Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

'ere we go!

Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

Da cunnin' plan

Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not *out of action*.

well 'ard

The Orc has a thick, dark-green skin, possibly indicating Black Orc blood. Such is the toughness of the Orc that he may add +1 to any armour saves.

'eadbasher

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any *knocked down* results which the Orc causes in hand-to-hand count as *stunned* results instead.

Waaagh! Magic

Waaagh! spells are used by Orc Shamans. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork.

D6 Result

1 Led'z go

Difficulty: 9

The Shaman's howling invigorates the ladz to fight even harder for Gork and Mork.

Any Orc or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances. The spell only lasts until the caster is knocked down, stunned or taken out of action.

2 Oi! Gerroff!

Difficulty: 7

A huge, green ectoplasmic hand pushes an enemy away.

Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. **Note:** Very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.

3 Zzap!

Difficulty: 9

A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent.

Range 12". Causes D3 S4 hits on the closest enemy target, with no armour saves allowed.

4 Fooled Ya!

Difficulty: 6

The Shaman disappears in a green mist, confusing his enemies.

No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.

5 Clubba

Difficulty: 7

A huge, green club appears in the hand of the Shaman.

The ectoplasmic club counts as a normal club with +2 Strength bonus and gives the Shaman +1 attack as well. This spell lasts until the Shaman suffers a wound.

6 Fire of Gork

Difficulty: 8

Twin bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model.

Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets.



Sample Warbands

Orc tactics

Crump 'em! The fierce nature of Orcs means that they are always ready for a good scrap. They would much rather kill and rob than search ruins looking for treasure. As such, they are an excellent warband for your Mordheim games. The following are things that should be kept in mind when designing and running your Orc warband:

Goblins and Cave Squigs are expendable. Orcs do not particularly care if these members of the warband die or run away, and they are relatively cheap. In addition, Cave Squigs can easily hold their own against most foes in close combat, as long as they have a Goblin minder close by to keep them in line. Use these troops as your front-line fighters. You can lose twice as many of them as normal before your warband is forced to take a Rout test, so don't be afraid to use them.

Trolls are scary. If you can afford to add a Troll to your warband, do so! The ability to cause *fear* should not be underestimated. However, even without considering this ability, a Troll is a nasty opponent. With multiple attacks, multiple wounds, and the ability to regenerate, a Troll is likely to stand and take lots of attacks from the opposing warband without missing a beat. In addition, its larger base size means that it can effectively block a large alleyway (or even a street!) all by itself.

The warband I have put together is designed around the use of Goblins and Cave Squigs as the front-line troops. The band is 13 models strong, so will have to lose 4 Orcs or 8 Goblins/Squigs (or something in-between) before a Rout test is required. The Orcs will mostly stand back and shoot with bows, only throwing themselves into the fray if it is absolutely necessary. As the warband collects more money, it can purchase more equipment and add more members. The warband could be expanded to include more Orcs, Goblins, and Cave Squigs, or the Boss could decide to save up enough until he can afford a hard-hitting (and very durable) Troll.



Genchmen

WARBAND NAME: **GROGNIK'S BASHERS** WARBAND TYPE: **Orcs and Goblins**

TREASURY: Gold crowns: 0 WARBAND RATING: Total experience: 60
Wyrdstone shards: 0 Members x 5: 65 Rating: 125

STORED EQUIPMENT

NAME: **DA SMASHER** EQUIPMENT: Dagger, Bow SPECIAL RULES: Animosity

NUMBER: 1 TYPE: **Orc Boy**

M	W	S	B	S	T	W	I	A	L
4	3	3	3	4	1	2	1	7	

Group experience:

NAME: **DA SPIKERS** EQUIPMENT: Shield, Spear, Dagger SPECIAL RULES: Animosity, Not Orcs, Useless Gits

NUMBER: 3 TYPE: **Goblin Warriors**

M	W	S	B	S	T	W	I	A	L
4	2	2	3	3	1	3	1	5	

Group experience:

NAME: **DA STIKKAS** EQUIPMENT: Spear, Dagger SPECIAL RULES: Animosity, Not Orcs, Useless Gits

NUMBER: 2 TYPE: **Goblin Warriors**

M	W	S	B	S	T	W	I	A	L
4	2	2	3	3	1	3	1	5	

Group experience:

NAME: **DA GOBLARS** EQUIPMENT: Big Gob, Brutality SPECIAL RULES: Movement, Minderz, Not Orcs, Animals

NUMBER: 3 TYPE: **Cave Squigs**

M	W	S	B	S	T	W	I	A	L
206	4	0	4	3	1	4	1	5	

Group experience:

NAME: _____ EQUIPMENT: _____ SPECIAL RULES: _____

NUMBER: _____ TYPE: _____

M	W	S	B	S	T	W	I	A	L

Group experience:

Heroes

NAME: **GROGNIK** EQUIPMENT: Light armour, Shield, Sword, Dagger, Bow SKILLS, INJURIES, ETC: Leader

TYPE: **Orc Boss**

M	W	S	B	S	T	W	I	A	L
4	4	4	4	4	1	3	1	6	

Experience:

NAME: **WOWZA** EQUIPMENT: Bow, Dagger SKILLS, INJURIES, ETC: Spell-Fire of Gork

TYPE: **Orc Shaman**

M	W	S	B	S	T	W	I	A	L
4	3	3	3	4	1	3	1	7	

Experience:

NAME: **OZNOG** EQUIPMENT: Shield, Sword, Dagger, Bow SKILLS, INJURIES, ETC:

TYPE: **Orc Big 'Un**

M	W	S	B	S	T	W	I	A	L
4	4	3	3	4	1	3	1	7	

Experience:

NAME: **OGLOT** EQUIPMENT: Shield, Sword, Dagger, Bow SKILLS, INJURIES, ETC:

TYPE: **Orc Big 'Un**

M	W	S	B	S	T	W	I	A	L
4	4	3	3	4	1	3	1	7	

Experience:

NAME: _____ EQUIPMENT: _____ SKILLS, INJURIES, ETC:

TYPE: _____

M	W	S	B	S	T	W	I	A	L

Experience:

Kruk the Orc Shaman bursts forth from a building to attack the Reiklanders.

Thogskin's Thrasbers

Sean Cutler has made his Orc & Goblin warband from the Orc & Goblin Regiments plastic sprues, combined with the Mordheim accessory sprue. The versatility of these sprues makes modelling your warband's weaponry very easy.



Thogskin leads his warband in search of booty and a big scrap.

Reinhold walked among the buildings, hunting for more of the precious wyrdstone. The Reiklander Captain was alone, as he had spread his warband throughout this quarter. They had stumbled upon an unusually large concentration of the stone shards, and were hoping to find and gather as much treasure as possible before any rivals got wind of their find.

Movement at the end of the street brought him out of his reverie. Three bandy green midgets dressed in black were prodding forward what looked like enormous orange balls with legs. 'Goblins', thought the mercenary to himself. 'Damn!' But it wasn't the figures in black that worried him, it was the creatures they were herding. As they came closer, Reinhold could see the enormous mouths that occupied most of the creatures' bodies. Cave Squigs, all teeth and bad temper, and three of them were more than a match for a single human, no matter how skilled. Just as he started to duck into the nearest doorway to avoid being spotted, one of the Goblins looked him straight in the eyes. The little creature's face split into an evil gap-toothed grin, and he prodded his Cave Squig forward more quickly. The other Goblins followed suit, and soon all of the creatures were running down the narrow street toward Reinhold, the Squigs bounding forward on powerful legs, and the Goblins running behind.

Grim determination set in his features as Reinhold resolved to sell his life dearly. The familiar weight of the buckler on his arm and his family sword in his hand

reassured the scarred veteran somewhat, and he limbered up his sword arm with a few practice swings in anticipation of the coming conflict. The Goblins were closer now, little more than a block away. 'It's been a good life,' thought the old warrior proudly.

Suddenly one of the Goblins stumbled on a loose stone in the street, jostling one of his companions. The second creature hissed his displeasure at this mistreatment and swung his spear at his clumsy neighbour, narrowly missing him. Both Goblins had stopped now and faced each other in the street, spears at the ready, jabbering away at each other in their evil tongue. The third continued his run a few paces, but after noticing that his comrades were no longer keeping up, he stopped as well and swung around to see what all the commotion was about. The noise stopped the Cave Squigs, and as they turned, the large-toothed monsters began to whine in excitement. In the next moment all six creatures were involved in a swirling melee. As Reinhold watched, one of the Goblins thrust his spear into the right arm of his mate, only to suffer a huge bite on his leg from a Cave Squig.

Experience told Reinhold that while such fights often broke out among the green skinned folk, they rarely proved to be fatal or long lasting. Deciding to take advantage of his good luck while it lasted, the mercenary ducked into the doorway he'd moved towards earlier. 'Praise Sigmar for bad tempers,' breathed the warrior under his breath as he made good his escape.



Opulent Goods

An
extract from
"The Fabulous
Goods Available
to Warbands
Exploring
the City
of the
Damned."
Available at
Johann's
Emporium.

As a warband gains experience and wealth in the City of the Damned it will naturally acquire rare equipment and artifacts. A veteran warband will have all manner of equipment, from expensive clothes to opulent coaches in which to get around the surrounding settlements of Mordheim. Tuomas Pirinen, with help from Tim Huckelbery, gives details of some of the more extravagant items for you to add to the existing chart on page 146 of the Mordheim rulebook.

Banner 10 gc Rare 5
Many more established warbands carry a banner or flag, not only to announce their presence but to also act as a rallying point for the warband during a battle.

Special Rules: A banner requires one hand to use and can be carried by any Hero in the warband. Friendly warriors within 12" of the banner bearer may re-roll any failed 'All-Along' test (but remember you can't re-roll a failed re-roll).

Opulent Coach 250 gc Rare 10
Truly successful warband leaders are quite willing to waste their money on extravagant excesses such as rare wines, jewel-encrusted weapons and armour and Cathayan spices. The height of such indulgence is an opulent coach, which the warband leader can use for driving around the settlements surrounding Mordheim. There are few things that will impress commoners, or incur the wrath and envy of other, less successful leaders, as much as an opulent coach.

Special Rules: The opulent coach impresses even the most suspicious merchant and they will flock to offer their most exotic wares to the obviously rich warband leader. The warband leader gains +3 to any rolls to locate rare items.

Hammer of Witches 100 gc Rare 10
(Witch Hunters only)

The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.

Special Rules: A Hero with the Hammer of Witches will *bate* all Possessed, Skaven, Beastmen, Chaos, Daemons, Dark Elf, Orc & Goblins and Sigmarite Sisters.

Wyrdstone Pendulum 25+3D6 gc Rare 9
Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.

Special Rules: If he was not taken out, the Hero using the wyrdstone pendulum may make a Leadership test after the battle. If he is successful, you may re-roll any one dice in the Exploration phase.

Toughened Leathers 5 gc Common
Expert leatherworkers are able to turn leather coats into armour (after a fashion) and those with limited funds often favour these jackets and coats as armour is very expensive. Covered with crusted salt, alcohol and other less savoury materials, toughened leather is hard to penetrate and offers some protection in combat.

Special Rules: Toughened leathers work exactly like light armour, giving the wearer a 6+ Armour save, but cannot be combined with the effects of any other armour except a helmet or buckler. Toughened leathers cannot be sold back at the Trading Posts, the stench alone is enough to drive away even the most desperate of buyers!

Wolfcloak 10 gc Special
(Middenheimers only)

In Middenheim it is still considered to be the feat of a true man to slay a great wolf single-handed. Warriors who accomplish such a deed will command the respect of their peers, and their cloaks will be blessed by the High Priest of the Cult of Ulric, the god of winter, war and wolves.

Special Rules: To acquire a wolfcloak, a Hero must pay 10 gc (to represent the expense of travelling to Middenheim and taking part in a hunt). In addition, the Hero must roll equal to or under his Strength on a D6. If successful, the Hero finds and slays the wolf and can wear its cloak as a mark of his skill and prowess. Note that Middenheimers may buy wolfcloaks when starting their warband without making a test for availability.

A model wearing a wolfcloak will gain +1 to his armour saves against all shooting attacks.

Tarot Cards 50 gc Rare 7
(Not available to Witch Hunters or Sisters of Sigmar)

Though declared blasphemous and illegal by the Grand Theogonist, the Tarot of Stars is said to foretell the future for those who dare to consult it.

Special Rules: A Hero with a deck of tarot cards may consult them before each game. Make a Leadership test. If successful, the Hero gains a favourable insight into the future and you may modify the result of any one dice in the Exploration phase by -1/+1 (even if the Hero with the cards is taken out of action). If the Leadership test is failed by three or more (ie, a Hero with Ld of 8 rolls 11 or 12) the cards show a portent of doom and despair and the Hero refuses to fight in the following battle and must miss the next game.



Before the Comet

From the travels of Johann Munz

...the first thing I saw was the ancient and imposing city wall of Mordheim with its seventy-seven towers that are visible for miles around.

For a thousand years the city of Mordheim has stood on the banks of the River Stir. My books tell me that the city was founded by the Knights of the Raven Order, who conquered the area from the Goblins and settled the glades of Ostermark.

There, on the banks of the River Stir they built their stronghold and named it Mordheim, in memory of the heroic sacrifice of Count Gotthard Angelos who gave his life fighting against the Goblins of the surrounding forests.

From ancient times the city has been the capital of Ostermark and ruled by the von Steinhardt family. The fields and pastures of the peasants and the Count himself surround Mordheim, along with several small villages. Around the fields, on all sides, stretches the seemingly endless forest. Only the mighty River Stir breaks the impenetrable wall of trees as it slowly and ponderously flows toward the heartlands of the Empire. The barges of the burghermeisters navigate the river, moving passengers and merchandise along it.

All manner of travellers come to Mordheim: Dwarfs from the mountains, Kislevite trappers selling their wares, smiths from Bechafen, hunters from Ostland and lumberjacks from the surrounding forests, they all come here to trade and rest. Now and then caravans from the far east cross the Peak Pass guarded by Karak Kadrin: these travellers from the lands of Cathay bring exotic wares of the east such as spice and silk, and never fail to attract attention.

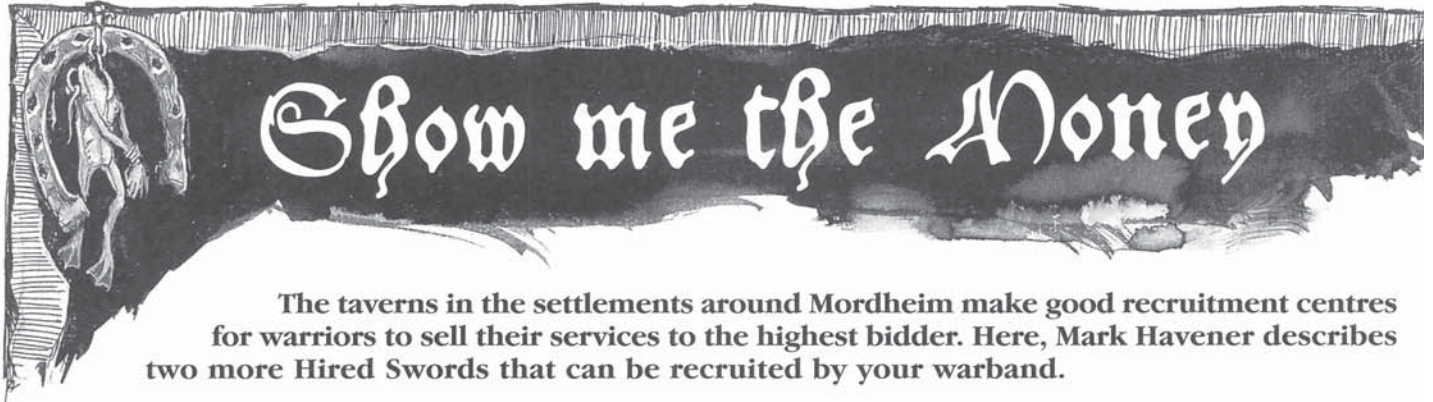
From the docks of Mordheim much merchandise is loaded on river barges and sent to Nuln, Altdorf and beyond: lumber from the forests, gemstones and ore from the mountain mines, jewellery, armour and weapons forged by the Dwarfs of Karak Kadrin, all these and more make Mordheim a rich trading city.

But Mordheim is more than a centre of trade in the eastern Empire, for it is a city deeply imbued in tradition and worship. Temples of Sigmar, Ulric, Morr and many other gods are located here, but the Temple of Sigmar's Rock, the home of the Sisterhood of Sigmar's Mercy is the most famous of them all. It stands on a huge cliff in the middle of the River Stir, and its glittering gold cupola is said to be one of the wonders of the world.

All over the city, monuments and centres of trade and learning can be seen: the Great Library of Mordheim attracts the finest minds of the eastern Empire to study at the feet of the learned priests of Sigmar.

The Merchants' Quarter, known as the district of the Flying Horse, is a place buzzing with business as traders from all over the eastern Empire rub shoulders with Dwarf smiths and merchants of Araby.

All in all, few cities in the Empire are comparable to Mordheim, the guardian of the Eastern Provinces, the jewel of Ostermark.



Show me the Money

The taverns in the settlements around Mordheim make good recruitment centres for warriors to sell their services to the highest bidder. Here, Mark Havener describes two more Hired Swords that can be recruited by your warband.

Imperial Assassin

40 gold crowns to hire + 20 gold crowns upkeep

Politics is a dangerous game and not all dangers are found on the battlefield. The Assassin specializes in removing 'obstacles' with discretion. He will hire himself out to the highest bidder and satisfaction is guaranteed. The Assassin calmly dispatches his rather distasteful duties with fastidiousness and finesse. In between jobs, such a man will often join a wandering warband in order to hone his skills; assassination is not a profession for the slow or dull-witted!

May Be Hired: Any warband except Witch Hunters, Sisters of Sigmar, Orcs & Goblins or Skaven may hire the Assassin.

Rating: An Imperial Assassin increases the warband's rating by +22 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin	4	4	4	3	3	1	5	2	8

Weapons/Armour: Sword, dagger, throwing daggers and a crossbow pistol.

SPECIAL RULES

Weapons Master: The Assassin is a master of weapons and may use any weapon he finds. You may purchase weapons for the Assassin just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give an Assassin is his to keep – he will not give it to another warband member later. In addition, although he knows how to use them, an Assassin will never

use a blackpowder weapon as such devices are far too conspicuous in their use for someone in his profession.

Poisoner: Assassins specialize in the use of poisons. The Assassin starts each game with his weapons poisoned with either Black Lotus or Dark Venom. The controlling player decides which poison the Assassin is armed with before the game starts, and this poison does not need to be traded for. And no, the Assassin cannot poison other warband members' weapons, nor will he loan his out!

Skills: An Assassin may choose from Combat, Speed, Shooting skills or Unstoppable Charge from the Strength skills list when he gains a new skill. He may also choose from the special Assassin skills below.

ASSASSIN SKILLS

Backstabber: The Assassin specializes in attacking his targets when their back is turned. The Assassin may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. This bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

Hide in Shadows: The Assassin can blend into the shadows so that his opponents will not see him. As long as he is within 1" of a wall or other linear obstacle (hedge, fence, well, etc), opposing models must pass an Initiative test in order to charge or shoot at him.



An Imperial Assassin hides in the shadows ready to attack his next victim. We've used one of the Duellists from Vespero's Vendetta to represent the Assassin, but you can choose whichever model you like best!

Tilean Marksman

30 gold crowns to hire + 15 gold crowns upkeep

The Empire is not the only place that breeds mercenaries. The constant warring among the city-states of Tilea provides many opportunities for a man who knows how to use a weapon. Still, sometimes the fighting dies down in Tilea and many of these mercenaries are forced to seek employment in other lands. Many of these temporarily unemployed mercenaries have heard of the trouble brewing in Mordheim and have come seeking a new patron.

May Be Hired: Any warband except Skaven, Orcs or Undead may hire the Tilean Marksman.

Rating: A Tilean Marksman increases the warband's rating by +16 points, plus 1 point for each Experience point he has.

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

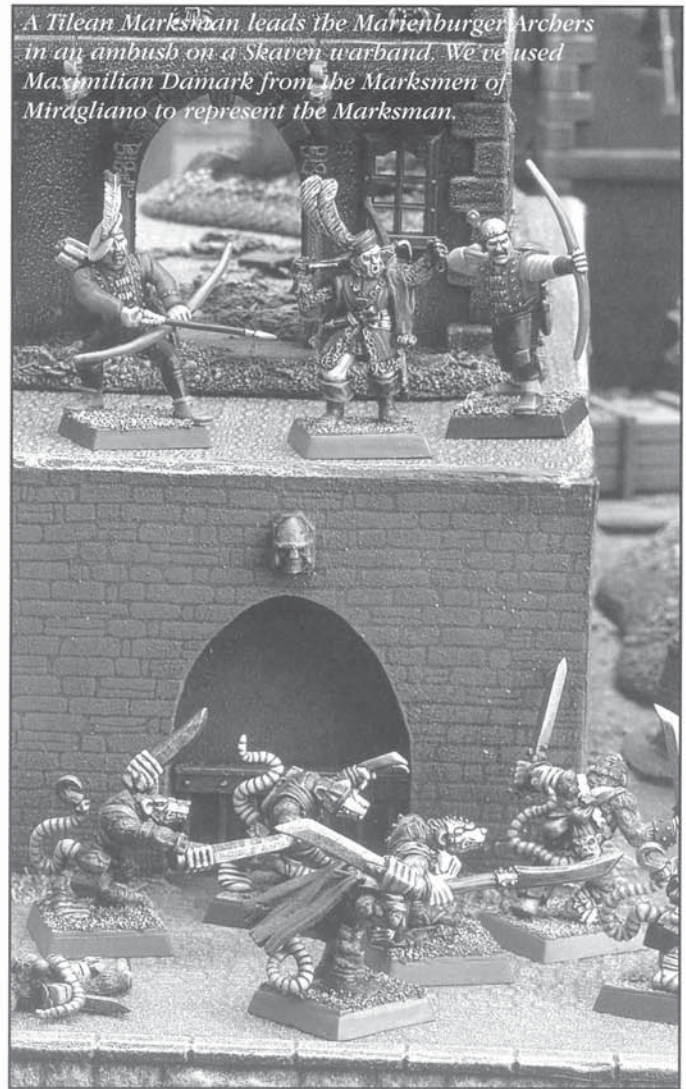
Weapons/Armour: Light armour, sword, dagger and crossbow.

SPECIAL RULES

Steady Hands: The Tilean Marksman's aim never wavers. He ignores 'to hit' modifiers for long range when shooting his crossbow.

Dead Eye Shot: The Marksman has the eyes of an eagle and can hit the smallest target. He ignores 'to hit' modifiers for cover when shooting his crossbow.

Skills: A Tilean Marksman may choose from Shooting skills when he gains a new skill.



"And I say we were here first; you'd better leave!"

The argument had been going for a solid fifteen minutes, with neither party budging from their position. Reinhold stooped to press his face close to his scarlet-faced adversary, the leader of the Dwarf warband. Dwarfs were infamous for their stubbornness, and this individual seemed to be out to prove that his reputation was well founded. Both warband leaders had warriors scattered throughout the ruins of the big hall. Crossbows were nocked and aimed on both sides, and the stress was showing on several of the human faces. The Dwarfs seemed strangely calm.

Suddenly the door burst open, slamming one of the members of Reinhold's band into the wall. Through the doorway, barely able to enter the room because of his incredible bulk, strode an Ogre mercenary. The creature stopped as soon as it was fully in the room. It was indeed a frightening sight, and the man to the Ogre's left scarcely reacted when the monster grabbed the crossbow from his hands and crushed it in a huge fist.

"Ah, there you are Ronch!" cried the Dwarf warband leader, a smile springing into his normally dour features, "I was wondering when you'd get here. These

gentlemen want to force us to leave. Convince them that we should stay."

"RONCH SMASH!" bellowed the Ogre. He threw the remnants of the crossbow across the room and brought up his enormous sword preparing to cut the ex-crossbowman in two. His poor victim was frozen in shock, and could do nothing to stop his fate.

Fortunately for him, he didn't need to, for in the next instant the Ogre froze, a look of shock and horror fixed to his face. The creature's mouth moved slowly, but no sound escaped. Then the hulking brute toppled forward and fell face down into the dust that covered the floor. Out of his back protruded a dagger.

Standing in the doorway was a man, somewhat smaller than average in height, with nondescript looks and the barest hint of a smile on his face. He would have looked like any nobleman's foppish son, if it were not for the utilitarian look to his night-black clothing and the utter lack of emotion in his eyes.

"Miss me?" asked Dirk, the assassin that Reinhold had hired. The warband leader just smiled. It looked like they would get to stay after all...



Dwarf Treasure Hunters

Dwarfs are a grim and exceptionally proud people. They respect three things above all else: age, wealth and skill. It is no surprise then that these grim warriors can be found in Mordheim searching for fame and fortune. Mark Havener gives full rules for including Dwarf warbands in Mordheim.

Occasionally, a Dwarf noble will find himself in desperate times. His family hold may have been overrun by Goblins or Skaven, or he may have somehow disgraced himself and been banished. Other Dwarfs know these warriors as the Dispossessed. Dwarfs are a proud race and it is against a Dwarf's nature to lose himself in despair. Instead, a noble who finds himself in such dire straits will gather together a group of his closest friends and kin and go treasure hunting, hoping to accumulate a large enough hoard to establish his own holding. At this time, the largest source of wealth in the Known World is rumoured to be a city in the Empire. The city is known as Mordheim...

Special Rules

All Dwarfs are subject to the following special rules:

Hard to Kill. Dwarfs are tough, resilient individuals who can only be taken *out of action*

Absolute silence hung over the feasting hall like a burial shroud. The celebration had lasted for days, ever since the invading Goblin tribes had been repulsed. The people of Karak Azar had not had much cause for rejoicing over recent decades so all were making the most of this rare occasion; songs were sung that had not been heard in these halls for a generation, and legendary quantities of the most precious Dwarf ales were being drunk.

That was until young Lord Orrick had entered the hall. Orrick was the youngest son of King Kurdan, ruler of Karak Azar. To say the two sometimes clashed would be an understatement.

"What did you say, lad?" asked the aged king in a steady voice. "My old ears must have misheard you."

"I merely asked what we are celebrating for," slurred the younger Dwarf. He lacked his father's ability to appear sober regardless of the amount of drink he had imbibed. "We beat them this time, but they'll be back, mark my words. And next time we might not be so lucky."

"Lucky?" roared the enraged king, half rising from his chair. His hearthguard seated to either side exchanged worried looks yet rose with him. Would noble blood be spilled in the hall this night?

"How dare you speak to me of luck? It was Dwarf courage and fighting skill that drove off those green-skinned hordes. This hold has never fallen to invaders, and never will! Not while I draw breath!"

on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as *knocked down*, 3-5 as *stunned*, and 6 as *out of action*.

Hard Head. Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Armour. Dwarfs never suffer movement penalties for wearing armour.

Hate Orcs and Goblins. All Dwarfs *bate* Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

Grudgebearers. Dwarfs hold an ancient grudge against Elves from the days when the two races fought for supremacy in the Old World. A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.

Incomparable Miners. Dwarfs spend much of their lives underground searching for precious minerals, and they are the best in the world at this kind of work. In the city of Mordheim they apply similar skills to the search for wyrdstone. When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.

"All I am saying is that times are changing, and we must change with them! You speak of skill – but the age-old tactics that our ancestors employed are the same ones we still use today. Eventually a canny foe will figure out our methods, and this kingdom will fall!"

"Do you not have any pride in your ancestors, lad?" The Dwarf king was nearly silent now, his voice barely above a whisper. Those who knew him well realised that this was a dangerous sign, and more worried looks were exchanged throughout the room.

"Ancestors be damned!" the young prince exclaimed, slamming his fist into the hard stone of the feasting table. "Over the last generation half a dozen Dwarf holds have fallen to their enemies. I'm quite sure their rulers thought just as highly about the outdated strategies of their forefathers. We must abandon the old ways, before it is too late for us all!"

Though he had been flustered with drink before, the ancient ruler's face had been drained by his son's last outburst. To his ears, the words his offspring had spoken were the worst desecration imaginable – disrespect of the ancestors.

"Get out." The words were barely audible, even in the silent hall. "Leave this kingdom never to return. Your name shall be stricken from all records. You are no longer the son of King Kurdan of Karak Azar."

Dwarf equipment lists

The following lists are used by Dwarf warbands to pick their equipment.

Dwarf Warrior Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Dwarf axe	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc
Gromril weapon*	3 times the cost

Missile Weapons

Pistol	15 gc
--------	-------

Armour

Light armour	20 gc
Heavy armour	50 gc
Gromril armour**	75 gc
Shield	5 gc
Helmet	10 gc



Thunderer Equipment List

Hand-to-hand Combat Weapons

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

Missile Weapons

Crossbow	25 gc
Handgun	35gc
Pistol	15 gc
	(30 for a brace)

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

*Any weapon a Dwarf may normally purchase may be bought as a Gromril weapon instead. This multiplies the cost of the weapon by 3. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarfs outfitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the price chart in the Mordheim rules.

**The price of a suit of Gromril armour is cheaper for a starting warband to represent the relative ease with which Dwarfs can find such items in their own stronghold. Later purchases of Gromril armour must be done using the normal price chart in the Mordheim rules.

Dwarf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Noble	✓	✓		✓		✓
Engineer	✓	✓				✓
Troll Slayer	✓			✓		✓

Choice of warriors

A Dwarf warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Noble: Each Dwarf warband must have one Noble – no more, no less!

Engineer: Your warband may include up to 1 Engineer.

Troll Slayers: Your warband may include up to 2 Troll Slayers.

Dwarf Clansmen: Your warband may include any number of Dwarf Clansmen.

Dwarf Thunderers: Your warband may include up to 5 Dwarf Thunderers.

Beardlings: Your warband may include any number of Beardlings.

Starting experience

A **Noble** starts with 20 experience.

An **Engineer** starts with 10 experience.

Troll Slayers start with 8 experience.

Dwarf Clansmen start with 0 experience.

Dwarf Thunderers start with 0 experience.

Beardlings start with 0 experience.





1 Dwarf Noble

85 gold crowns to hire

Dwarf Nobles are fortune seekers who have recruited a band of like-minded Dwarfs and set off from their stronghold in search of riches. A Dwarf Noble is well respected by the members of his warband. Often he is a member of one of the noble families of the lost Dwarf strongholds, dreaming of collecting enough treasure to restore the former glory of the Dwarf Kingdoms.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	4	1	2	1	9

Weapons/Armour: A Dwarf Noble may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Dwarf Noble may use his Leadership instead of their own.

0-1 Dwarf Engineer

50 gold crowns to hire

Dwarf Engineers are respected members of Dwarf society. It is they who design and build the complex war machines and devices which have made the Dwarfs famous.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Dwarf Engineer may be equipped with weapons and armour chosen from Dwarf Thunderer equipment list.

SPECIAL RULES

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. All Dwarf missile weapons in the warband have their range increased by 3" for Pistols and 6" for Crossbows and Handguns. Any range increases are only maintained as long as the Dwarf Engineer remains with the warband.

0-2 Dwarf Troll Slayers

50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind. Troll Slayers are insanely dangerous individuals, psychopathic and violent. There are however few better fighters in the Known World, so they are much sought after by Dwarf treasure hunters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Troll Slayers may be equipped with weapons chosen from the Dwarf Warrior equipment list. Slayers may never carry or use missile weapons or any form of armour.

SPECIAL RULES

Deathwish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

Slayer Skills: Troll Slayers may choose a skill from the Troll Slayer Skill table instead of the normal Skill tables when they gain a new skill.

TROLL SLAYER SKILLS

Dwarf Slayers may use the following Skill table as well as any of the standard Skill tables available to them.

Ferocious Charge: The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 'to hit' penalty on that turn.

Monster Slayer: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc) would mean that a lower roll than this is needed.

Berserker: The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges.



Matthew Hanson's Dwarf warband Cragbrow's Steelfists defend their treasure board from the foul Undead.

Splinters flew toward his face as another crossbow bolt embedded itself into the door frame that Reinhold was using as cover. Damn but those stunts were good shots! As he quickly glanced outside, he could see that both Dieter and big Klaus lay prone in the middle of the street. They might have appeared to be sleeping if their poses weren't so awkward, and of course there was that bolt through Klaus' right eye socket. If the big man was still alive, he'd not be using that eye again.

The worst part of the whole situation was that it was all the result of a silly argument. Reinhold and his mates had met the Dwarfs at the Halfling Hotpot, a local tavern and well-known meeting place for those of Reinhold's occupation. The two groups had actually gotten along quite well at first. Klaus had been able to keep up with the incredible drinking capacity of the smaller Dwarfs, and this caused them to accord him a certain measure of respect. Of course, with strong drink comes lack of judgement, and Klaus was no exception. He began to make fun of the Dwarfs' small stature and overall dour appearance, which was bad enough, but then he made a very unfriendly remark about the Dwarf leader's mother, and that was all the diminutive warriors could stand. The Dwarfs had not made a scene at the tavern, as such locations were regarded as holy ground to groups like themselves, but they had not forgotten Klaus' words, and had called out Reinhold and his warband in the street the next day.

And now here they were, with Reinhold's band occupying buildings (or the dirt!) at one end of the street, and the Dwarfs occupying the other. Most of Reinhold's band were holed up in a building on the other side of the street – he could see Gunter, their hired Warlock, attempting to cast something at their adversaries through one of the windows. A second later there was an explosion somewhere down the street and Reinhold could hear curses and a few muffled screams of pain. Gunter was not given much time to enjoy his handiwork, as suddenly three crossbow bolts struck him in the chest. Reinhold could see the mage look down in shock and surprise at the deadly quarrels protruding from his body, and then he slumped down out of the old veteran's sight. 'Damn' thought Reinhold, 'I always told him he gawked too much!'

"This is bad, very bad," the mercenary muttered under his breath. As he looked around at his surroundings, he noticed something he had not seen when he first entered this building – another door. He took a look back out in the street at the warriors he had fought with through a dozen battles. Most were dead or dying. The dwarfs had begun moving down the street, looting the dead and taking prisoners. They were moving cautiously now, but soon they would be at this doorway, entering this building, and he would be at best their prisoner. "Time to disband this warband," whispered Reinhold as he backed to the other doorway and safety.



Henchmen (Bought in groups of 1-5)



Dwarf Clansmen

40 gold crowns to hire

These are Dwarf warriors in their prime: tough, stubborn and brave warriors who can be relied on to hold their own against any foe.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Dwarf Warriors may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

0-5 Dwarf Thunderers

40 gold crowns to hire

Dwarf Thunderers are experts at using missile weapons. Many an Orc or Goblin has died by the sting of a crossbow bolt or a roaring handgun bullet shot by a Dwarf Thunderer.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Thunderers may be armed with weapons and armour chosen from the Dwarf Thunderer equipment list.

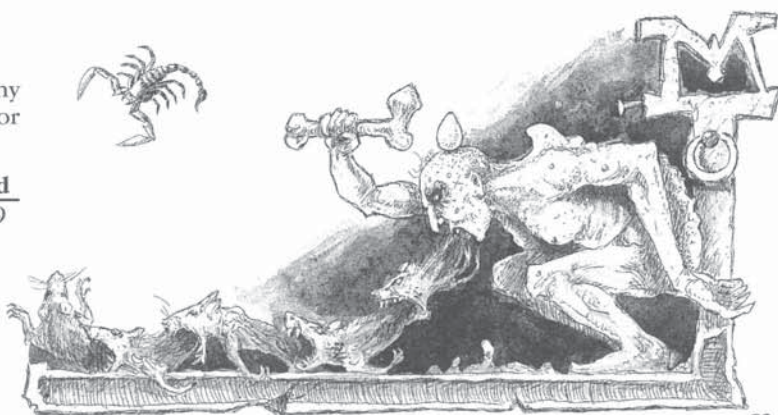
Beardlings

25 gold crowns to hire

These are young Dwarfs who have joined the retinue of an experienced Dwarf treasure hunter hoping to make their fortune.

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

Weapons/Armour: Beardlings may be armed with weapons and armour chosen from the Dwarf Warrior equipment list.



Special weapons

Dwarf axe

15 gold crowns

Availability: Rare 8 (Dwarfs only)

Dwarf axes are smaller-hafted weapons made of lighter (but stronger) materials than normal axes. Dwarf Warriors are specially trained in their use and are able to use them as deftly as a Human warrior might wield a sword.

Range	Strength	Special Rule
Close Combat	As user	Cutting Edge, Parry

SPECIAL RULES

Cutting Edge: Dwarf axes have an extra save modifier of -1, so a model with Strength 4 using a Dwarf axe has a -2 save modifier when he hits an opponent with the axe in close combat.

Parry: Dwarf axes offer an excellent balance of defence and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. A model may not parry more than one attack in a single Close Combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc) does not get to parry two attacks but may instead re-roll a failed parry.

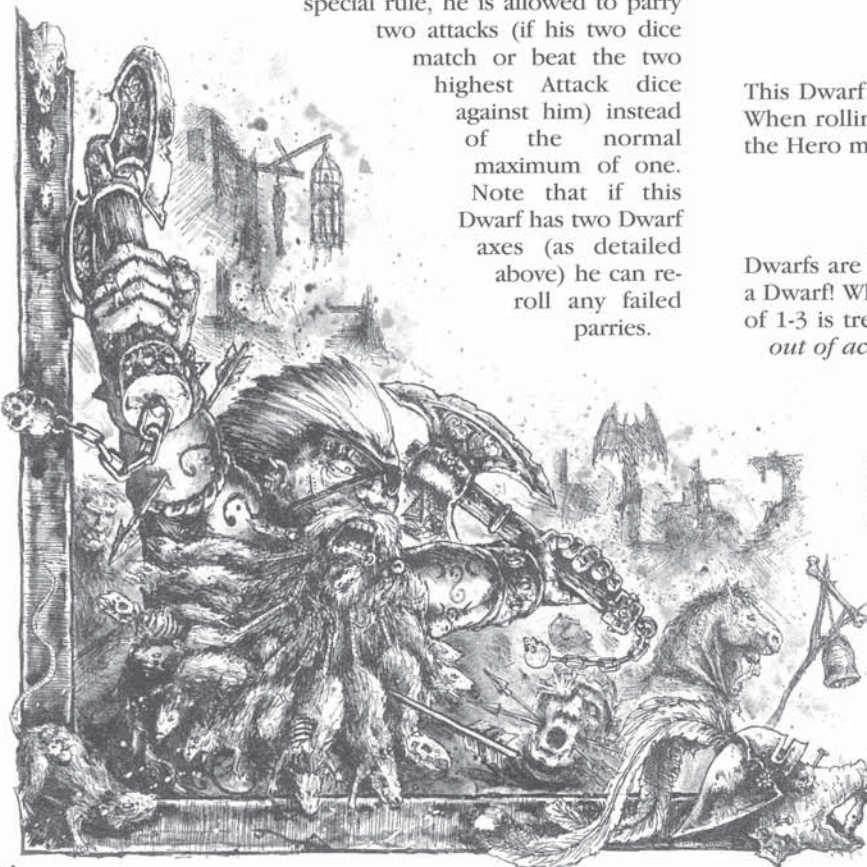
Dwarf special skills

Dwarf Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Master of Blades

This Dwarf's martial skills surpass those of a normal warrior; he has fought unscathed against hordes of Orcs and Goblins. When using a weapon that has a Parry special rule, this hero parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry

two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one. Note that if this Dwarf has two Dwarf axes (as detailed above) he can re-roll any failed parries.



Extra Tough

This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury chart for this Hero after a game in which he has been taken *out of action*, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

Resource Hunter.

This Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the Hero may modify one dice roll by +1/-1.

True Grit

Dwarfs are hardy individuals and this Hero is hardy even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as *knocked down*, 4-5 as *stunned*, and 6 as *out of action*.

Thick Skull

The Hero has a thick skull, even for a Dwarf. He has a 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).



Nicodemus, the cursed pilgrim

by Alessio Cavatore

Nicodemus was a promising apprentice to the mighty wizard Gantbrandir. During one of his master's many absences, Nicodemus felt an irresistible call from one of the ancient artifacts stored in the wizard's laboratory: an exotic magic lantern. Created when the world was but young, this mighty artifact imprisoned the essence of a powerful Daemon. Many times Nicodemus' master had warned him not to touch the dangerous lantern, but the voice in the young wizard's mind was more convincing than even his mentor's "Free me" it was saying "and I will grant you your heart's desire – anything you want will be yours! Mine is the power to make it so! Free me..." Nicodemus knew something of dealing with these denizens from the Realm of Chaos and immediately asked: "Do you swear it in the name of the Power you serve?" After a moment of silence, the voice answered: "I swear it in the name of my Master!" So the ambitious but naive young wizard was hooked and proceeded to break the runic seals of the lantern.

"Free at last!" boomed the voice of the Daemon as it emerged from its prison in a billowing, many-hued cloud. The smoke then seemed to coalesce into the vague shape of a huge humanoid creature, with a bird-like head atop a long thin neck and vast wings made of iridescent light. The Daemon looked down on the human, and Nicodemus, controlling his



fear, shouted: "The wish! You must grant me the wish as you swore it!" The mighty Chaos being smiled enigmatically and asked: "What is your wish then, manling?"

Fighting hard against all the instincts telling him to flee as far as he could from this unearthly abomination, Nicodemus revealed his wish: "I want to become the greatest wizard known to Mankind!"

A few long heartbeats later the fiery gaze of the Daemon left the wizard: "Granted!" whispered the Daemon and with one last evil chuckle disappeared back to the netherworld from whence it came.

Nicodemus did not perceive any immediate change and wondered how long it would take for the wish to come true. Only one thing was clear, he could not stay there anymore, because his master would certainly not be pleased by his actions. So

Nicodemus picked up his things and fled, beginning his wanderings across the Old World.

Only a few weeks after that fateful day did Nicodemus realise the Daemon's trickery. His body was growing abnormally quickly – he was now an inch taller than the previous week and his body was getting proportionally bigger. The greatest wizard! The cunning Daemon had taken his wish too literally! Nicodemus had been taught to be extremely careful with the wording of anything related to wish-magic, but the sheer terror generated by the Daemon had overcome his training... Now he was doomed to live with his mistake.

From that day on, the life of Nicodemus has been an uninterrupted quest, a desperate search for a way to negate the curse of unstoppable growth. The only remedy he has

stumbled upon is a powerful potion concocted by a wise hermit he met in the Worlds Edge Mountains. The potion's ability to delay the effects of the Daemon's powers has become a lifeline for the sizeable wizard. Unfortunately for Nicodemus he requires regular infusions of wyrdstone for the potion to take effect. Thus Nicodemus has been drawn to the greatest concentration of this wondrous mineral – Mordheim, City of the Damned.

Nicodemus's skills have greatly developed during his time in the dark streets of Mordheim and he is now something of a legend among the many warbands vying for supremacy in the city. Who knows where he will appear next and who will be join in his never ending search for the precious magic stones...

	M	WS	BS	S	T	W	I	A	Ld
Nicodemus	4	3	3	4	4	2	3	1	8

Hire Fee: See Special Rules.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Nicodemus. Remember that he must be looked for, like all other special characters.

Rating: Nicodemus increases the warband's rating by +85 points.

Weapons/Armour: Nicodemus carries an

enormous Wizard's Staff (see Special Rules).

Skills

Nicodemus has the following skills: *Sorcery* and *Fearsome*.

Spells

Nicodemus knows all six Lesser Magic spells.

Special Rules

Cursed. Nicodemus is not interested in money, he

desperately needs fragments of wyrdstone to delay his abnormal growth. When he joins the warband and after each battle he fights, including the first, you must pay him with a wyrdstone shard. If you don't have a shard or if you don't want to give it to Nicodemus and prefer to sell it, the cursed pilgrim will leave the warband, never to return.

Wizard's Staff. Nicodemus can use his staff in close combat in two different ways: he can use the staff

with both hands, in which case the staff counts as a club, but also allows Nicodemus to parry as if he was armed with a buckler; alternatively Nicodemus can use the staff in his left hand as a normal club while he's wielding the *Sword of Rezhebel* (see Lesser Magic spells) in his right hand.

Note: The *Sword of Rezhebel* is a spell and not a normal sword, therefore it cannot be used to parry.



Chaos on the Streets

Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. Mark Havener has written full rules for fighting larger games of Mordheim involving several players, as well as seven new scenarios.

These rules are designed for games of Mordheim that are not restricted to two players. Got an odd number of players one game night? Or just itching for an all-out titanic bash (perhaps the end of a league)? Try multiplayer Mordheim, and see what fun a truly chaotic game can be!

Rules for playing multiplayer games

Size of playing area: Multiplayer Mordheim obviously requires more room to play. While Mordheim normally plays fine in a 4'x4' area, the size of the playing area for multiplayer games should be at least 4'x6'. This is important for set-up as detailed below.

Reinhold stared down the rubble-strewn street. It looked clear, but in this city looks could be deceiving. He let a minute pass, and then another. It was cold today, and he could see his breath and the breath of his companions hang in the air as they awaited the word that would send them forward to search this area of the city for the precious wyrdstone. Reinhold pondered the vagaries of fate that had led him to this place, in this company. There was Klaus, a huge ox of a man with brains to match the self-appointed champion of the warband. The spearmen Hans, Bertram, Leopold and old Otterman stood or squatted around Klaus. Behind the champion, as if seeking his protection, were the two youngbloods, Anna and Karl. Reinhold wondered if these two would last longer than any of their predecessors. Lack of experience often meant death in this place of the damned. Dorfmann and Dagobert, the two crossbowmen, crouched behind a pile of stones in the centre of the street, their eyes constantly scanning the ruined buildings for targets. The Snake, their new Warlock hired sword, sat hunched over to one side. None of the men liked the old crone. She was undoubtedly insane and smelled like something had crawled up her skirt and died, but they respected her power.

Reinhold saw nothing and so he waved his band forward. The warriors picked their way cautiously down the street, scanning the ground for wyrdstone shards as they went, but ever-conscious of their surroundings just the same. Sudden movement down the street caught the warband's attention. Three bandy-legged ratmen turned a corner a stone's throw away. The Skaven appeared to be just as

Attackers and defenders: In scenarios where attackers and defenders are defined, the defender is the player whose warband has the highest rating. If more than one warband have the same highest rating, the defender will be the one among them whose warband includes the most models. If there is still a tie, roll a dice to determine who gets to be the defender. There is only ever one defender, all the other warbands are the attackers.

Setting up the warbands: In scenarios where there is a defender, that player sets up his warband first. To determine who among the attacking warbands sets up next (or among all the warbands in a scenario without defined attackers and defenders), each player rolls a D6. The player with the highest roll sets up next and the remaining players set up in order of descending dice rolls.

Example: Phil, Bob, and Devin are playing Scenario 1, Treasure Hunt. This scenario has no attackers or defenders

shocked at the appearance of the humans as the mercenaries were of them, and all three suddenly stopped in the middle of the street. Behind them their comrades had not noticed the humans and blundered into the lead rats, causing a slight commotion and several chattering shrieks of rage.

"Looks like we're going to have a fight today after all lads." Reinhold muttered to his men. The warriors readied their weapons and prepared for a skirmish.

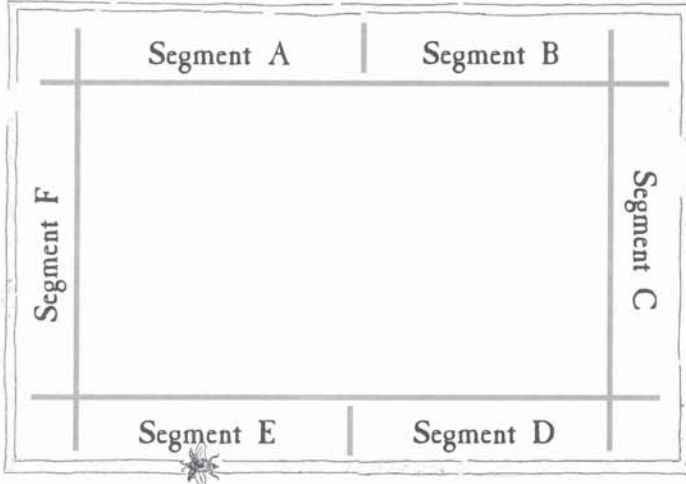
A sharp intake of breath and the clattering of a dropped weapon caused Reinhold to whirl around. Karl's dagger lay on the ground and Reinhold was about to berate him for his carelessness when he noticed that the young warrior was staring open-mouthed at something to the rear of the warband. The mercenary looked to see what had shocked the young man so, and then he saw them, two of the accursed Possessed and an enormous Ogre lumbering down the street towards them, followed by a Magister and several less recognisable members of the blasphemous Cult of the Possessed.

It was unusual, though not unheard of, for Skaven to make alliances with members of one of the dark covens that operated secretly within the cities of the Empire. They were all worshippers of the mad gods of Chaos, after all. However, one look over his shoulder at the furry denizens of the sewers convinced Reinhold that such was not the case this time, for the Skaven seemed surprised to see the cultists as well. The first fragments of a plan began to form in Reinhold's mind. Perhaps he could turn this unexpected situation into an advantage.

defined so all three roll a D6. Phil rolls a 3, Bob rolls a 5, and Devin rolls a 1. Bob must set up his warband first, then Phil, and finally Devin.

When it is his turn to set up his warband, each player must choose one segment of table edge (see the diagram below for what constitutes a 'segment') and set up his warband within 6" of it. No player may start a member of his warband within 6" of a member of another warband.

Diagram 1



Example: Continuing our example above, Bob places his warband first and chooses Segment D (bottom right corner). Phil sets up next and chooses Segment F (left side). Now Devin could choose any of the remaining edge segments, though he would probably be well advised to steer clear of Segment E as this places him right in the midst of his enemies (with a potentially constrained set-up area as well, if Bob and Phil placed any of their models close to that region!). Devin wisely chooses Segment B and sets his warband up there.

Note that some scenarios will have special set-up rules (usually for the defender) which are different from the above. Any such variation will be noted in the rules for that scenario.

Order of play: After all warbands have been set up, players must determine the order of play. Players should be arrayed about the table by their set-up segment (see above). Each player rolls a D6. The player with the highest roll gets the first turn. Play proceeds clockwise around the table from there.

Example: Our three friends have their warbands set up on the table and are ready to determine who goes first. This time Devin rolls a 6, Bob rolls a 1 and Phil rolls a 2. Devin won the roll, so his warband will go first. Devin's models were set up in Segment B and the next warband clockwise is Bob's, so even though Bob got a lower dice roll than Phil, Bob's warband goes second and Phil's will go last.

Underdogs: In multiplayer Mordheim, the underdog is not so clear. Any warband can be an underdog if it is attacked by two or more of its rivals! Still, there may be cases where one warband is simply playing out of its league. To determine if a warband is an underdog in multiplayer Mordheim, simply take the warband with the lowest warband rating and compare it to the warband with the next highest rating. Use the difference in ratings and the chart from the Experience section of the Mordheim rules to determine if any experience bonus is justified for the lower warband, just as you would for the lower of two warbands in a two player game.

Example: Phil's Skaven has a warband rating of 176, Bob's Witch Hunters a rating of 195 and Devin's Mercenaries a rating of 123. Devin's warband has the lowest rating, so if there is an underdog, his warband will be it. To find out, we

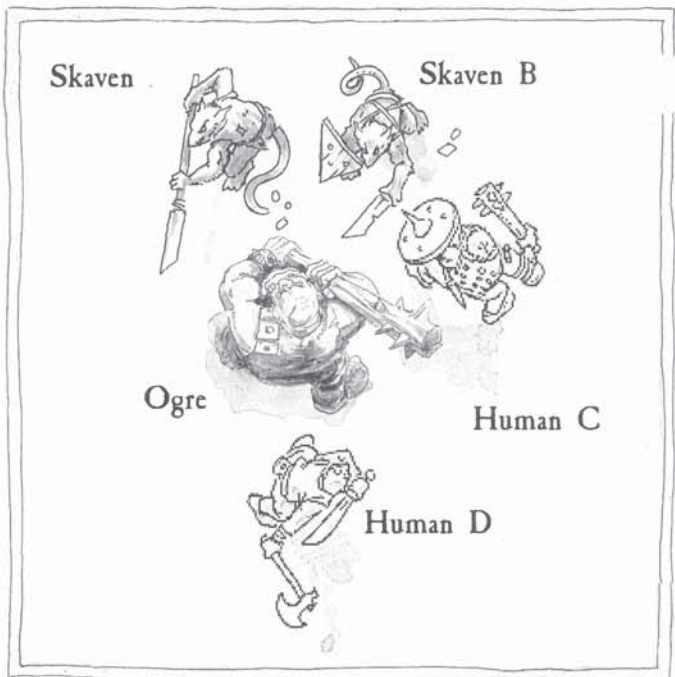
compare his rating to the next highest rating, 176 (Phil's Skaven). The difference is 53 (176 - 123 = 53), which according to our chart in the Mordheim rulebook warrants a +1 experience bonus. If any of Devin's Mercenaries survive this fight, they'll have a good chance of gaining an Advance!

Shooting into close combat: Unlike in the regular Mordheim rules, it is possible to shoot into close combat in multiplayer games, just as long as the shooters belong to a different warband than the models involved in the Close Combat. Shooters must still fire at the closest enemy model as normal (unless they are in an elevated position, as per the normal rules). However, if the shooter hits a model involved in a close combat, the shot may well hit one of his opponents and not the model itself. Randomise any missile hits between the target and any models in close combat with him.

Close combat involving multiple warbands: In multiplayer Mordheim it is quite possible that one warband member gets charged by models from two or more opposing warbands. When this occurs, a model will fight during the Close Combat phase of each model it is fighting. This can give a model many attacks during a cycle of player turns but any model that has been ganged up on in this way is probably done for in any case!

Example: Bob's Ogre mercenary has been attacked by two of Devin's Humans and two of Phil's Skaven warriors. Phil's Skaven fight during his and Bob's close combat phases, Devin's Humans fight during his and Bob's close combat phases and Bob's Ogre attacks in each player's close combat phases. If one of Phil's Skaven (Skaven B) was in contact with one of Devin's Humans (Human C) (they are at the same corner of the Ogre's base, for example) and one of them decided to attack something a little easier, they could fight in each other's Close Combat phases as well. Note that a model that is attacking in another player's turn must attack one of that player's models. So in our example Phil's Skaven B could not use his extra attack during Devin's turn to attack Bob's Ogre - he must use it to attack Devin's Human C.

Diagram 2



Routing warbands: Unlike normal games of Mordheim, one warband failing its Rout test (or having all of its models taken out of action) does not necessarily end the game. Unless there are special victory conditions noted in the rules for the scenario you are using, a multiplayer game will last until there



The Sisters of Sigmar make a last stand against an evil coalition of Undead and the Possessed.

is only one warband left on the table. The player whose warband stays on the table for the longest is normally the winner, though in some scenarios the winner might be the warband leaving the table first, as it achieves its objective and leaves the scene!

Allies: Normal games of Mordheim involve one warband competing or fighting against another. Obviously, in this environment alliances are not normally possible. However, in multiplayer games, alliances are not only possible, they are a necessity for the completion of some scenarios! A single warband attempting to take out a dragon will find itself fighting an uphill battle with very little chance of success, indeed, it may well find itself lacking a few members after failing to complete its objective! Alliances can last until the end of the game (for example, two warbands can decide to ally against a third, and split whatever booty exists at the end), or they can be very temporary (often falling apart quite suddenly and violently!).

To form an alliance, a player must declare that he is doing so at the start of his turn. He must declare (to all players) which warband(s) he wants to ally with and if they agree, the alliance is formed. There is no limit to the number of warbands a player can ally with. The following special rules apply to a warband and its allies:

Members of allied warbands do not count each other as enemies. Members of a warband may freely run within 8" of members of any warbands they are allied to. Models forced to charge enemy models due to some special rule

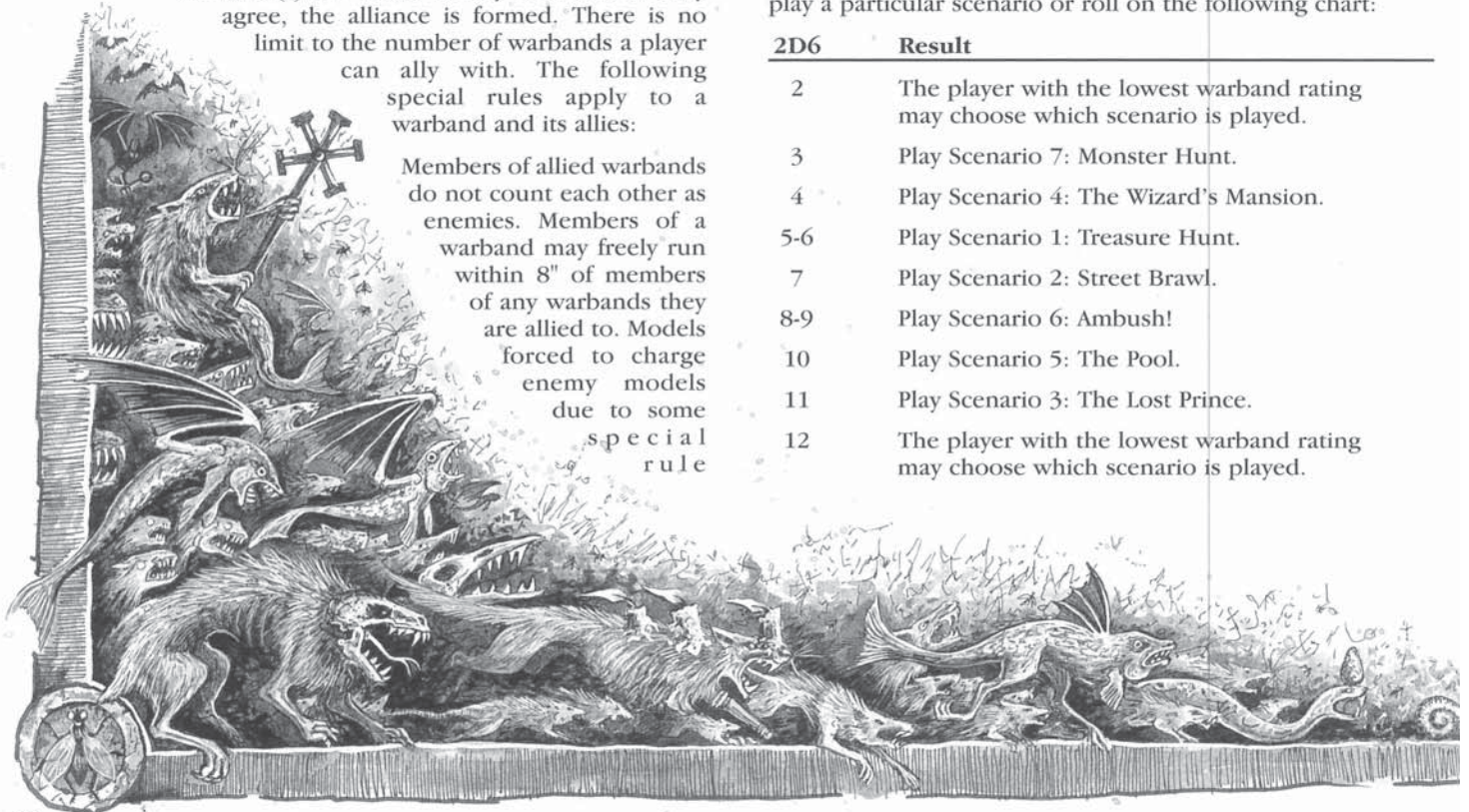
(such as Frenzy or Orc & Goblin Animosity) are not forced to charge allies. Note however that an Orc or Goblin failing an Animosity test counts allied models as friendly Hired Swords so if a '1' is rolled for the effects of the Animosity he will charge or shoot at them if they are the closest friendly models.

Members of allied warbands that are in combat with one another when the alliance is announced will automatically break from combat. Place the models 1" apart from each other. They can move as normal in their next Movement phase (so models *knocked down* or *stunned* follow the normal rules for being *knocked down* or *stunned*, etc).

Initiating close combat with, shooting missile weapons at, or throwing non-helpful spells at a member of an allied warband automatically breaks the alliance with that warband. Note that this includes attacks caused by a failed Animosity test. Your allies aren't going to be as forgiving of such behaviour as your own warband members might be!

Determining the scenario: To determine which scenario will be used for multiplayer games, players may either choose to play a particular scenario or roll on the following chart:

2D6	Result
2	The player with the lowest warband rating may choose which scenario is played.
3	Play Scenario 7: Monster Hunt.
4	Play Scenario 4: The Wizard's Mansion.
5-6	Play Scenario 1: Treasure Hunt.
7	Play Scenario 2: Street Brawl.
8-9	Play Scenario 6: Ambush!
10	Play Scenario 5: The Pool.
11	Play Scenario 3: The Lost Prince.
12	The player with the lowest warband rating may choose which scenario is played.





Scenario 1: treasure hunt



Often, multiple warbands will hear the same rumour about a wyrdstone deposit and decide to explore that section of the city at the same time. A battle often results with the winners taking the lion's share of the shards home with them.

terrain

Each player takes it in turns 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'x6'.

special rules

Once you have placed the terrain, place D3 Wyrdstone shards for each warband involved in the game on the tabletop to represent where the shards are. Each player takes it in turn to place a Wyrdstone counter. Each player rolls a D6 to determine who places first, second, third, etc. The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from. 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 back on the table where he fell.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table from there (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

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

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

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

wyrdstone

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



Scenario 2: street brawl



Turf wars are a common sight in the ruins of Mordheim. When multiple warbands compete for the same area, a chaotic all-out brawl can ensue, where alliances are quickly made and broken and bleeding bodies litter the street. Whichever warbands win the day will have a larger area to search for the precious wyrdstone.

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'x6'.

warbands

Players use the normal warband setup rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

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

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts *out of action*.





Scenario 3: the lost prince



Travelling entertainers often tell tales of the ruined city and because of this, sons of the privileged classes often see the city of Mordheim as one big romantic adventure. Sometimes one will run away from home to join a mercenary warband and make a name for himself. Often these individuals are killed before they even get to the city but once in a while one will get lucky and actually make it that far. Sometimes their families are happy to see the young fool go but once in a while, a rich merchant or noble will actually pay to have his son saved from his inevitable fate in Mordheim.

The warbands have heard rumours that a powerful man's son has wandered into the ruins and a handsome reward will be paid for his return.

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'x6'.

special rules

The merchant's son is initially placed in the centre of the board. He will wander D6" in a random direction at the start of each of the first player's turns, until someone 'rescues' him. If a warband member comes into contact with the merchant's son (through normal movement, NOT through charging – this is an exception to the normal rules and represents that the merchant's son is not the enemy and should not be engaged in combat), the boy will attach himself to that member and follow him around. If the 'rescuer' is taken *out of action*, flees or routs, the merchant's son will attach himself to the next warband member to contact him. Should someone wish to attack the merchant's son, he has the same stats as a Youngblood (see the Mercenary warband in the Mordheim rulebook) and is armed with a sword and dagger. If he is killed, no reward will be issued to the winning warband, of course.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when one warband manages to get the merchant's son off the table. That warband (and any allied warband) is the winner.

experience

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

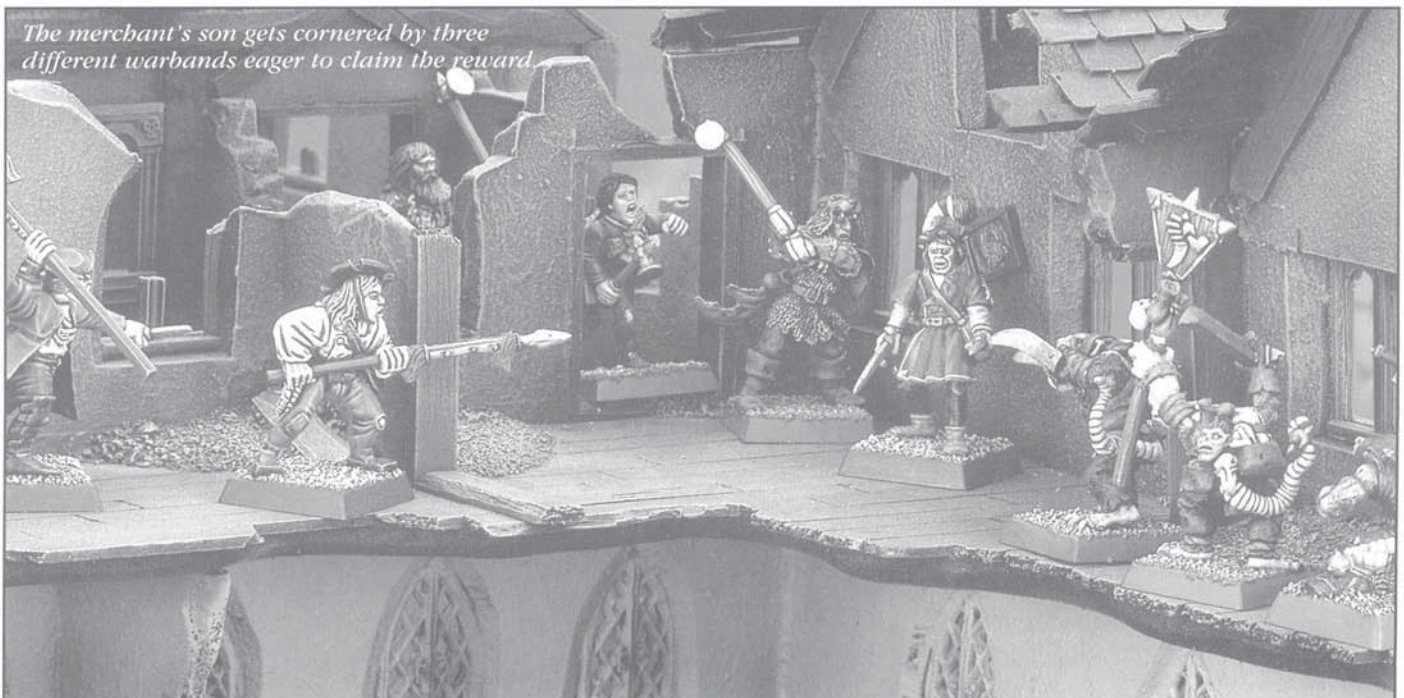
+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

the reward

The grateful father awards the winning warband with the following treasure. Note that you roll for each item separately, apart from gold crowns, which are always received.

Item	D6 Result Needed
5D6 gc	Automatic
D3 swords	4+
Suit of heavy armour	5+
Suit of light armour	4+
Shield	4+
Helmet	4+
D3 gems worth 10 gc each	5+





Scenario 4: the wizard's mansion



Not all of the ruined buildings in the city are ordinary houses. Some notable structures were the abodes of important town leaders or rich merchants. Tales are told of hidden rooms filled with treasure in such homes. The warbands have discovered the location of one such building. Rumours abound that the former owner also dabbled in the arcane arts, which may explain why his home was almost untouched by the devastation.

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"x6". The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

warbands

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article), representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

D6	Item Found
1	Wooden Man
2	D3 doses of Mandrake Root
3	D3 doses of Crimson Shade
4	Lucky Charm
5	Holy (Unholy) Relic
6	Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Wooden Man. For rules on the Wooden Man, see new items opposite.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

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

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

wizard's treasure

At the end of the game the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the mansion. Note that you'll roll for each item separately, apart from gold crowns, which are always found. For example, you will need to roll a 4+ to find a Tome of Magic. Then roll to see if you find the Gromril Sword and so on.

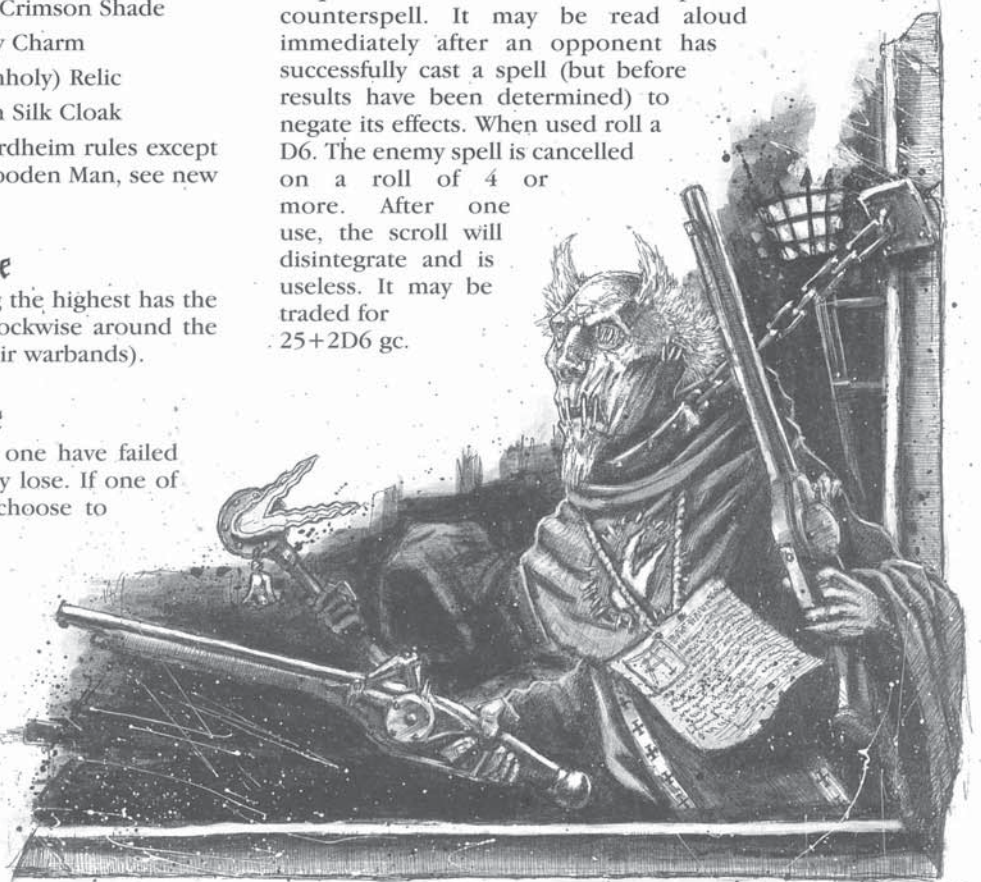
D6 Roll	D6 Roll Needed
3D6 gc	Automatic
D3 gems worth 10 gc each	5+
Tome of magic	4+
Gromril sword	5+
Athame	4+
D3 doses of healing herbs	4+
Dispel scroll	5+

new items

Wooden Man: Use the stats and special rules for a zombie with +1S and +1T. The Wooden Man is an artificial construct in the shape of a man but made of wood. It will follow the commands of the defending warband but will not leave the wizard's mansion for any reason, even after the game. The Wooden Man may obviously not be traded.

Athame: An Athame is a special silver dagger used in magical rituals. If used in combat, it will not hold its edge. For the first attack in a game, it will count as a normal dagger. However, for the rest of the game it will count as a fist attack. The Athame is worth 10 gold crowns if traded.

Dispel Scroll: This scroll contains a powerful counterspell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.





Scenario 5: the pool



Rumours abound about a pool in the city whose waters have magical powers of healing. The warband's patrons believe the magical properties of the water are due to a large deposit of wyrdstone within the pool. The warbands have been sent to collect as much wyrdstone from the pool as they can.

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'x6'. The first piece of terrain should be a pool of water roughly 6" in diameter. The objective of the scenario is to gather all the wyrdstone from the pool.

special rules

Roll a D3+3 to find out how many pieces of wyrdstone are in the pool. The pool is shallow and may be entered. Any Hero spending an entire turn within 1" of the pool doing nothing else but searching for wyrdstone may roll at the end of his turn to see if he finds some. On a D6 roll of 1-2, that player has found one of the pieces in the pool. No Hero may search within 1" of another model (friendly or enemy), as models that are too close together disturb the waters for each other, so that neither may see the bottom. Only as many pieces of wyrdstone may be found as were rolled at the beginning of the game, any searching after that is useless. A Hero can carry any amount of wyrdstone without any penalty. Heroes cannot transfer their wyrdstone to another warrior. If the Hero who is carrying a counter is taken *out of action*, place the counter on the table again where he fell. Another warrior can then

pick up these counters simply by moving into contact with them.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands', above).

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

experience

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

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts *out of action*.

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



Scenario 6: ambush!



The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

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'x6'.

special rules

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article). Each of the defending warband's Heroes carries D3 pieces of wyrdstone. If a Hero carrying wyrdstone is taken *out of action*, place a number of counters, equal to the amount of wyrdstone he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up these wyrdstone shards.

warbands

All the models in the defending warband must be set up within 6" of the centre of the board. The attacking warbands are then set up as normal.

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

experience

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

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts *out of action*.

+1 Per Wyrdstone Counter. If a Hero is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

Scenario 7: monster hunt

The warbands have heard rumours that a terrible monster has come up out of its lair beneath the city following the recent devastation and established a new home in the ruins. You have heard stories of such creatures and the treasure they accumulate is the stuff of legends. You have decided to see for yourself if the rumours are true.

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'x6'. The first building should be rather large (at least 6"x6") and open-topped, preferably ruins. This building should be placed in the centre of the table, and this is where the monster's new lair is located.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

special rules

The monster's lair is located in the central building and this is where the beast will be. The monster is young for one of its kind and its profile reflects this. In addition, a lifetime of living in caverns beneath the city has kept the creature from learning to use its wings. Therefore, unlike most monsters, this beast cannot *fly*. The monster will not leave its lair for any reason, though it will use its breath weapon against any model in range that it can see and will, of course, attack any model entering its lair. It will charge all models entering its lair if possible. Its 'turn' is performed before whichever player won the dice roll to go first, though it will do nothing until someone comes near its lair. For the monster's stats, see 'Great beasts in Mordheim' over the page.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

When one warband (or more than one, if the players have agreed to share the monster's hoard) is the only one to have any models within 6" of the monster's lair, and the monster has been put *out of action*, that warband is victorious and gets the monster's hoard. If two or more players have decided to share the hoard, they must decide how to split it up. If they cannot determine this peacefully, their warbands will have to decide it un-peacefully!

experience

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

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts out of action.

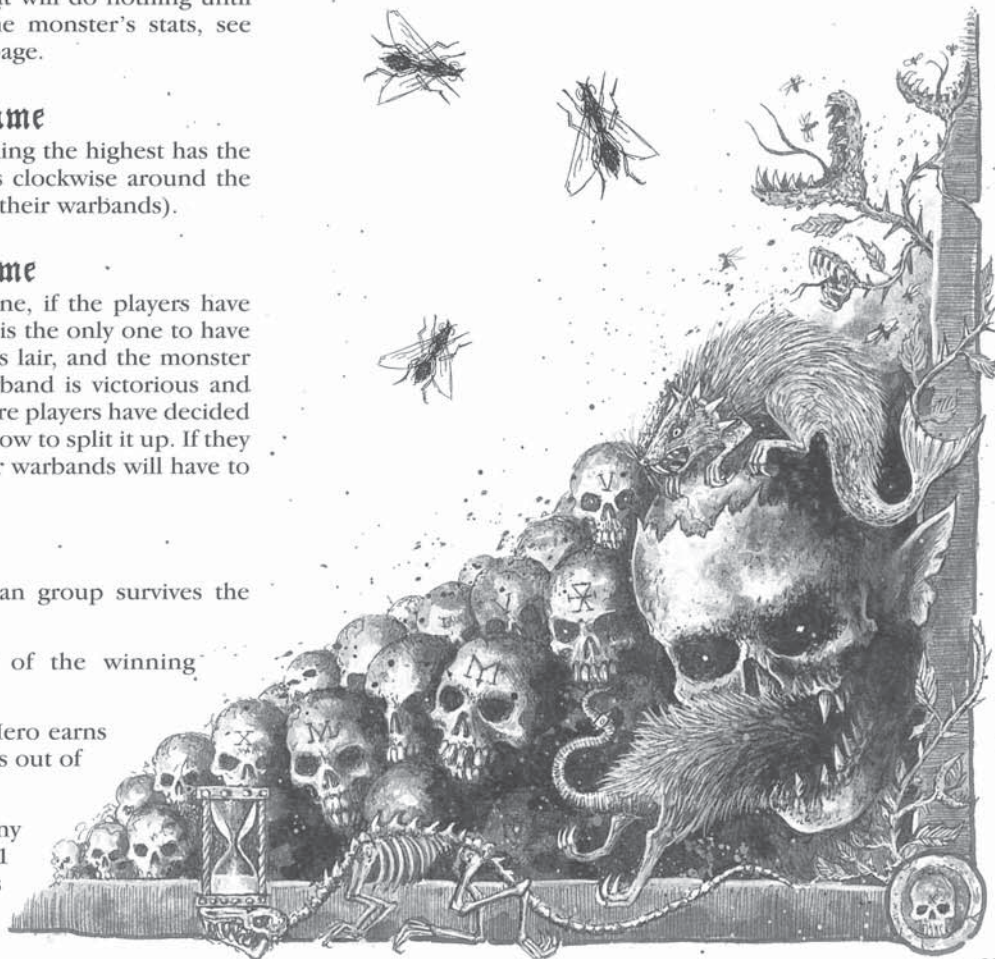
+1 For Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

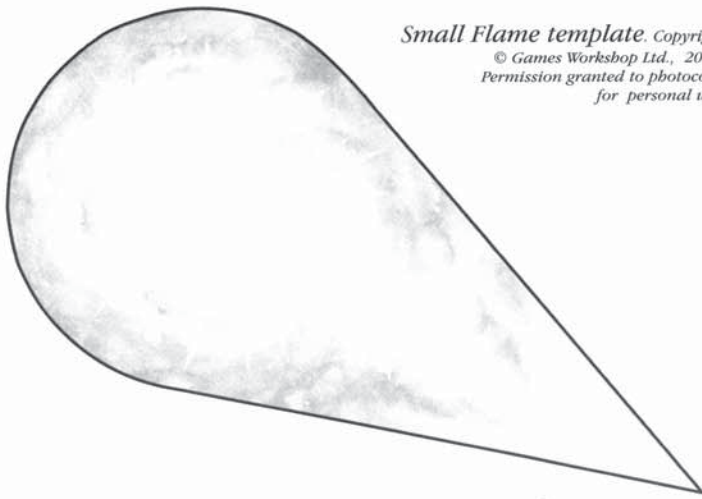
+2 For Putting the monster out of action. The Hero that puts the monster *out of action* gets a bonus +2 experience.

treasure hoard

The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type. Still, it has amassed a respectable amount. Whichever warband has control of the monster's lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

Item	D6 Result Needed
5D6 gc	Automatic
Magical artefact (roll on artefact table)	6+
D3+1 pieces of wyrdstone	4+
Gromril axe	5+
Suit of heavy armour	5+
Suit of light armour	4+
Suit of light armour	4+
Shield	4+
Helmet	4+
D3 swords	4+
D3 gems worth 10 gc each	5+
Jewellery worth 10-60 gc	5+



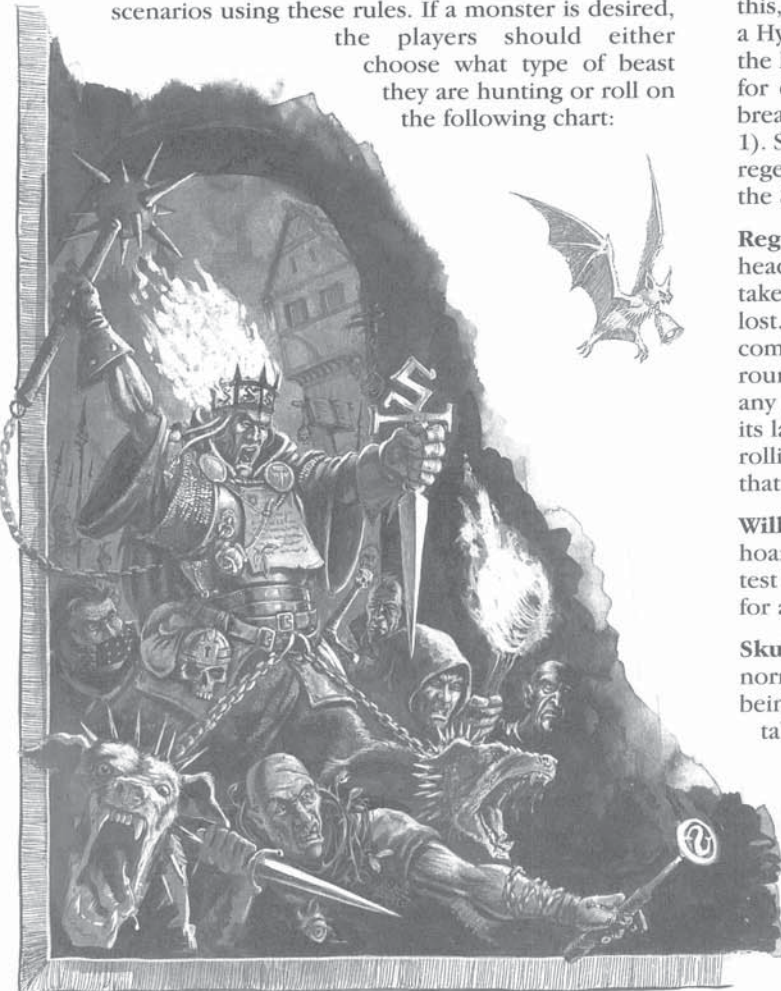


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Great beasts in Nordheim

Regular games of Mordheim are not really suitable for the introduction of the larger monsters that roam the Warhammer world. Even a small dragon, for example, would eat the average Mordheim warband for lunch! Due to the nature of multiplayer Mordheim, however, with its alliances and generally broader emphasis, such creatures may well make an appearance without overly upsetting the game. Monsters in Mordheim are a bit smaller than their Warhammer counterparts – they represent creatures that have lurked underground in the caverns beneath the city, are former denizens of Mordheim's world famous Imperial zoo, or are young members of their species who have recently been forced out of the nest and have decided to set up a new lair in the ruined city. Players who wish to include monsters in their games of Mordheim can do so using Scenario 7:

Monster Hunt, or may wish to create their own scenarios using these rules. If a monster is desired, the players should either choose what type of beast they are hunting or roll on the following chart:



D6 Roll	Result
1	Young Hydra
2	Young Dragon
3	Young Wyvern
4	Young Griffon
5	Young Hippogriff
6	Young Chimera

Young Hydra

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	5	3	5	8

Fear: Despite its smaller size, the young Hydra is still a fearsome opponent. It causes *fear*.

Save: The young Hydra's scales aren't as strong as a normal Hydra's, but they are still as strong as metal. The Hydra has an armour save of 6+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Hydra breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase and may be made even if the Hydra is involved in close combat. Simply place the small teardrop shaped template with the narrow end at one of the Hydra's mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Hydra's fire is too weak to set them alight without prolonged exposure.

Loss of Heads: Each wound suffered by a Hydra represents one of its many heads getting taken *out of action*. Because of this, any successful (unsaved and un-regenerated) Wound to a Hydra reduces its Attacks characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). So, for example, if the Hydra has taken 3 (unsaved and un-regenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

Regeneration: All Hydras have the ability to regrow damaged heads. Some can do this immediately, while for others it may take a matter of hours or even days to replace a head that is lost. To represent this ability, at the end of each round of close combat roll a D6 for each Wound the Hydra has suffered that round. On a roll of 4 or more that Wound has regenerated; any regenerated Wounds are reinstated. If a Hydra is down to its last Wound remaining, make this roll to regenerate before rolling on the Injury table; a successful Regenerate roll means that no Injury roll is made.

Will not Rout: The Hydra is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hydra's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hydra but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hydra receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Hydra may not attack until it recovers).

Young Dragon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	5	5	6	4	7

Fear: Despite its smaller size and useless wings, the young Dragon is still a fearsome opponent. It causes *fear*.

Save: The young Dragon's scales aren't as strong as a normal Dragon's, but they are still as strong as metal. The young Dragon has an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Dragon breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase, and may be made even if the Dragon is involved in close combat. Simply place the small teardrop shaped template supplied opposite with the narrow end at the Dragon's mouth. Any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Dragon's fire is too weak to set them alight without prolonged exposure.

Will not Rout: The Dragon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Dragon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* results instead (see below).

Staggered, but not down: Mighty blows will rock the Dragon, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Dragon receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Wyvern

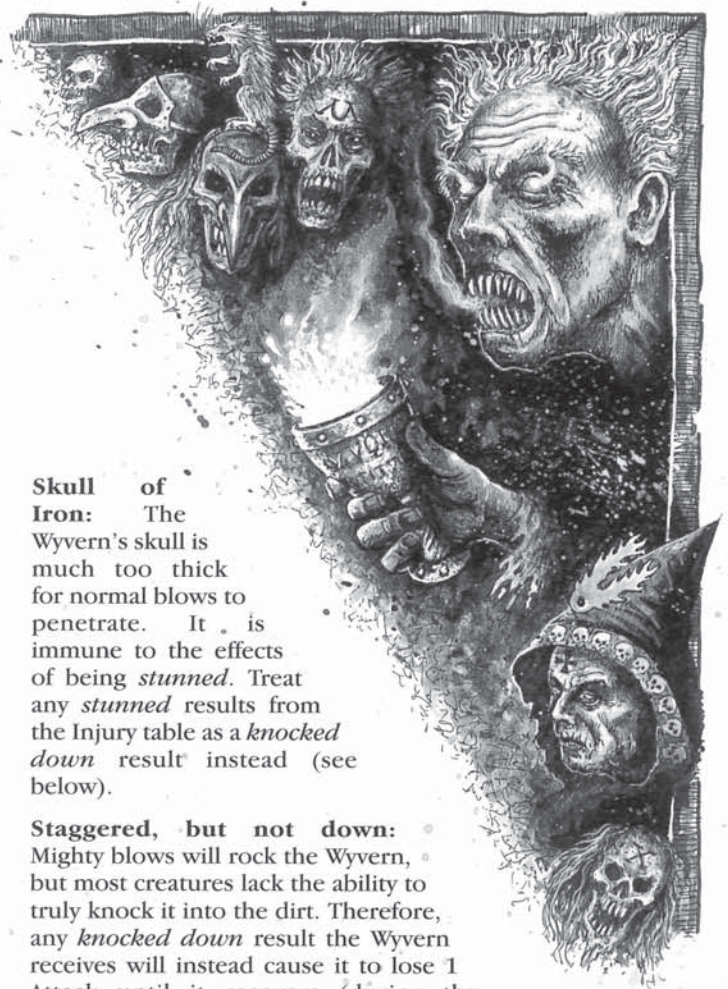
Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	5	3	4	2	5

Fear: Despite its smaller size and useless wings, the Wyvern is still a fearsome opponent. It causes *fear*.

Save: The Wyvern's scales aren't as strong as a normal Wyvern's, but they are still as strong as metal. The Wyvern has an armour save 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrashes this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the Close Combat phase (eg, it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.

Will not Rout: The Wyvern is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.



Skull of Iron: The Wyvern's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Wyvern, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Wyvern receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Wyvern may not attack until it recovers).

Young Griffon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	4	4	4	3	8

Fear: Despite its smaller size and useless wings, the Griffon is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Griffon's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Griffon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Griffon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Griffon but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Griffon receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Hippogriff

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	5	4	4	4	2	8

Fear: Despite its smaller size and useless wings, the young Hippogriff is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Hippogriff's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Hippogriff is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hippogriff's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hippogriff but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hippogriff receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.



Young Chimera

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	4	4	8

Fear: Despite its smaller size and useless wings, the Chimera is still a fearsome opponent. It causes *fear*.

Dragon Head: One of the Chimera's three heads is that of a Dragon. When the Dragon head breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase. Simply place the small teardrop shaped template with the narrow end at the Dragon head's mouth; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Chimera's fire is too weak to set them alight without prolonged exposure.

Ram Head: The second head is that of a massive bloody-eyed ram. One of the Chimera's attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be *knocked down*.

Lion Head: The last of the Chimera's heads is that of a ferocious golden-maned lion with jaws of steel and razor-sharp teeth. One of the Chimera's attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Chimera is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Chimera's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Chimera but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Chimera receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Reinhold pulled his blade out of the body of the Black Skaven lying at his feet. He looked up to see the remaining ratmen scurrying away as quickly as their stunted legs would carry them. The bodies of dead and wounded Skaven and Chaos Cultists littered the street. Reinhold's band had escaped the battle with little more than a few scrapes and bruises, thanks largely to his quick thinking. The wily veteran had assessed the situation and forged a hurried alliance with the Skaven against the Cultists. Then as soon as the members of the coven were put down or fleeing, Reinhold's men quickly turned on the surprised ratmen, easily driving off the cowardly abominations as well. It was not a tactic he would have used against anyone other than the unclean, but blasphemers deserved no mercy. It was not an heroic victory certainly, but it was victory nonetheless. And victory was something to be proud of in this dark city.

Subplots

By Gav Thorpe

These subplot ideas were written by Warhammer supremo Gav Thorpe in the dim and distant past and have only recently been recovered by our tireless scribes. These subplots can be used as an alternative to Mark Havener's and Tim Huckelbery's Random Happenings table from the Best of Town Cryer supplement or in addition to it (players could decide to use one table for even games and the other for odd games – whatever you choose really).

These rules work in a similar manner to the Random Happenings – each player rolls a D6 at the start of the game and on the roll of a 1 must roll on the table below (3D6). The effects last for the entire game.

3 INFESTATION

This area of Mordheim is infested with rats, bats and other verminous creatures which will swarm out to attack anything that disturbs their lair.

Every time a model enters a building, roll a D6. On a roll of a 1, the model is attacked and suffers D6 Strength 1 hits. Roll for models deployed in buildings at the start of the game, before the first player's turn.



4 FLOODING

This region of Mordheim has been flooded, either through heavy rainfalls or by some other means. The water is not deep, but it has made the ground very slippery underfoot.

If a model wants to move, roll a D6. On a score of a 1 it falls over, just as if knocked down in hand-to-hand combat. If the model wishes to run or charge it falls over on a 1 or 2.

5 EXTREMELY DERELICT

The buildings in this part of Mordheim seem to be even more badly damaged than the rest of the city and could fall down at any moment!

At the start of each player's turn they must test to see if buildings with their models in collapse. For each building the player has a model in, roll one dice for each model (friend or foe) in the building. If two or more rolls come up with the same score (two or more 1's, two or more 2's, etc.), the building collapses. Of course, this means that a single model in a building cannot collapse it, but if more than two or more models are in the same building, the chances of a collapse increase. Models in a building that collapses count as falling, using the normal rules.

Note that a building doesn't collapse totally, there's no need to replace it, and models may enter it again as normal.



6 CARRION CREATURES

This region of Mordheim swarms with flocks of evil crows and swarms of other vermin. Although they will not attack a warrior outright, they may descend upon a helpless target.

Roll a dice for every Hero that goes out of action. On a 1 they have been further mauled by the carrion eaters and must roll twice on the Serious Injuries table. Deduct -1 from the dice roll when rolling to see if out of action henchmen are permanently lost.

7 SORE HEADS

One of the warbands spent the previous night celebrating their victories (or drowning their sorrows...). They are all suffering from the 'morning after' and will take a while to clear their heads...

Each player rolls a dice. The warband with the lowest score is suffering from hangovers and exhaustion. Each Hero in the warband halves their Initiative. Roll a dice at the start of every



STEW
RUFES





turn for each Hero in the warband. If the score is equal to or lower than the Hero's Toughness then they have shaken off the effects and no longer suffer the penalty.

8-9 BITTER RIVALS

The two warbands have clashed before, or have heard grave rumours of each other's exploits, and are determined to defeat their enemies at any cost.

The following rule applies to both warbands. When taking a Rout test, the players may roll 3D6 and choose the lowest two scores before comparing the total to their Leader's Leadership value.



10 FLU

Mordheim has been swept by an epidemic of influenza and some of the warriors may be suffering its debilitating effects.

Roll a dice for every model in the game. On a roll of a 1 they have caught the flu and suffer -1 WS, -1 BS and -1I for this battle.

11-12 CELEBRATIONS!

Today is a special day for one of the warbands - perhaps it is their leader's birthday, an important holy day or maybe the anniversary of a great victory. The warband is determined to go out and celebrate after the battle!

This sub-plot has no effect on the battle. However, each player should roll a D6, the highest scoring player is the one whose warband has cause for celebration. After the battle, all the Heroes in the warband must go to the alehouse; they cannot go to another location...

13 WYRDSTONE HOARD

The surrounding area is littered with more than the usual amount of wyrdstone. While this may prove to be very profitable for the warbands, the presence of so much wyrdstone has whipped up the winds of magic into a near-uncontrollable tumult.

Any model attempting to use magic during the game must take its Difficulty test on 3D6 rather than 2D6. However, both warbands gain an additional +D3 wyrdstone after the battle (roll separately for each warband).

14 HOWLING GALE

The winds are blowing strongly today, making a virtual mockery of any attempt to shoot missile weapons.



All missile fire during the game suffers a -2 to hit, in addition to any other modifiers.

15 COLLAPSING GROUND

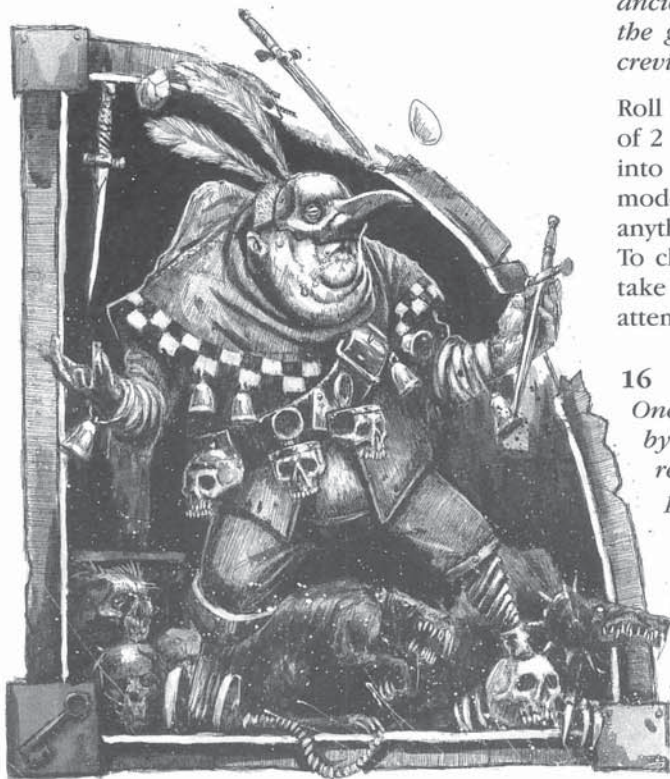
Many parts of Mordheim are built over ancient sewers and catacombs. In this area, the ground is particularly bad and hidden crevices and potholes await the unwary.

Roll 2D6 each time a model moves. On a roll of 2 or 12, the model has fallen down a hole into the tunnels beneath the city (mark the model in some way). The model cannot do anything or be attacked whilst in the tunnels. To climb out of the tunnels, the model must take an Initiative test, just as if it were attempting to climb a wall or building.

16 WATCHED

One warband has been unexpectedly joined by an emissary of their superiors, who will report back on their performance. If they perform well, they will be rewarded; if they fail, then their masters will be most displeased...

Each player rolls a D6. The player with the lowest score is being monitored. If they win the scenario, they gain an additional D6x10 gold as a reward. If they lose the battle, then they must pay their masters a tribute equal to



New Rules





NEW RULES

D6x10 gold to assuage their anger. Possessed warbands that win gain a Daemon (see Bloodletter from result 15 on the Random Encounters chart) for D6 turns as if they had made a sacrifice, rather than gaining gold. If they lose, they must sacrifice one of the models in the warband (remove the model from the warband, this sacrifice does not get them a Daemon!).



17 BAD FEELINGS

One of the warbands is having serious problems – dissension, constant bickering and resentment keeps flaring up into angry exchanges.

Each player rolls a D6. The warband of the player with lowest score is subject to the following rule. At the start of every turn, roll a D6 for each model with another model from the same warband within 6". If there is an enemy model closer than the friendly model, no roll is needed (therefore models in combat need never roll). On a roll of 1 they can do

nothing that turn as they hurl insults and act in a generally acrimonious manner.

18 WARP LIGHTNING!

The wyrdstone in this area has set up a weak magical field that discharges bolts of green lightning at erratic intervals.

At the start of each player's turn, the player rolls a D6. On a roll of a 1, a bolt of warp lightning leaps across the buildings. Place a dice or other marker in the centre of the battlefield. Roll the Scatter dice and move the marker 2D6" in the direction indicated. The marker then scatters 2D6" again.



A single model within 3" of this final point is hit by warp lightning and suffers a hit with a Strength equal to the roll of a D6 (no armour saves allowed). If two or more models are within 3", the one with the best armour save is hit (randomise if there is still more than one eligible target).





Ostlander Mercenary Warbands



'My only crime was to get in a brawl with some pig farmer outside of the Donkey's Nut Tavern – the next thing I knew a dozen of his brothers were after my blood!'

Udo Verkonnen, Freesword

The principality of Ostland is the most sparsely inhabited of all of the Empire's Electoral provinces. Its people have more ties with the land of Kislev to the north than they do with their countrymen to the south. This is because the Forest of Shadows and the Middle Mountains form two natural barriers between Ostland and the rest of the Empire. Within the Forest of Shadows are vast amounts of wild game but also darker creatures such as Chaos Beastmen and Forest Goblins. The Middle Mountains themselves are the highest point in the Empire and their peaks are inhabited by a large number of Ogres.

Ostland's isolation has greatly shaped its inhabitants and they are a poor but hardy folk. Each small village lives barely above

subsistence levels and is usually composed of one large extended family. The men of Ostland are tall and broad-shouldered while the women tend to either be tall and whippet thin or short and stout. Married men are usually dirt farmers who also gather roots, tubers and nuts in the forests, while unmarried men spend their lives as trappers and hunters. The worship of Taal, the god of Forests and Beasts, is very popular in the region, although there is also some worship of Taal's wife Ryha, and his brother Ulric in the more westerly villages.

While not warlike by nature, Ostlanders are never opposed to a good honest drunken brawl and with their love of dark ales these sorts of scraps are not uncommon. During the Great War against Chaos, Ostlanders rallied in great numbers to wield bow and spear in defence of their Kislevite neighbours. More than any other part of the Empire, Ostland has tasted the lash of Chaos and their hatred of the evil ones knows no bounds.

Special Rules

Self-Sufficient: The men of Ostland have no desire to give their hard-earned gold to outsiders. As a result they can never hire any Mercenaries except for Ogres (who are not an uncommon sight in Ostland).

Choice of Warriors

An Ostlander warband is often made up of an extended family of Ostlanders. Fathers, uncles, brothers, cousins and even the occasion tough-as-nails aunt all join together to form the warband. The 'family' must include a minimum of 3 models and a maximum of 15. You have 500 Gold Crowns that you can use to recruit your initial warband.

Heroes

Elder: Each Ostlander warband must have one Elder, no more, no less!

Blood-Brothers: Your warband may include up to 2 Blood-Brothers.

Priest of Taal: Your warband may include up to 1 Priest of Taal.



New Rules

A tale of ye ruffians and drunken rogues of the northernmost lands of the Empire
By Brian Lang

Henchmen

Kin: You may have any number of Kin.

Ruffians: Your warband may include up to 5 Ruffians.

Jaeger: Your warband may include up to 7 Jaeger.

Ogre: Your warband may include one Ogre. There isn't enough food for more than one!

Starting Experience

The Elder starts with 20 experience.

Blood-Brothers start with 12 experience.

Priests of Taal start with 12 experience.

All **Henchmen** start with 0 experience.

New Equipment

Double-barrelled Pistol

(30 gc/60 gc for a brace / Av Rare 10)

Double-barrelled Hunting Rifle

(300 gc / Av Rare 12)

Knowing Ostlanders' penchant for impressive weaponry (and ready willingness to spend excessive amounts of money) a weaponsmith from Hochland decided to weld two barrels together on a pistol and sell it for twice the price. The warband was so impressed with their new weapon that they asked him to do the same to their hunting rifle. Since then, the weaponsmith has been flooded with orders from some of the most powerful warbands in Mordheim.

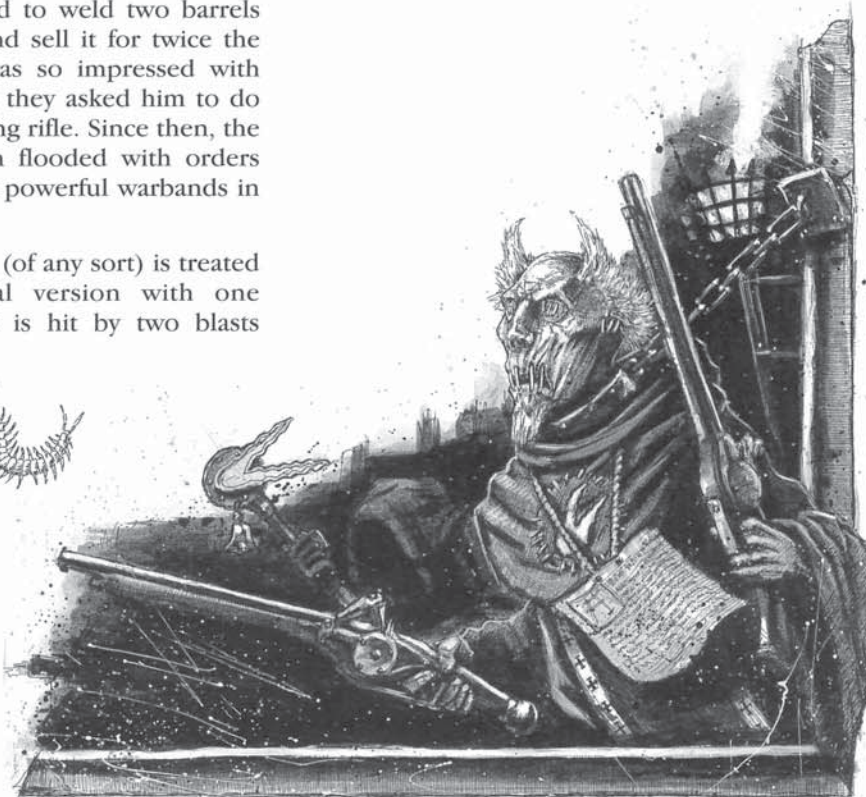
A double-barrelled gun (of any sort) is treated exactly like a normal version with one exception. Any enemy is hit by two blasts rather than one (ie, a pistol causes two S4 hits rather than one for each successful hit). However, each barrel takes a full turn to reload (although if you reload only one barrel you can fire it like a normal pistol/rifle). If you own a brace of

double-barrelled pistols you may fire them every other round (rather than every round like a normal brace).

Characteristic Increase

When warband members gain enough experience for an Advance (see the Experience section of the Mordheim rulebook), it is likely that they will roll a characteristic increase. Characteristics for members of Ostlander warbands may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
Ogre	6	5	4	6	6	4	5	4	7



New Rules





New Rules



Ostlander equipment lists

The following lists are used by Ostlander warbands to pick their weapons:

Ostlander Equipment List Hand-to-hand Combat Weapons

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

Missile Weapons

- Bow 10 gc
- Pistol 15 gc (30 for a brace)

Armour

- Light armour 20 gc
- Heavy armour 50 gc
- Helmet 10 gc
- Shield 5 gc

Ruffian Equipment List Hand-to-hand Combat Weapons

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

Missile Weapons

None

Armour

- Light armour 20 gc

Jaeger Equipment List Hand-to-hand Combat Weapons

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

Missile Weapons

- Pistol 15 gc (30 for a brace)
- Double-Barrelled Pistol 30 gc
(60 for a brace)
- Bow 10 gc
- Handgun 35 gc
- Blunderbuss 30 gc
- Hunting rifle 200 gc
- Double-Barrelled Hunting rifle ... 300 gc

Armour

- Light armour 20 gc
- Shield 5 gc
- Helmet 10 gc

Ogre Equipment List Hand-to-hand Combat Weapons

- Club 3 gc
- Axe 5 gc
- Sword 10 gc
- Double-handed weapon 15 gc

Missile Weapons

None

Armour

- Light armour 20 gc



Ostlander skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Elder	✓	✓		✓	✓	✓
Blood Brother	✓			✓		✓
Priest of Taal	✓		✓	✓	✓	✓





Heroes



1 Elder

60 Gold Crowns to hire

In Ostland, the oldest (or more often biggest) man in the village is given the title 'Elder'. His word is greatly respected and only at his urging would the manhood of an entire village pack up and travel to Mordheim to seek their fortune.

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

Weapons and Armour: An Elder may be equipped with weapons and armour chosen from the Ostlander Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Elder may use his Leadership characteristic when taking any Leadership tests.

0-2 Blood-Brothers

35 Gold Crowns to hire

Ostland villages are usually composed of a single extended family. Everyone is everyone else's uncle, cousin or brother (and sometimes their own!). Rather than trying to keep all of these relations straight, the most respected men in the village (aside from the Elder) are referred to simply as Blood-Brothers.

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

Weapons and Armour: Blood-Brothers may be equipped with weapons and armour chosen from the Ostlander Equipment list.

0-1 Priest of Taal

45 Gold Crowns to hire

It is said that every priest of Taal is born during the darkest phase of the moon. Those who are accepted into the service of Taal are loners by nature and spend their time wandering the untamed forests of the Northern Empire. It is unclear why the priests of the forest have begun to join bands of Ostlanders in their delvings into the ruined city of Mordheim – for the servants of Taal keep their own counsel. Suffice to say that the Forest-God is clearly building a strong presence both in and around the darkened ruins as more animals begin to fill the surrounding forests...

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

Weapons and Armour: A Priest of Taal may be equipped with weapons chosen from the Ostlander Equipment list.

SPECIAL RULES

Prayers: A Priest of Taal may use the prayers of Taal listed below.

Strictures: Priests of Taal may never wear heavy armour.

Ostlander Elder (below, left), Blood-Brother (below, centre) and Priest of Taal (below, right).



New Rules





Kin (Brought in groups of 1:5)

kin

25 Gold Crowns to hire

Most of the warriors in an Ostlander warband are brothers and cousins of the Elder. Many are married men with children to support and the ruins of Mordheim are a lure that few poor villagers can resist.

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

Weapons and Armour: Kin may be equipped with weapons and armour chosen from the Ostlander Equipment list.

0:7 Jaeger

25 Gold Crowns to hire

Some Ostlander men choose not to marry but instead spend their time alone in the forests of the Old World. While these rangers do not share the close family bonds of a typical Ostlander blood-kin they are well respected for their knowledge of the woods and their rugged determination. Poor Jaeger usually wield a simple home-made bow but it is every jaeger's dream to one day own a blackpowder weapon and hunting rifle, especially double-barrelled versions, as these are a sign of great prestige amongst the hunters of the deep woods.

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

Weapons and Armour: Jaeger may be equipped with weapons and armour chosen from the Jaeger Equipment list.

0:5 Ruffians

25 Gold Crowns to hire

Although every Ostlander loves his ale, a few men in every village take this love to extremes. Never sober and rarely conscious these buffoons stagger their way through the streets of Mordheim yelling slurred insults at whomever they meet, committing petty acts of vandalism and generally making a mess of things. This comic behaviour is often misconstrued into a false belief that they are harmless, a belief that many live to regret. Fuelled by vast quantities of booze these are very dangerous, unpredictable men indeed who will shove a broken bottle into your face as soon as laugh heartily and burst into song!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	10

Weapons and Armour: Ruffians may be equipped with weapons and armour chosen from the Ruffians Equipment list. Ruffians never use missile weapons, as their depth perception leaves a bit to be desired, even if they gain an Advance roll which would otherwise allow them to do so.

SPECIAL RULES

Drunk: Ruffians are blasted out of their tiny minds on rotgut spirits and cheap ale. As such, they automatically pass all Leadership based tests they are required to take.

No Respect: Ruffians are objects of a strange mix of pity and abject fear for their fellows and may never become a warband leader.

New Rules

Ostlander Ruffian (below, left), Kin (below, centre) and Jaeger (below, right).



0·1 Ogre

160 Gold Crowns to hire

More than anywhere in the Empire Ogres are most commonplace within the hilly, pine forested landscape of Ostland. These brutish creatures are very much sought after by the rough mountain men of Ostland as muscle in the warband. An Ogre's strength is near legendary and their ability to sustain an awful lot of punishment during a fight makes these the perfect shock troops of any warband. Of course, an Ogre's appetite is nearly as well-renowned as their fighting abilities and so they are rather expensive to keep.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	2	4	4	3	3	2	7

Weapons and Armour: Ogre may be equipped with weapons and armour chosen from the Ogre Equipment list.

SPECIAL RULES

Fear: Ogres are large, threatening creatures that cause *Fear*. See the Psychology section for details.

Large: Ogres are huge, lumbering creatures and therefore make tempting targets for



archers. Any model may shoot at an Ogre, even if it is not the closest target.

Skills: An Ogre who becomes a Hero as a result of *The Lad's Got Talent* may choose from the Combat and Strength skills.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves they are not the smartest of creatures. Ogres only gain advances at half the rate of everyone else (ie, they must accrue twice as much experience as normal to get an advance).

Ogre Rules





Ostlander Special Skills

Ostlander Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Bull Rush.

This warrior is huge, even by Ostlander standards, and can use his massive girth to overpower his opponents. When he charges, this Hero may attempt to knock down his opponent rather than making his normal attacks. Roll to hit once with a +1 to hit modifier, though no 'to wound' roll is necessary. Instead, if the warrior hits with this attack, the opposing model is *Knocked Down*. (Models with the *Bull Rush* skill should have a suitably large beer-belly modelled out of putty whenever possible!)



Foul Odour

Ostlanders are prodigious drinkers and none too hygienic! This warrior rises head and shoulders above the rest. After a lifetime of drinking, liquor has little effect on him any more... not that this stops him from consuming massive quantities! His unwashed clothes and sweat reek of alcohol and all living enemies (not Undead or Possessed) are at -1 to hit him in hand-to-hand

combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc) and fire attacks made against him are resolved at +1 Strength as his booze soaked clothing burns readily.

Taunt

After years of baiting opponents into drunken brawls, this Ostlander has learned some of most vile insults in the Empire. During the Shooting phase, the warrior may choose to taunt one enemy instead of shooting with a missile weapon or casting a spell. The warrior must be able to see the enemy and taunting follows all the LOS rules for shooting (you must taunt the nearest opponent, etc). The player should insult the enemy model in some manner whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian!). The enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next Movement phase trying to get into close combat with the warrior who taunted him.



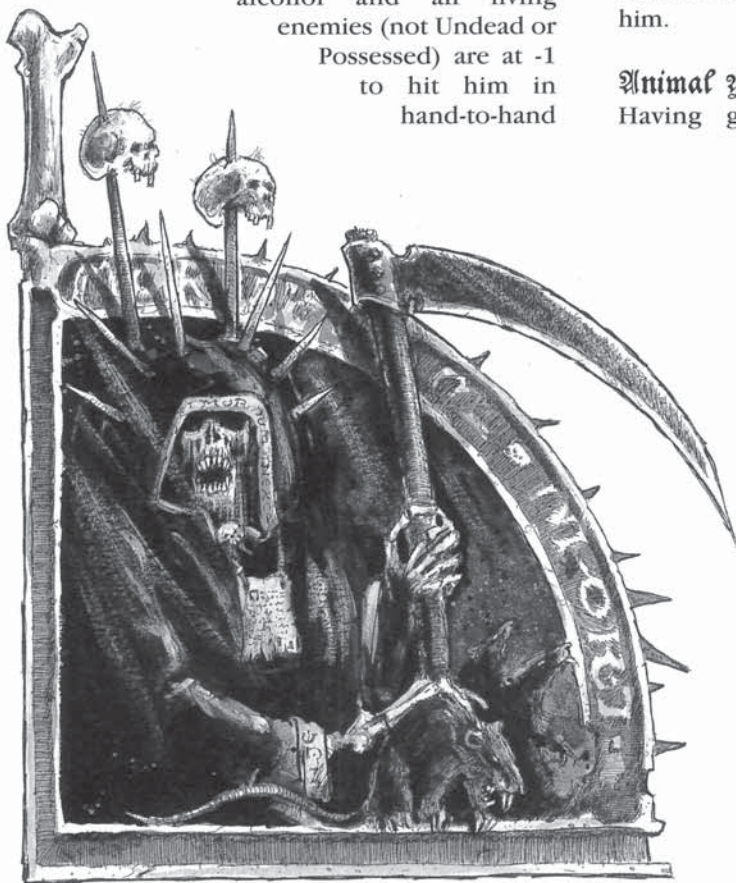
Animal Friendship

Having grown up amidst the animals of the forest, this warrior exudes a certain charm to all 'normal' animals (ie, warhorses, warhounds, etc). Animals will never attack him and up to two wardogs (see Mordheim book, page 54) that the warrior owns do not count against the maximum number of models in the warband.

Blood Oath

The leader of an Ostlander warband sometimes takes a blood oath never to leave any of his fallen 'family' members behind. Such is his determination to protect his fallen blood-kin that it is extremely difficult to cause him to rout from the field. Only a warband's leader may have this skill, which allows him to re-roll a single Rout test once per game.

New Rules



Prayers of Taal

Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire. *Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.*

D6 Result

1 Stag's Leap

Difficulty 7

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

2 Blessed Ale

Difficulty 5

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox, each village in Ostland opens one keg of ale (at least!) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will be lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bear's Paw

Difficulty 7

Many an armoured knight has been knocked to the ground by the surprising strength of the followers of Taal. Although traditionally called 'Bear's Paw', this spell is sometimes referred to as 'Moose's Breath' by those Ostlander's who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder

Difficulty 9

Taal's domain includes both the earth and the skies, and his power can reach out even into the dark streets of Morabeim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition, the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits).

5 Tanglefoot

Difficulty 8

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of Ostlander Jaeger within 12" of the Priest can only move at 1/2 speed until the next Shooting phase.

6 Summon Squirrels

Difficulty 7

Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

With this spell, the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.



STEW RUFES



Averlander Mercenary Warbands



Averland lies in the south of the Empire, between the rivers Aver and Upper Reik and borders upon the Black Mountains and the huge range that is the Worlds Edge Mountains. It's a prosperous province, though it's neither one of the largest or most influential in the Empire. The Black Mountains and the World Edge Mountains harbour plenty of mines and many are in Dwarf possession. The metal ore is sold at a good profit in Averheim, the provincial capital, to merchants from Nuln, who transport it on barges down the river Aver. The mountains contain several ancient Dwarf strongholds but Night Goblins or Skaven have overrun several of them, while others have been lost in violent volcanic eruptions.



also to reflect their seniority. This tradition has seeped down through the ranks to a point where even the militia and mercenary bands strive to have as flamboyant clothing as they can afford. The Averlander army is said to employ enough tailors to supply a small city! Outsiders joke that the Averlanders are such great archers because they do not want to get up close and personal in case they risk tearing or bloodying their clothes. Such remarks are hushed down in the presence of a veteran of the Black Fire Pass though, or else the jester will soon find himself in the gutter with a few missing teeth. The practice of wearing outrageous clothing has certainly appealed to the diminutive race of Halflings and tailors are constantly being asked to shorten sleeves and add a little extra width to the waist. Many Young recruits are disheartened to learn that they are disallowed from wearing the stunning uniform until they have served at least a year in the army. These 'Youngbloods' are by no means regarded as professional soldiers yet and have to make do with more simple clothing.

New Rules

The Black Fire Pass guards an important trade route between the Borderlands and the Empire, dividing the Worlds Edge Mountains from the Black Mountains. The route is an old Dwarf road and extends past Averheim and further north into the Empire. Goods from the Black Fire Pass are usually shipped along the Aver River to Nuln. The pass is the only place to cross the mountains, as the mountainsides are extremely steep and almost impossible to pass. Not to mention that the weather is notoriously unpredictable and few dare risk being caught in a blizzard or avalanche. As if things weren't bad enough, the mountains are home to fierce tribes of Night Goblins, Trolls, Skaven and legendary monsters. Some daring adventurers have made a living off stealing eggs from the tallest peaks and selling them to the Imperial Zoo. These beasts will be brought up to become mounts for famous generals.

Averland is a rich province and as a result exorbitant sums of money are spent on the uniforms of the state soldiers. Seasoned veterans prefer flamboyant uniforms to make them stand out compared to the peasantry but



By Scribe of fair renown Tommy "Punk" Müller
<http://hem.passagen.se/pestilen/>

The Bergjaeger are a special detachment of the Black Fire Pass guard that is made up of trappers and rangers from the surrounding mountains. They are experts at moving silently through rocky terrain and are often used as scouts. The background of a ranger is as varied as there are rangers, and most of them have a story to tell. Some were gamekeepers who have lost their job or found it too uninspiring. Some were poachers press-ganged into the army to avoid serving prison time. Some might have been rustlers who decided to flee to the militia when the angry farmers came too close to catching them. Whatever their background, they are expert marksmen and well suited to a life in the bleak mountain wilderness.

Choice of Warriors

An Averlander warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

Captain: Your warband must have one Captain; no more, no less!

Sergeant: Your warband may include a single Sergeant.

Bergjaegers: Your warband may include up to two Bergjaegers.

Youngblood: Your warband may include a single Youngblood.

Mountainguards: Your warband may include any number of Mountainguards.

Marksman: Your warband may include any number of Marksmen.

Halfling Scouts: Your warband may include no more than three Halfling Scouts.

Starting Experience

The **Captain** starts with 20 experience.

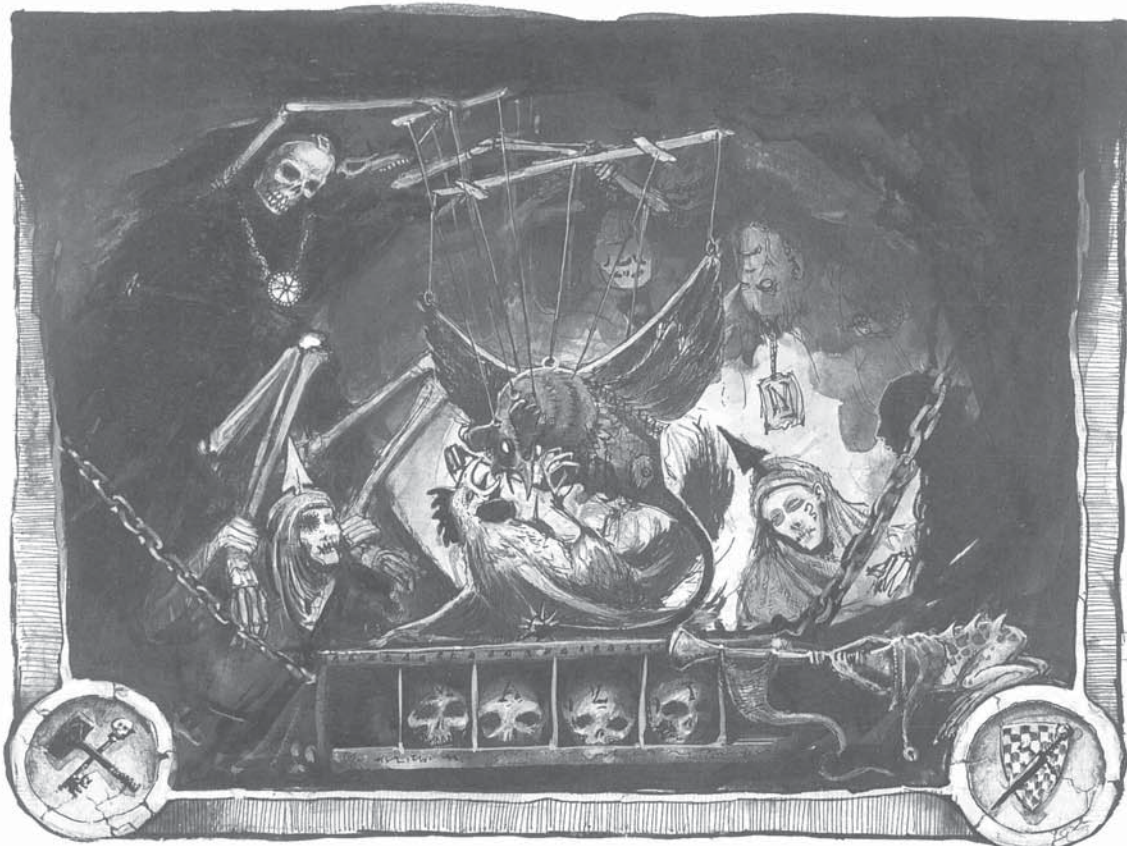
The **Sergeant** starts with 8 experience.

Bergjaegers start with 4 experience.

The **Youngblood** starts with 0 experience.



Warband Rules





New Rules



Averlander equipment lists

The following lists are used by Averlander warbands to pick their weapons:

Scout Equipment List Hand-to-hand Combat Weapons

- Dagger1st free/2 gc
- Mace/hammer3 gc
- Axe5 gc
- Sword10 gc

Missile Weapons

- Bow10 gc
- Longbow15 gc (Bergjaeger only)

Armour

- Light armour20 gc
- Buckler5 gc
- Helmet10 gc

Miscellaneous

- Hunting arrows ..35 gc (Bergjaeger only)

Marksman Equipment List Hand-to-hand Combat Weapons

- Dagger1st free/2 gc
- Mace/hammer3 gc
- Axe5 gc
- Sword10 gc

Missile Weapons

- Crossbow25 gc
- Pistol15 gc (30 for a brace)
- Bow10 gc
- Longbow15 gc
- Handgun35 gc

- Blunderbuss30 gc
- Hunting rifle200 gc

Armour

- Light armour20 gc
- Buckler5 gc
- Helmet10 gc

Mountainguard Equipment List Hand-to-hand Combat Weapons

- Dagger1st free/2 gc
- Mace/hammer3 gc
- Axe5 gc
- Sword10 gc

- Spear10 gc
- Halberd10 gc

- Double-handed weapon15 gc
- Morning star15 gc

Missile Weapons

- Pistol15 gc (30 for a brace)
- Duelling pistol ...25 gc (50 for a brace)
- Crossbow25 gc
- Bow10 gc

Armour

- Light armour20 gc
- Heavy armour50 gc
- Shield5 gc
- Buckler5 gc
- Helmet10 gc



Averlander skill tables

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Sergeant	✓			✓	✓
Bergjaeger		✓			✓
Youngblood	✓	✓			✓





Heroes



1 Captain

60 gold crowns to hire

The Captain of a mercenary warband is typically a middle aged veteran soldier of the Imperial army, most likely he was a sergeant or other petty officer. The survival of a mercenary warband relies more on the wit and experience of its captain, than on how good a fighter he is. It's all too common that an inexperienced captain will lead his men into an ambush, or lead them on a long journey with no food or supplies. Being a successful captain means that your men will follow you to hell and back, along with plenty of gold crowns and feasting. A captain that fails in his duty to keep his men alive and well fed will at best find himself deserted and at worst end up with a knife in his back.

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

Weapons/Armour: A Captain may be equipped with weapons and armour chosen from the Mountainguard Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Captain may use his Leadership characteristic when taking a Leadership test.

0:1 Sergeant

35 gold crowns to hire

Some captains are merchants or nobles that are looking for a chance at making some extra money. The brighter captains hire the service of a veteran as his sergeant, and leave all the practical decisions to him. A veteran can be recognised by his many battle-scars and the cynicism that marks a soldier of the army.

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

Weapons/Armour: A Sergeant may be equipped with weapons and armour chosen from the Mountainguard Equipment list.

0:2 Bergjaeger

35 gold crowns to hire

The Bergjaeger are trappers and rangers from the mountains that surround the Black Fire Pass. They are experts at moving silently through terrain and are used as scouts. In addition they make good use of animal traps to delay or divide a group of enemies. Bergjaeger are not professional soldiers and rely more on

stealth and cunning than a strong sword-arm to survive.

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

Weapons/Armour: Bergjaeger may be equipped with weapons and armour chosen from the Scout Equipment list.

SPECIAL RULES

Set Traps: Bergjaeger are expert trappers and hunters and these skills can be put to great use in the ruins of Mordheim. A Bergjaeger may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being *Knocked Down*). Place a marker in base contact with the Bergjaeger. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Bergjaeger won't trigger his own traps). If the trap did not wound the model or it didn't trigger, the 'victim' may finish his move otherwise he is placed *Knocked Down* or *Stunned 2"* from the marker. Regardless whether the trap was triggered or not, the marker is removed.

0:1 Youngblood

15 gold crowns to hire

Although Empire armies are comprised of mature men, there are plenty of jobs for youths, for there is always a demand for extra help in the kitchens or as fetchers. Some of these youths actually join a band of mercenaries or regiment in pursuit of a romantic dream of fame and adventure. Some are herdsmen who hoped to find an easier way of filling their belly than the hard and uncertain business of looking after animals, not to mention that it's quite dull!

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

Weapons/Armour: A Youngblood may be equipped with weapons and armour chosen from the Mountainguard Equipment list.



New Rules





Benchman

(Brought in groups of 1-5)



Mountainguard

30 gold crowns to hire

The Mountainguard is the famous garrison of the Black Fire Pass that has repelled countless greenskin invasion attempts. Their traditional uniform is yellow and black and it's a merit in the Averland army to have served a few years at the mountain-pass. The Mountainguard train both with the traditional Imperial weapons, the halberd and the sword, and with the crossbow and bow. Veterans are often employed by mercenary warbands who know that their presence will certainly boost their chances in the battles to come. Some of these veterans advance to become sergeants or even captains themselves. There are a few warbands that consists solely of Mountainguard veterans, often from the same regiment or who are the survivors of a great battle.

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

Weapons/Armour: Mountainguard may be equipped with weapons and armour chosen from the Mountainguard Equipment list.



Marksmen

25 gold crowns to hire

Being a Marksman is not as simple as picking up a bow and try to hit your enemies. A Marksman has to train for years to master his chosen weapon, Imperial enlisters often visit archery competitions to try to enlist a couple of expert archers. Some Marksman are trained with black powder weapons instead of the traditional bow or crossbow. Marksman often own their own weapons, as the cost of a



handgun is as high as hiring the Marksman himself! Thus Marksmen are not forced to do as much hard labour as the militia.

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

Weapons/Armour: Marksmen may be equipped with weapons and armour chosen from the Marksman Equipment list.

03 Halflings Scouts

20 gold crowns to hire

Averland is a neighbour to the Moot, the Halfling province. In 1707, the Orc Warlord Gorbard Ironclaw invaded through the Black Fire Pass and the Moot was devastated. Ever since then the Moot urge their gamekeepers to serve at least a few years in the garrison that guard the pass. If another warlord tries to invade the Moot, they will meet the fierce resistance of the Halflings in the mountain Pass.

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

Weapons/Armour: Halfling Scouts may be equipped with weapons and armour chosen from the Scout Equipment list.

SPECIAL RULES

Promotion: A Halfling that is promoted to hero through the 'The lad's got talent' advance may not choose Strength skills as one of his two skill lists. Halflings are not known for their great strength!

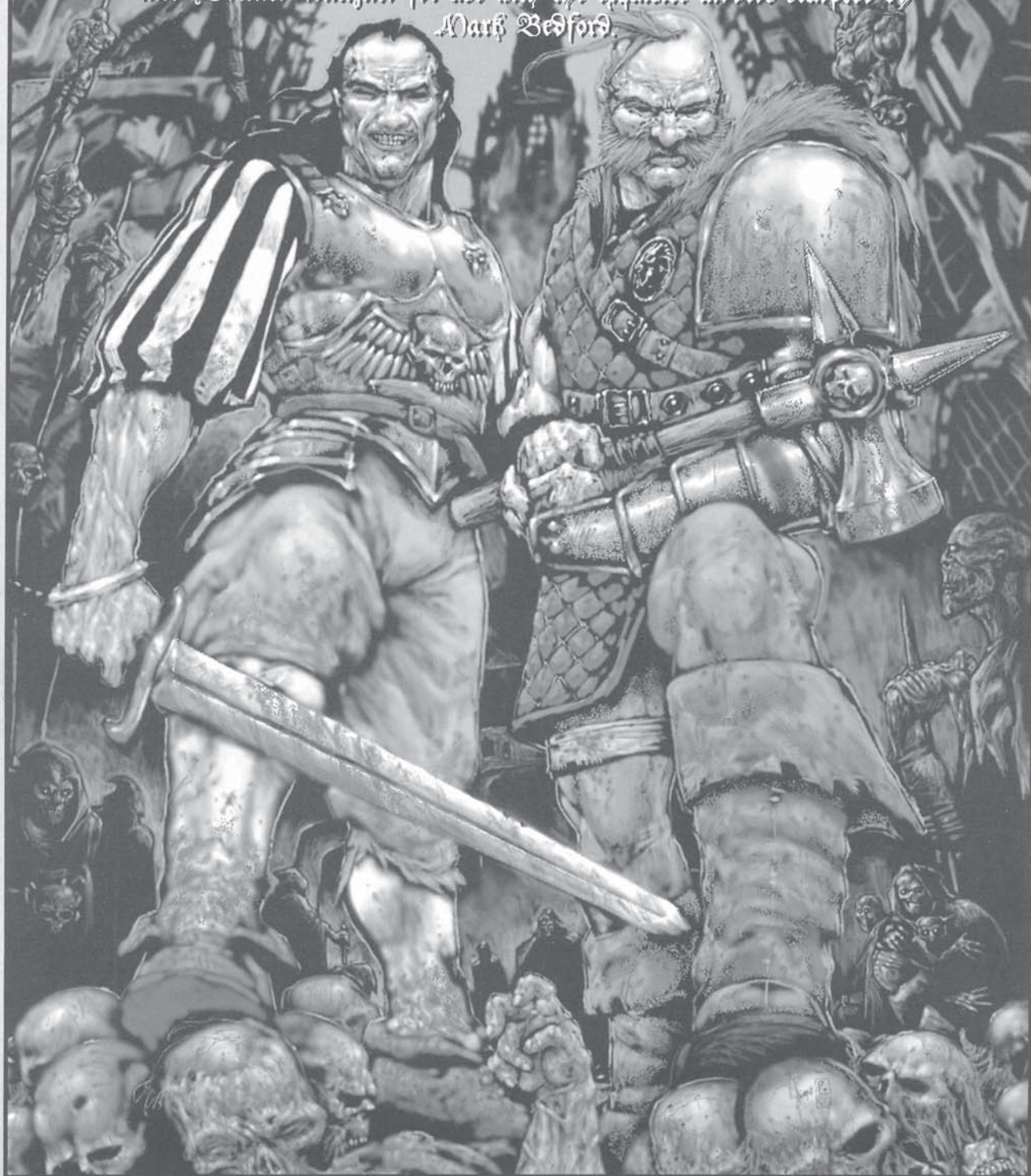


New Rules

Ulli & Marquand

New Dramatis Personae based on Gordon Rennie's popular characters from the comic *Warhammer Monthly* beautifully brought to life by the art of Karl Kopinski and Paul Seacock.

Written here by the scribes of great Renown Space McQuirk and Donato Ranzato for use with the exquisite models sculpted by Mark Bedford.





New Rules



Dramatis Personae



Listen well my brothers to this, the true story.

Yes, behind those two villainous rogues.

Ulli and Marquand, the bane of many.

For the wise would do well to avoid them.

But who amongst those of the Cursed City can be counted among the wise?

A Pair of Rogues

Never in the history of the Empire have there been such a villainous pair of rogues as Marquand Volker and Ulli Leitpold. Once brigands in a mercenary regiment responsible for a long list of crimes, they were caught by bounty hunters and enlisted into the slave army of the Count of Stirland. The pair escaped their captors on the outskirts of Mordheim, City of the Damned, a ruinous place where death and glory could be found in equal measure. The infamous bandits instantly recognised it as home.

Ulli and Marquand quickly developed a strong rapport with the scum of Mordheim, a place inhabited by the corrupt and immoral outcasts of society. Their martial prowess and ruthless guile soon earned the nefarious partners in crime a high degree of notoriety. As a result, the less noble traders and prospectors of the accursed city eagerly sought out the services of these talented scoundrels.

But their assistance did not come without a high price. Whilst the pair would consider any task thrown their way for a mere handful of gold coin, their loyalty was as fickle as the winds of Chaos. They built up a reputation of betraying employers and stabbing them in the back for the sake of a single crown. They were certainly not beyond using foul and despicable tricks to save their own worthless hides or line their own pockets.

What became of the despicable pair, none can say but legends of their deeds can to this day be heard in taverns throughout the Old World. Each story is more outlandish than the next but few ever doubt the truth behind these fantastic tales.



Dramatis Personae

Both Ulli and Marquand are new Dramatis Personae as described on page 152 of the Mordheim rulebook and follow all of the standard rules therein. Unlike the other Dramatis Personae Ulli, and Marquand are mercenaries hired as a pair for one battle only, you cannot hire only one of them.

May be Hired: any warband except Sisters of Sigmar and Witch Hunters may hire these rogues.

Hire Fee: 30 Gold Crowns to hire as a pair.

Rating: Ulli and Marquand increase the warband rating by +60 points.



Marquand Volker

Reputedly the son of wealthy Marienburg merchants, what made Marquand embark on a career as a gambler and then a mercenary and assassin is unknown. What is known about this apparent 'fop' is that his appearance belies his true nature for he is quite deadly and entirely devoid of any morals. Marquand personifies Mordheim 'The City of the Damned' for he is corrupt and rotten to the core – just like that place he calls his 'home'. An expert swordsman and master of the throwing knife, there are few who have crossed him and lived. In the darkened corners of taverns, tales are told in nervous whispers about this cold-hearted killer's reputation: that he killed his first victim before he was ten; that he cut the heart out of the Duke of Suddenland while the Duke's wife slept on beside him. His deadliest foe is the Witch Hunter captain Gottlieb, 'The Flayer', whose face Marquand horribly disfigured whilst the erstwhile servant of Sigmar was attempting to redeem Marquand of his sins.

Profile	M	WS	BS	S	T	W	I	A	Ld
Marquand	4	5	4	3	3	2	5	2	8

Weapons/Armour: Sword, Light armour, throwing knives.

Skills: *Step aside, Knife Fighter, Lightning Reflexes.*



Ulli Leitpold

Marquand's sidekick and partner in crime. Little is known about this huge framed Middenheimer, apart from it is unwise to be caught anywhere near the business end of his massive warhammer! The tales tell that Ulli Leitpold started out as a mercenary soldier, often in the service of the armies of the Count of Stirland, and that he was present at the slaughter that ensued at the third siege of Nuln. Life as a mercenary is presumably where he derives his unthinking greed and cold nature, no doubt. Ulli spent some time as a bandit and thief and teamed up with Marquand when they were captured by bounty hunters and sentenced to live out their days in the penal battalions of the Count of Stirland. Neither as subtle or as flash as his Marienburg colleague, Ulli prefers to use a combination of brute force and low cunning to achieve his goals.

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

Weapons/Armour: Two-handed warhammer, Light armour.

Skills: *Strongman, Unstoppable charge, Combat master.*

SPECIAL RULES

These special rules apply to both Ulli and Marquand.

Wanderers. See Aenur, the Sword of Twilight Mordheim rulebook page 153.

A Fistful of Crowns: These guys will do literally anything for money/wyrdstone and have been known to change sides and stab their former employers in the back for just a



STEW RUFES





New Rules



few crowns. To represent this, opposing player(s) may attempt to bribe the pair into betraying their employers and changing sides. At the start of the game, any player(s) wishing to do this must secretly write down how much he is willing to bribe them by (this must of course be more than the pair's starting hire fee!). The controlling/employing player is advised to secretly write down a counter bid at the start of the game also. The bribing player may then choose at the start of any of his turns to attempt to bribe them (even if they are in close combat!). If he does so he must reveal the amount he has written down and if this is more than the hire fee plus the amount the controlling player has for his counter-bid, then he gains control of the pair until the end of the game. Only the player who has control of the pair is forced to pay the additional amount so that if the original controlling player loses control of them through a bribe he doesn't have to pay the counter-bid.

Eg, Captain Steiner of the Averland Avengers Warband has managed to find the duplicitous

pair when scouting the ruins. He pays them their hire fee of 30 gold crowns and they agree to join his warband for the next day's Wyrdstone hunting. Because Steiner is well aware of his new 'partners' treacherous reputation he keeps another 30 gold crowns set aside in a pouch just in case.

Later that day, Steiner comes across the warband of his arch rival, the Reiklander Captain Albrecht 'One Eye'. A fight ensues and when Albrecht recognises Ulli and Marquand (cutting a swathe through his men, no doubt!) he yells out to them that he will pay them fifty gold crowns if they change sides. Ulli and Marquand ponder this for a moment and then turn their weapons against the Averlanders. At this point Steiner throws his pouch of 30 crowns at their feet (making a total of 60 crowns and beating Albrecht's offer of 50) and, after counting the gold, our lovable rogues again turn their weapons towards the hapless Albrecht, much to Steiner's relief. Of course things could have been a lot different! For if Albrecht had bribed only 11 more crowns, because with 61 he would have beaten Steiner's counter-bid and Ulli and Marquand would have stabbed him in the back (literally!) and changed sides.

This bribing business can of course get quite interesting in multi-player games with different players attempting to bribe at different times.

Whichever player succeeds in bribing, or if the controlling player maintains control, they must pay this extra amount.

Where's the Money? These guys are not likely to accept any poor excuses if a warband cannot afford their extra pay. In the event that a player cannot pay the extra either in crowns or Wyrdstone (The warband should sell any Wyrdstone necessary in order to pay the hire or bribe) the pair will deprive the warband of an equal amount in equipment (based on market price). Failing this, they will take out their anger on the warband leader – immediately play a close combat with the pair versus the warband leader on his own and to the death!

Inseparable: These guys are like brothers (very nasty, unpleasant brothers!) and are totally inseparable. They must be hired as a pair and must remain within 8" of each other. In the event that one is taken *Out of Action*, the other will attempt to drag him off of the battlefield and to safety.

In a campaign, if one member of the partnership retires then the other will retire.



STEW RUFES

The bolt whistled mere inches past Ulli's ear. Ducking back behind a pile of rubble he looked across to the other side of the street.

"Marquand, those shots are getting too close for my liking. What did the wizard want that this madman thinks is so worthwhile defending, and why did I have to hide in the privy whilst you arranged the deal."

From the broken frame of a window, the flamboyantly dressed Marquand called back to his friend.

"It's a book Ulli, now do me a favour and tell me when you see the crossbowman again."

Ulli raised his head cautiously above the cover of a large chunk of stone.

"It had better be a damn good story, that's all I can say," the broad chested Middenheimer shouted back to his comrade, as another bolt flew through the air, slicing through Ulli's topknot harmlessly.

"If you think I'm risking my neck like that again Marquand you're sadly mistaken." Ulli growled at his friend.

"No need Ulli, it's safe, you can stop cowering behind that stone now."

Standing up Ulli spied the marksman's body draped from a window on the second floor of a ruined townhouse. Blood trickled down the wall from a wound in the man's side from where a small dagger protruded.

"I just needed a small distraction my friend, thank you for obliging. You know I never miss my mark!" Marquand drew his fine blade from its scabbard. "Now if you'd be so kind as to make good use of that hammer of yours to break down the door, we'll see off the remaining guards and take that book to the market."

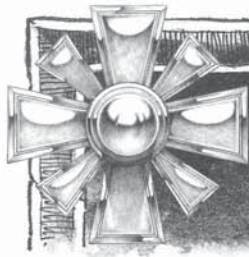
A puzzled look crossed Ulli's face, "I thought we were to give it to the wizard!" he shouted, charging easily through the thick, but rotten door, and bringing his hammer into the midriff of a surprised Averlander mercenary.

Marquand quickly followed his companion, thrusting with lightning speed at two opponents with his sword. "We were, but think how much this thing will fetch on the open market. Besides, I'll let the old man know of the sale of his precious tome and he is welcome to try and bid for it. But I have a sneaky suspicion that there will be some competition in the auction. I foresee a mystery trader raising the bid a little before letting the wizard buy his precious book." A whirl of steel was the last sight Marquand's unfortunate opponent witnessed before falling to the floor, bleeding from multiple wounds.

Ulli smiled as he finished off the winded Averlander, crushing his skull with a mighty blow of his warhammer.

"You know, my father always told me that books, not fighting, was the best way to make my fortune. Perhaps he was right after all."





The Sons of Nagarythe

Shadow Warrior Warbands

Nagarythe was once one of the most prosperous and beautiful of the kingdoms of the High Elven land of Ulthuan. When the Witch King Malekith and his mother Morathi led the kingdom of Nagarythe astray into worship of the Chaos gods, not all of their people followed. When Malekith led his people in a rebellion against the rightful Phoenix King, those who had not been converted to depravity remained loyal to the throne of Ulthuan and waged a secret war, a war of shadows, against the Witch King and his armies. When the Witch King was defeated and forced to flee, most of these 'shadow warriors' were killed, drowned by the sea as their land was torn asunder by the Witch King's foul magics.

The people of Nagarythe that survived became a nation of wanderers, moving from place to place and never really welcomed by other High Elves. For these Shadow Elves as they became known had gained a reputation for being a fierce and warlike people, full of cruelty. This reputation, while probably only partially true, sets the Shadow Elves apart from other members of their race. This, along with their grim attitude and generally dark presence, makes other High Elves feel ill at ease around them. In Ulthuan, they are misfits and outcasts, and many of these proud people seek their fortunes outside Ulthuan entirely. They truly are a race 'in the shadows' between the cruel darkness of the Dark Elves, and the beautiful light of the other High Elves.

Some of the Elves of Nagarythe have been driven mad by this condition, but most have

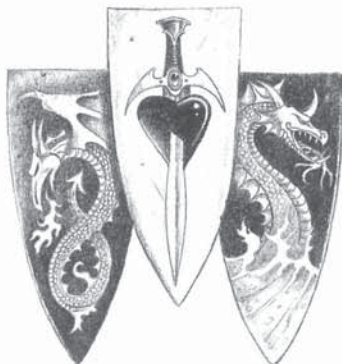
accepted their existence, and are driven on by a desire for revenge against their arch nemesis the Witch King and his perverse mother. The Shadow Elves form themselves into warbands and travel the lands of Ulthuan and the Known World, sometimes fighting Dark Elves (and other forces of Chaos) when they find them, and fighting just to survive the remainder of the time. Some still work in the service of the Phoenix King, acting as scouts and trackers for his armies. Sometimes, small units of these warriors will be sent by their king to distant lands on a special mission for Ulthuan – assisting the recovery of ancient artifacts left behind when the High Elves abandoned the Old World, or to sabotage a rumoured plot of the Dark Elves. When sent on such a mission, these bands bring their military trappings with them – standards and war horns, unit insignia fiercely emblazoned on their shields – for the Shadow Elves take pride in their loyalty to the Phoenix King. Other warbands represent small groups of warriors seeking their fortune... though still loyal to Ulthuan, they may no longer feel welcome in their island home, or perhaps they represent a family pursuing a personal vendetta against a particular Dark Elf leader. Whatever the case, bands of Shadow Warriors may occasionally be seen roving the lands of the Old World, exploring the steamy jungles of Lustria or the desert sands of Khemri.

Due to their wandering nature, it's not uncommon to see Shadow Warriors travelling the lands of the Empire, so they should fit right into your normal games of Mordheim. However, the Empire is not the only land these tireless warriors travel to in their quest to rid the world of Dark Elves. As more settings are introduced the game, you will be able to take your Shadow Warriors to other lands, such as the jungles of Lustria as introduced in Lustria – Cities of Gold. You should not feel constrained to keep the Shadow Warriors in one city, it is their nature to wander.

Special Rules

Hate Dark Elves: All warriors in a Shadow Warrior warband (excluding any Hired Swords) have an unyielding *Hatred* for Dark Elves.

New Rules



A story of that ancient and fey race, the Elves of Ulthuan, as translated here by the renowned scholar and wit Markus De Havener

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves in a Shadow Warrior warband can spot *Hidden* enemies from twice as far away as other warriors (ie, twice their Initiative in inches).

Distaste for Poison: The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by Shadow Warriors, even more so than by other High Elves. Warriors in a Shadow Warrior warband may not use poisons of any type.

Unforgiving: In addition to their hatred of their corrupt kin, the folk of Nagarythe have a long history of struggle against the forces of Chaos. In multiplayer games, a Shadow Warrior warband may never forge an alliance with any warband of a Chaotic nature (eg, Possessed, Skaven, Beastmen, Dark Elves, etc).

Tolerant: Due to their outsider status with their own people, the Elves of Nagarythe have learned to stifle their distaste for 'lesser races', and have even been known to work alongside them from time to time. A Shadow Warrior warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc). They also shun the company of anyone specialising in the use of poison (so no Assassins!).

Choice of Warriors

A Shadow Warrior warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors in the warband is 12.

Heroes

Shadow Master: Each Shadow Warrior warband must have one Shadow Master: no more, no less!

Shadow Walkers: Your warband may include up to 3 Shadow Walkers.

Shadow Weaver: Your warband may include one Shadow Weaver.

Henchmen

Shadow Warriors: Any number of models may be Shadow Warriors.

Shadow Novices: Any number of models may be Shadow Novices.

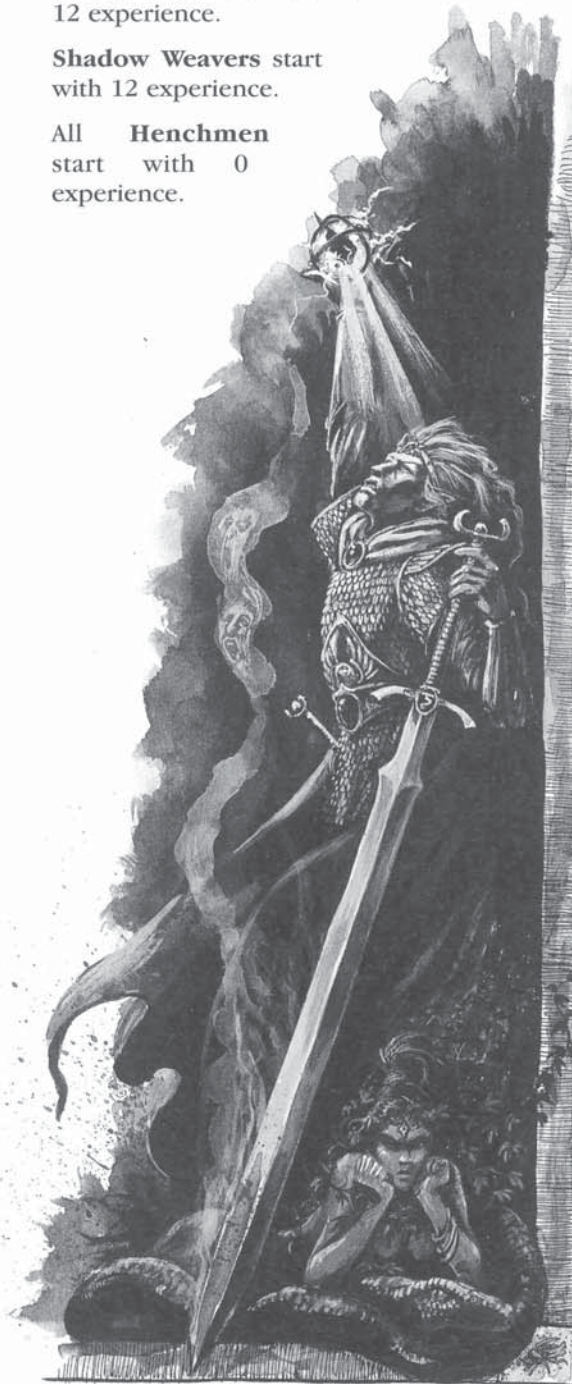
Starting Experience

Shadow Master starts with 20 experience.

Shadow Walkers start with 12 experience.

Shadow Weavers start with 12 experience.

All **Henchmen** start with 0 experience.



New Rules





New Rules

Shadow Warrior equipment lists

The following lists are used by Shadow Warrior warbands to pick their weapons:

SHADOW WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Ithilmar weapon*	2 x price

Missile Weapons

Bow	10 gc
Longbow	15 gc
Elf Bow	.35 gc

Armour

Helmet	10 gc
Light armour	.20 gc
Shield	.5 gc
Ithilmar armour*	.60 gc

Miscellaneous

Standard of Nagarythe*	75 gc
War Horn of Nagarythe*	25 gc
Elven Cloak	75 gc
Elven Wine*	30 gc
Elven Runestones*	50 gc

* *Heroes only.* These special prices represent the lower rarity of these items in Ulthuan; when attempting to purchase these items in Mordheim, Shadow Warriors pay the same prices as other warbands, and must roll to find them as normal. No roll is necessary to find these items when first starting a Shadow Warrior warband.



Shadow Warrior skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Shadow Master	✓	✓	✓		✓	✓
Shadow Walker	✓	✓			✓	✓
Shadow Weaver	✓		✓		✓	✓

New Equipment

Elven Wine (30+3D6 gc / Rare 10):

High Elven wines are well known to be the best in the world, and some are even rumoured to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior.

A Shadow Warrior warband that drinks Elven Wine before a battle will be immune to *Fear* for the whole of the battle.

(Shadow Warriors Only/One use only).

Elven Runestones (50+2D6 gc / Rare 11):

High Elven mages are well known as the masters of defensive magic. To aid them, they have developed several mystic runes of power. They often inscribe these runes on semi-precious stones, which can help strengthen an Elven Mage's magical defenses.

A Mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll equal to or above the successful caster's score. If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

(Shadow Weavers Only).

Standard of Nagarythe (75 + 3D6 gc / Rare 9):

While many Shadow Warrior warbands are simply wandering, some represent groups that have been sent from Ulthuan on a special mission for the Phoenix King. Such bands are really closer to military units than loose bands of warriors. As such, they tend to retain their unit insignia and other trappings. Chief among these is the unit standard. A unit's colours can hold a lot of meaning,



particularly when the warriors in that unit lack a true home. A Shadow Warrior band normally makes their standard by band; cost and rarity represent the difficulty of finding the proper materials (fine silks and thread of gold, for example).

A Standard of Nagarythe can serve as a second rallying point (the Shadow Master is the first, represented by his Leader skill) for the unit. Any members of the Shadow Warrior warband within 12" of their standard may re-roll any failed Leadership tests, should the standard be captured by the enemy (model holding the standard is taken *Out of Action*), all members of the warband will be subject to *Hatred* for the remainder of the game, and may not voluntarily Rout. Note that these effects do not affect any Hired Swords in the warband, only actual Shadow Warriors (including Shadow Warrior heroes) are affected. A model carrying a standard requires one hand free to do so, so no weapons, shields, etc, may be carried in this hand, and no double-handed weapons may be used while the standard is carried. A standard may be used in close combat as a makeshift spear (use the rules for a spear but with -1 on the to hit rolls). A standard may only ever be purchased when the warband is created and may never be added later to the warband. (Shadow Warriors Only).



War Horn of Nagarythe (25+1D6 gc / Rare 6): *Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around.*

The rules for the War Horn of Nagarythe are the same as for a normal War Horn from Town Cryer issue 7 (except for Rarity and price, see above), and are restated here for your convenience:

A War Horn of Nagarythe may be sounded once during the game at the start of any Shadow Warrior turn. Until the start of the next turn, all members of the warband gain a +1 to their Leadership (maximum Leadership 10). The War Horn may be used just before the warband takes a Rout test. (Shadow Warriors Only).

Elven Cloak (75 + D6x10 gc / Rare 12): Being from Ulthuan, Shadow Warriors have access to items that are rarely seen by other races.

Familiar (20+1D6 gc / Rare 8): *Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favour different types of familiars, depending on their environment: Shadow Weavers tend to favour darkly-coloured animals that can blend into the shadows easily; ravens or darkly-coloured cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic.*

Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the ritual to summon and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the Rarity roll is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. If a familiar is found, it should be modelled on the spellcaster as with any other piece of equipment. A familiar may be placed on a separate base (in fact many of the familiars that GW sells come this way), but if this is done the familiar must always remain in base-to-base contact with the wizard, and it is ignored for game purposes (so it may not attack enemy models or be attacked itself, may not intercept attackers, does not increase the wizard's base size, etc.), other than the effect below.

A Wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails, and remember that you may never re-roll a re-roll. Spell-users only (does not include users of Prayers). Note that unlike many of the items above, this item is equipment that any warband with a spell-user may use, if he can summon it successfully.



WIZARD RIFES





Heroes



1 Shadow Master

70 Gold Crowns to hire

Shadow Master is a very honourable title among the warriors of the Shadow Elves. It is given to one who has fought in the Shadow War for so long that he rules the darkness that he fights from. Often a member of the former Nagarythe nobility, the captain of a Shadow Warrior warband is known by the honourable title 'Shadow Master'. These proud and strong-willed warriors often gather a small band of their followers and seek a life away from the hesitant charity and distasteful stares of Ulthuan.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	3	3	1	6	1	9

Weapons and Armour: A Shadow Master may be equipped with weapons and armour chosen from the Shadow Warrior equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Shadow Master may use his Leadership characteristic when taking any Leadership tests.

03 Shadow Walker

45 Gold Crowns to hire

One step down from the title of Shadow Master is Shadow Walker. A walker in the shadows is considered to have made friends with the darkness, and while he does not command it, it gives him aid when asked. Shadow Walkers are seasoned veterans in the war against the Dark Elves. They are skilled trackers and hunters, and the most trusted lieutenants of the warband's captain, the Shadow Master.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons and Armour: Shadow Walkers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

01 Shadow Weaver

55 Gold Crowns to hire

All High Elves have some aptitude for magic, and those with the greatest aptitude are taught how to bend the Winds of Magic to their will. Shadow Weavers are the mages of Nagarythe. Due to the nature of their unending war against the Dark Elves, the mages of Nagarythe tend to specialise in magics that use shadows to conceal their presence and confound their enemies. In fact the title Shadow Weaver comes from the nature of their magic... like a talented tailor, the Shadow Weaver takes the threads of shadow and fashions them into shapes and forms of his choosing.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons and Armour: Shadow Weavers may be equipped with weapons and armour chosen from the Shadow Warrior equipment list, but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Shadow Weaver is a Wizard and may use the Shadow Magic list.

New Rules



Menchmen (Bought in groups of 1-5)

Shadow Warriors

35 Gold Crowns to hire

Most of the warriors in the Shadow Warrior warband are veterans of at least one battle, and all have lost loved ones to the depravity of the Dark Elves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons and Armour: Shadow Warriors may be equipped with weapons and armour chosen from the Shadow Warrior equipment list.

The racial maximums for Shadow Warriors is the same as for all Elves as indicated on page 121 of the Mordheim rulebook.

Shadow Warrior Novices

25 Gold Crowns to hire

These are untested Shadow Elves, newly inducted into the warband. Often these warriors are younger cousins who are setting out from Ulthuan for the first time. Due to their hard existence, it is often a quick progression from novice to full warrior, however.

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

Weapons and Armour: Shadow Novices may be equipped with weapons and armour chosen from the Shadow Warrior equipment list.



Shadow Warrior Special Skills

Shadow Warrior Heroes may use the following Skill table instead of any of the standard Skill tables available to them.



Infiltration

This skill is exactly the same as the Skaven skill of the same name.

See in Shadows

The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4").

Hide in Shadows

Over time, Shadow Warriors have learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is *Hidden* must halve his Initiative before measuring the distance.

Sniper

Long years of guerrilla warfare against the Dark Elves have taught Shadow Warriors how to strike from the shadows without being seen. If *Hidden*, a warrior with this skill may shoot or cast spells and still remain *Hidden*. If his target is not immediately taken out of action by the Sniper they get to test against their Initiative in

an attempt to spot him. A successful test means that the Sniper has been spotted and is no longer hidden.

Powerful Build

The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the people of Ulthuan. A warrior with this skill may choose skills from the Strength skills table from now on. This skill may not be taken by Shadow Weavers. Only two members of the warband may ever have this skill at any one time.

Master of Runes

The Shadow Weaver has learned to harness the power of the High Elven runes of power (see Elven Runestones) to a degree few mages attain. When using Elven Runestones, the mage is +1 to his Dispel roll. In addition, the Mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the warband may re-roll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by Shadow Weavers.



New Rules



New Rules



Shadow Warrior Magic

Shadow Weavers use a strange blend of magic that differs in many ways to the traditional High Magic of their cousins of the Tower of Hoeth.

Author's note: Several of the following spells mention that the target must be within a certain distance of a 'wall'. This is not literally restricted to walls, but may include any piece of terrain that could be expected to cast a man-sized shadow.

D6 Result

1 Pool of Shadow

Difficulty 7

The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.

This spell allows the mage and all within 6" of him to *Hide*, exactly as if there were a wall or other obstruction between them and their enemies. They may *Hide* even after marching. Their *Hiding* is disrupted if any enemy enters the area of effect. This spell lasts until the start of the Shadow Weaver's next turn.

2 The Living Shadows

Difficulty 7

Shadows around the target suddenly writhe as if alive and move to strike the victim.

The Shadow Weaver may cast this spell at any enemy model within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

3 Wings of Night

Difficulty 6

Wings of darkness unfurl from the Shadow Weaver's back and engulf him. He disappears, only to reappear in nearby shadow.

This spell may only be cast if the Shadow Weaver is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Shadow Weaver counts as charging in the first round.

4 Cloak of Darkness

Difficulty 7

The Shadow Weaver appears to be swallowed by shadows that even the sharpest senses cannot pierce.

The Shadow Weaver is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Shadow Weaver attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

5 Shadowbind

Difficulty 9

Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Shadow Weaver.

The Shadow Weaver may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 1D6+1 at the start of his turn (before the Recovery phase). This spell lasts until the Shadow Weaver suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were *Stunned*.

6 Shield of Shadow

Difficulty 7

Shadows congeal and become a solid barrier in front of the Shadow Weaver, or one of his comrades, protecting the target from enemy attacks.

The Shadow Weaver may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Shadow Weaver's next turn.

Blazing Saddles

Rules for Mounted Beasts in Mordheim by Robert J. Walker and Roger Latham

As well as being populated by the various humanoid races, the Warhammer world also contains many species of animals – some of which have been tamed and trained to perform a useful function. These can be divided broadly into two groups – animals that can be ridden (eg, horses, giant wolves, Cold Ones, etc) and those that can't (eg, warbounds, giant rats, etc). These rules are intended to flesh-out the rules for mounted warriors from page 163 of the Mordheim rulebook.

Model Representation

If you wish to include riding beasts or tamed animals, you will need to have models to represent them. For mounted warriors you will need both a mounted minature and a model on foot. It is advised not to glue the rider on but to use bluetack or something similar so that he may be removed when on foot and his mount is unridden.

Animal Handling Skills

Many warbands employ unridden, fighting animals. Often one or more members of the warband is nominated to care for the animals, feeding and training them.

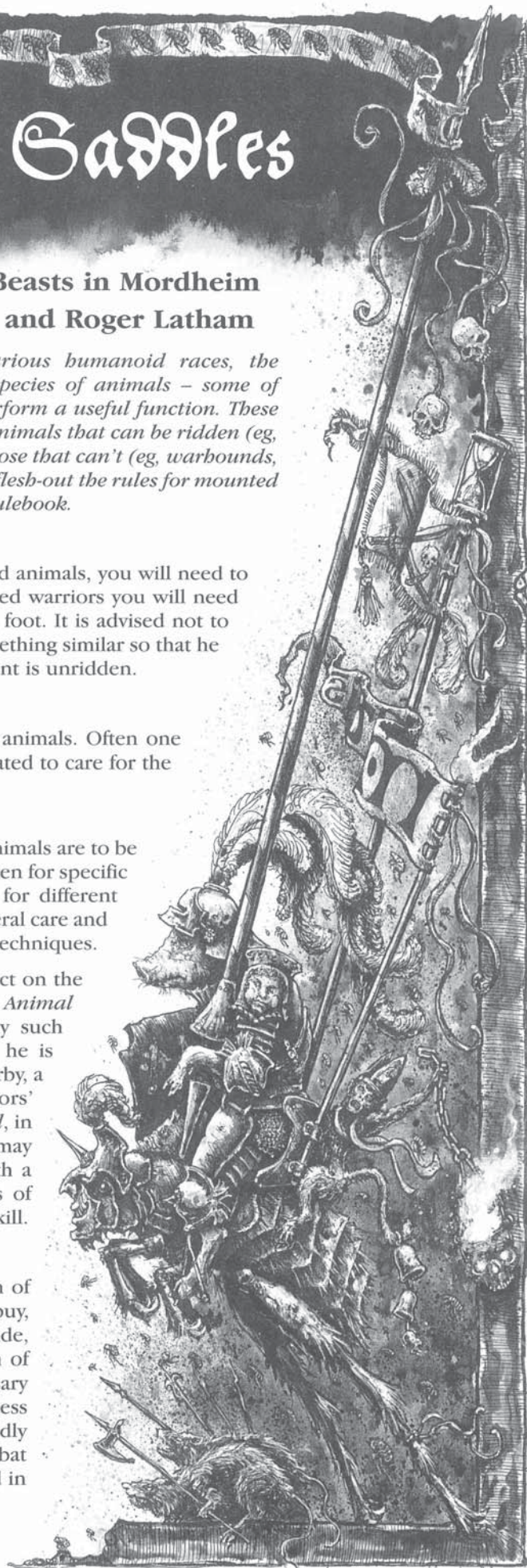
Beast Handler (eg, Dog Handler)

This skill is highly beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of the general care and well being of the animal as well as training techniques.

A warrior with this skill has a beneficial effect on the animals under his care. If a warrior has the *Animal Handling* skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the warband's leader is also nearby, a player may choose which of the warriors' Leadership to use unless the animal is *stupid*, in which case only the handler's Leadership may be used. In addition, stubborn animals with a handler in base contact, ignore the effects of stubbornness. This counts as an academic skill.

Riding Animals

Most warriors in Mordheim can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of lowly henchmen. To those with the necessary wealth and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right.



STEW
RUFES





Mounting Animals. It requires half a warrior's move to mount or dismount a riding creature. A mount or its rider may not run or charge in the same turn that the warrior mounts or dismounts unless the rider has a Special Riding skill that allows this.

Not Indoors. Mounts cannot normally be ridden indoors or underground, unless playing a specially devised scenario that allows this.

Dense Terrain. Riding mounts are rare both amongst the ruins of Mordheim and in the claustrophobic jungles of Lustria. The dense terrain makes riding difficult and large numbers of riders are highly ineffective. Thus in those settings, a warband may only have a maximum of two mounts (not including those belonging to Hired Swords). In more open settings, such as the open fields of the countryside around Mordheim or the deserts of Khemri, a warband may have as many mounts as they can afford.

Controlling a Mount. The Special Riding Skills may be used by warriors who have a riding animal, but only after the skill *Ride* has been gained; warriors which come provided with a riding animal are assumed to possess the *Ride* skill already.

Warriors without this skill may still ride animals, but must test against their Leadership if hit by any missile, and at the beginning of any Combat phase when a standing enemy is in base contact. If the test is failed they lose control of their mount and must roll on the Whoa, Boy! Table. Note that if an enemy is not standing, the mounted warrior is not considered to be in combat and thus does not need to test for loss of control.



Armour Bonus. All riding animals give their riders a +1 armour save bonus.

Bolting Mounts. In certain circumstances, a mount may bolt. A bolting mount must make a Leadership test at the beginning of the owning player's turn; if successful it stops running, otherwise it continues fleeing. The easiest way to determine the direction a mount bolts is to use an Artillery Scatter dice. If you do not have one, then roll 2D6 and use the clock-face method. Taking the direction the horse is facing as 12 and directly behind as 6, the horse will bolt in the appropriate direction on the clock-face.

Leading Animals. On occasion, a warrior may want to lead a riding animal rather than riding it. A warrior may only lead one riding animal unless he has the Animal Handling skill, for that particular animal, in which case he can lead as many as he wishes. Groups of led animals are tethered together and must maintain base contact with each other; at least one must be in base contact with the warrior leading them. Riding animals that are being led do not roll for loss of control. If required to make a Leadership test (eg, when charged by a *Fear*-causing enemy) they use the Ld of the warrior leading them. A warrior leading riding animals may move and fight as normal, but must maintain base contact at all times.

Unled Animals. Riding animals which are not being either led or ridden will remain stationary but must make a Leadership test at the beginning of their turn. If this is failed, they will bolt, using the rules above.

New Rules



Cavalry Skills

Skills may only be used one at a time. If two are applicable to a given situation, the controlling player must decide which to use. All bonuses are cumulative with those gained from a mount, unless otherwise stated.

Ride (eg, Ride Horse)

This skill is vital if a rider wishes to ride an animal into combat. The skill is specific to a particular type of animal and must be gained again if the warrior wishes to be able to ride a different kind of animal. For instance, a warrior with *Ride Horse* would need to gain the skill *Ride Warhorse* if he wanted to be able to ride such a spirited mount.

SPECIAL RIDING SKILLS

Cavalry Commander. Mounted heroes are an impressive sight. With a good vantage point, they can see (and be seen) far more readily than if they were on foot. If the warband's leader has this skill and is mounted, he may add an extra 6" to the distance within which other warriors in the warband may use his Leadership. This is in addition to any other bonuses that increase the range of the leader's influence.

Trick Riding. By athletically hanging off the side of his mount, a rider makes himself harder to hit. While a rider is trick riding all missile attacks against him suffer -1 to hit in addition to other modifiers. The rider must declare that he is trick riding before moving. He must then make an Initiative test and, if successful, may move full distance. If he fails he loses control of his mount and must roll immediately on the Whoa Boy! table. This skill may not be used with heavy armour because of the agility required. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill. Warriors without *Ride* may not use this skill.

Combat Riding. The rider has trained his mount to use its bulk to trample any unmounted enemy before him. A warrior with this skill may make a single additional S4 attack when charging an unmounted opponent. In subsequent rounds of combat, or if charged by enemy warriors, the mounted warrior fights as normal.

Evade. The rider has trained his mount to swerve from side to side in combat, wrong-footing his opponent. A rider with this skill always strikes first in close combat against dismounted opponents. When charged by an opponent, or otherwise fighting an enemy also

entitled to strike first, attacks are carried out in order of Initiative. If Initiative is equal, the model with greater experience strikes first. Warriors without *Ride* may not use this skill.

Running Dismount. The rider is able to dismount from his mount at speed. The rider may ride up to the mount's normal move distance and then dismount immediately. No further movement or shooting is possible. This skill may be used to move into contact with the enemy, counting as a Diving Charge from a height of 2" – all the usual rules for diving charges apply. Note that the rider then counts as dismounted, gaining no further assistance from his mount. Warriors without *Ride* may not use this skill.

Athletic Mount. Without breaking stride, the warrior is able to leap onto the back of his mount and immediately spur it into a full gallop. Once the warrior is on board, the mount may make a run or charge move as normal. The warrior must be within half his full move distance of his steed to use this skill.

Horse Archer. The rider has learned the skills of the steppe nomads and can shoot from a running mount. The rider may shoot in a 360 degree arc whilst mounted, and may shoot while his mount is running; however the shot suffers a -1 to hit penalty in addition to all other normal modifiers. Warriors without *Ride* may not use this skill.

Mounted Combat Master. The rider is especially skilled at combat against a mounted opponent. If the model is fighting mounted against a mounted opponent and successfully wounds the enemy, the wounded model must add +1 to his roll on the Whoa Boy! table. Warriors without *Ride* may not use this skill.



STEW RIFLES





Losing Control

If a mounted warrior has lost his last wound, then the player must roll on the Whoa Boy! table. This replaces the normal Injuries chart. If critical hits are suffered, then roll as many times as is required, taking the most serious result.

Whoa Boy! Table

- | | |
|-----------|---|
| D6 | Result |
| 1-2 | The rider is temporarily disorientated and his mount rears up. The rider keeps his seat but must spend his next turn stationary regaining control, unable to move or shoot. If attacked, treat the rider as fallen down. |
| 3-4 | The rider falls off his mount and is stunned, taking an additional S2 hit in the process with no armour save. In addition, roll a D6: on a roll of 1-3, the mount immediately bolts 3D6" in a random direction and continues until it has left the table – the mount may be recovered after the battle; on a roll of 4-6, the mount remains stationary and the warrior may remount once recovered. Note: the mount does not count as unriden or unled in this instance. |
| 5-6 | The rider and his mount crash to the ground together. The rider and mount are automatically <i>out of action</i> . In addition, roll a D6: on a roll of 1-2 the mount lands on top of its rider, crushing him. If this happens, the warrior must roll twice on the Serious Injuries chart after the battle. In addition, after the battle roll a D6: on a roll of 1-2 the mount was crippled or killed by the fall and is removed from the warband roster. |

New Rules



Animal Bestiary

What follows is a summary of animals commonly found in various parts of the world, along with a few less common species. Note that animals are not particularly bright and do not gain experience. Note also that ridden animals can be ridden, but that doesn't mean that all of them want to be!

Attack Animals

The most common attack animal in the Old World is the faithful wardog, especially favoured by Witch Hunters. Other warbands have their favoured attack animals – Giant Rats for Skaven, Dire Wolves for Vampires, Cold One Beasthounds for the Druchii, Scorpions for Khemrian Tomb Guardians. Whatever the differences between the species, a warrior with several sets of claws and jaws behind him is a more dangerous opponent than a warrior on his own.

For details of the various attack animals available to different races, see the Mordheim rulebook or the relevant warband lists.

Ridden Animals

Humans like their horses, Orcs their boars, Goblins their wolves. All agree that two legs are good, but four legs are better.

War Boar



Cost: 90gc

Availability: Rare 11 (Orcs only)

Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the boars for themselves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3	4	1	3	1	3

SPECIAL RULES

Ferocious Charge: Orc war boars attack with +2S when charging, due to their bulk. Note that this applies only to the boar, not the rider.

Thick Skinned: The thick skin and matted fur of the boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's armour save (making +2 total).

Giant Wolf

Cost: 85gc

Availability: Rare 10 (Goblins only)

The giant wolf is common in most of the mountain ranges of the Known World. However, catching one of these nasty, fast-moving beasts is another thing – especially if you are a Goblin.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	4

Note: Giant Wolves cannot be used in a warband that already contains Giant Spiders.

Giant Spider

Cost: 100gc

Availability: Rare 11 (Goblins only)

The Giant Spider is the stuff of nightmares. Typically five to six feet long they are highly prized by Forest Goblins as mounts.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3(4)	3	1	4	1	4

SPECIAL RULES

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as Strength 4, but this will not modify any armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! table. Note that even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

Note: Giant Spiders cannot be used in a warband that already contains Giant Wolves.

Mule

Cost: 30gc

Availability: Rare 7 (any warband)

Their stubbornness is legendary, but even so, these beasts of burden are occasionally ridden by Halflings, Dwarfs and even overweight clerics!

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	2	0	4

SPECIAL RULES

Slow: Mules are not the fastest of mounts and only bolt 2D6".

Stubborn: If a warrior is riding a mule, or is in base contact with a mule, he must make a Leadership test each round or the mule will refuse to move.

Ornery: With no leader or rider, a mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.

Non-combatant: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden mule, immediately roll on the Whoa Boy! table. If an unriden mule is charged, it will bolt directly away from the charger.

Riding Horse

Cost: 40gc

Availability: Rare 8 (Humans only)

Riding horses are not trained for battle and will not normally attack an enemy. However, they are useful for moving rapidly around the field of battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	1	0	3	3	1	3	0	5

Warhorse

Cost: 80gc

Availability: Rare 11 (Humans only)

Warhorses are large, well-trained horses, quite at home in battle. They are primarily used by human warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	3	3	1	3	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.

Elven Steed

Cost: 90gc

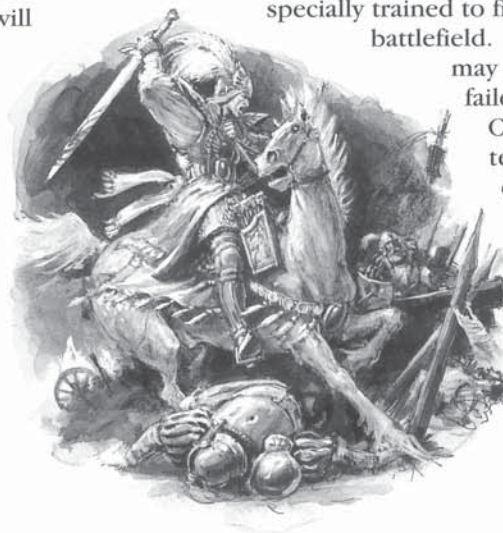
Availability: Rare 10 (Elves only)

Elven steeds are graceful animals, but have a vicious temperament when called upon to fight. It is rumoured that even Dark Elves breed these fine beasts. Typically, High Elf steeds are grey and white, Wood Elf steeds are tan and white, and Dark Elf steeds are midnight black.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



**STEW
RIFES**





Nightmare

Cost: 95gc

Availability: Rare 11 (Vampires and Necromancers only)

Vampire Counts occasionally need fell steeds to carry them about their business. Who cares if they're dead? They still have legs, don't they?

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	3	3	1	2	1	5

SPECIAL RULES

May Not Run: As an Undead creature, a Nightmare may not run, but may charge as normal.

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: As an Undead creature, Nightmares are immune to psychology, never have to take Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the Whoa Boy! table as normal.



Cold One

Cost: 100gc

Availability: Rare 11 (Dark Elves and Skinks only)

Scaly, mean and stupid, these native creatures of the New World make excellent mounts upon which to fight.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	4	4	1	3	1	3

SPECIAL RULES

Fear: Cold Ones cause *fear*.

Stupid: Roll against the rider's Leadership each turn; if the rider fails the test then usual *stupidity* applies, otherwise move as normal.

Scaly: Cold Ones give an additional +1 armour save bonus (making +2 in total).



Chaos Steed

Cost: 90gc

Availability: Rare 11 (Possessed warbands only)

Chaos steeds are malformed, debased parodies of the magnificent warhorses of the Empire. They are used by Possessed and other Chaos warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	3	1	3	1	5

SPECIAL RULES

May not be ridden by The Possessed. Even Chaos Steeds are skittish around the abhorrent Possessed and will not allow themselves to be ridden by such a being.

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



New Rules



Mule Skinner



A Hired Sword for Mordheim

35 gold crowns to hire + 15GC upkeep

Mule Skinners are quite common wherever teams of animal are used. They are experienced warriors, accustomed to handling teams of draft and pack animals such as horses and (strangely enough) mules, as well as more exotic animals such as Cold Ones. Most are freelance, offering their services in the marketplace alongside traditional traders. They are widely travelled and have contacts in most major cities, especially among the animal merchants.

May be hired: Any warband, except Possessed Skaven, or any Undead warband, may hire a Mule Skinner.

Rating: A Mule Skinner increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: The Mule Skinner starts with a whip and a dagger.

Skills: A Mule Skinner may choose from Combat and Strength skills. In addition he may learn *Streetwise* and *Haggle* (both Academic skills).

SPECIAL RULES

Animal Handler: A Mule Skinner starts with one *Animal Handling* skill (player's choice of which animal).

The following are based on the Adventurer's Whip rules by Jo-Herman Haugholt from the Mordheim Khemri Discussion Group (used with permission).

NEW SKILL

Whip Master: The Hero is so skilled with his whip that he may re-roll all to hit rolls when using the whip. Only one re-roll is allowed per attempt and you must accept the second roll, even if it is worse.

NEW EQUIPMENT

Whip

Cost: 15 Gold Crowns

Weapon	Range	Str
Whip	4"	As user -1

Special

Cannot be parried, reach, disarm, + 1 armour save.

Disarm: Instead of striking to injure, a warrior with a whip may try to strike his opponent's weapon, making him drop it. Roll to hit as normal, but instead of rolling to wound, the opponent gets a single *Parry* attempt; if the *Parry* attempt is failed, he has dropped his weapon. He must now fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). At the end of the combat, the model is assumed to retrieve the dropped weapon as long as he is not put *out of action*. Disarmed opponents put *out of action* lose the weapon permanently.

Note: The *Parry* attempt represents the model trying to hold on to the weapon; he is always allowed one (and only one) *Parry*, irrespective of the equipment he is carrying.



STEW RUFES





Scenario: *Hinders Keepers*

A scenario by Roger Latham

Whilst the richest pickings in Mordheim are to be found within the shattered remains of the city itself, it sometimes happens that treasures are to be found elsewhere. A stray word in a tavern or around the campfire may let slip where a rival warband has hidden its stash of wyrdstone. In such situations there is usually a mad scramble as every warrior within earshot takes to his steed (if he's lucky enough to have one) in order to beat the others to the easy loot. After all, Chaos takes the hindmost and last one there's a Halfling's dishrag!

This scenario is written with the new animal rules in mind, and therefore assumes that warbands will have some riding and possibly pack animals, but it will work just as well for dismounted warbands – especially Skaven.

Terrain

The scenario takes place on the outskirts of Mordheim. Set up ruined buildings as normal along one table edge, extending no further than 12" onto the table. At a distance of 8" in from the opposite table edge, place a small ruined building on a hill. This is an isolated building where a rival warband has hidden its stash. Inside the building place D3 Wyrdstone counters. The rest of the table should be lightly covered with suitable rural terrain (low hills, hedges, fences, abandoned carts, craters from comet fragments, etc). If your warbands are dismounted you will want to use more terrain

to give cover, less if you are using mounts and riders. A standard 4'x4' table will be large enough, but to make it more interesting you could have a 4'x6' or even 4'x8' with the objective building at the far end from the edge of the city.

Setup

Both players roll a D6 and the highest scoring player sets up within 8" of one corner of the edge opposite the objective building. The other player then sets up within 8" of the opposite corner on the same edge.

Starting the Game

Roll a D6. The highest scoring player goes first.

Special Rules

The objective of the game is to capture the stash of wyrdstone and exit the table within 8" of the warband's starting corner. One warrior from the first warband to reach the stash must spend one full turn searching for it before the wyrdstone can be moved, after which it can be picked up simply by moving into contact with it. A single warrior can carry any amount, but wyrdstone cannot be transferred between warriors. If the warrior carrying a counter is taken *out of action*, place the counter on the table where he fell.

Ending the Game

The game ends when one warband succeeds in taking at least half of the stash off the table within 8" of its starting corner, thereby winning the game, or when one warband fails a Rout test. Routing warbands lose automatically.

Experience

- +1 **Survives.** If a Hero or Henchman group survives the battle they gain +1 experience.
- +1 **Winning Leader.** The leader of the winning warband gains +1 experience.
- +1 **Per Wyrdstone Counter.** If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 experience.
- +1 **Per Enemy Out of Action.** Any Hero earns +1 experience for any enemy he puts *out of action*.

Wyrdstone

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





Scenario: Mule Train



A Mordheim scenario by Robert J Walker

They come from far and wide; mule trains are still the most economical way of transporting goods to Mordheim. The hardy mules make excellent time over the gorse-laden hills surrounding the Damned City. This route has the additional advantage of avoiding the many bandits that roam the roads leading to Mordheim, at least until recently...

Now, traders have to hire warbands to defend their mule trains, to run the gauntlet against the increasingly bold thieves and opportunistic warbands.

Terrain

Set up ruined buildings as normal along one table edge, extending no further than 12" onto the table, 8" in from the opposite table edge. The rest of the table should be covered by hills, woods and hedges with a road down the centre. Each player takes it in turn to place a piece of terrain in a 4'x4' playing area.

Warbands

The warband with the lowest rating is automatically defending the mule train. If both sides are equal, the warband with the fewer warriors is the defender.

The mule-train should consist of between three and six mules and no more than one mule for every two defending warriors (use normal horse models if you have no models of mules). The mules should be set up within 4" of the road, up to 12" onto the table. The attackers can set up anywhere more than 24" away from the closest enemy model.

Starting the Game

The attacker has the first turn.

Ending the Game

The game ends when all the mules have left the opposite table edge from where they started. Alternatively, the game ends when one of the warbands fails its Rout test. Note: Any model that leaves the table cannot return.

Experience

+1 Survives. If a Hero or Henchmen 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 gains +1 Experience for each enemy he puts *out of action*.

+1 Led Mule off the Table. If a Hero leads one or more mules off the table, he gains +1 Experience.

Special Rules

Riding

In this scenario, the mules are laden with goods and cannot be ridden. There are otherwise no restrictions on riding animals.

Rewards

If the attackers recover one or more mules, they may keep it or it may be sold. In addition, the goods on the back of the mule(s) should be determined as if the warband found a Slaughtered warband in the Exploration phase (4 4 4 4 4 4). Add +1 to the dice roll for every mule recovered after the first. Recovered mounts are those being led by a member of the attacking warband as they leave the table.

The defenders gain 2D6 GC for each mule they lead off the table.

Routing

If a warband routs, it abandons any mules in its possession. The opposing warband can only lead mules off the table it has in its possession as the enemy routs; abandoned mules are assumed to wander off and get eaten (probably).

Exploration.

At the end of this scenario, both warbands may explore as normal.



Mule Rules



Mounted Models in Nordheim

The Warhammer range admirably supports mounted troops for all the animals and creatures mentioned in this article. Mail Order have stocks for all the races. Here's a selection...

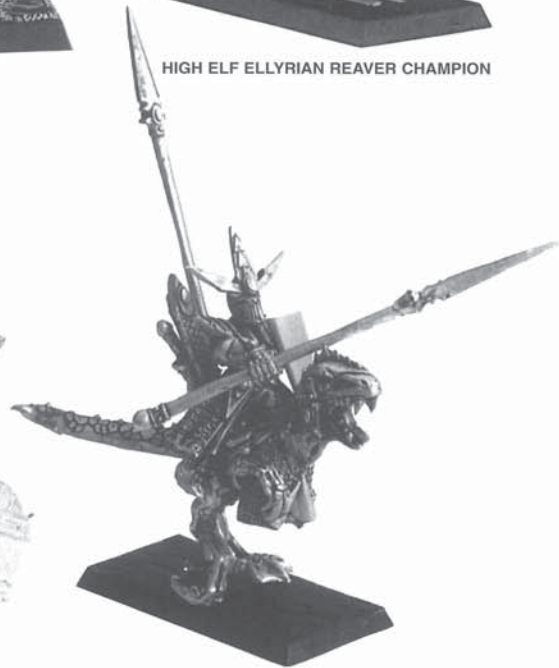
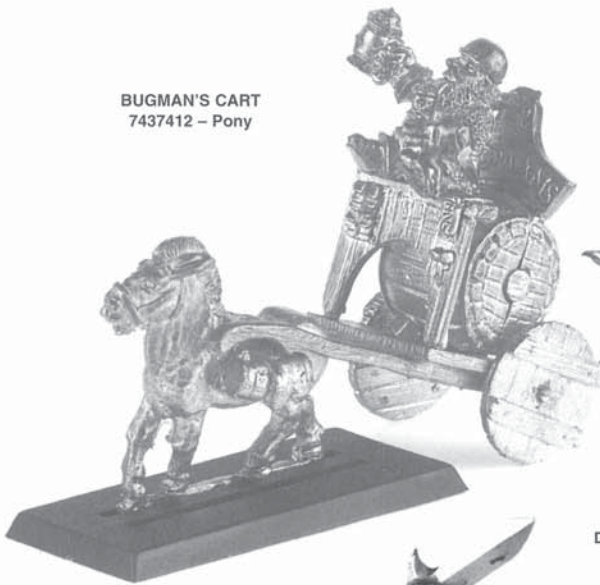


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New Rules



Kislevite Warband

The Land of the Great Bear

The land of Kislev lies to the north and east of the Empire. The further east one travels, the dense forests give way to open steppes stretching to the foothills of the Worlds Edge Mountains. The winters of Kislev are harsh and cruelly long and for months the land is gripped by snow blizzards and ice. The townships of Kislev are mainly built of timber for stone is rare and only the most important of the cities have stone buildings and walls. In the ancient capital city of Kislev, the massive white buildings are topped by vast gilded domes and decorated with golden statues and gargoyles. It has been said that Kislev is a poor country filled with rich people. It is certainly true that the people that live in this beleaguered land have an outlook on life that strangers often find surprisingly positive – for Kislev is a country under constant threat of invasion. Armies of savage Norse often venture into Kislev, raiding and pillaging, and to make matters worse Kislev lies right on the border of the Chaos Wastes, so that any Chaos incursion passes through the land (and its people) first.

To aid them in their struggle against these murderous foes, the Tzars of Kislev have forged strong ties with the Empire. This

alliance benefits both countries, as the rulers of the Empire have long understood the benefit of a northern bulwark against the tides of Chaos. Both countries have a tradition of sending troops to aid the other in times of need, and in fact the Gryphon Legion, pride of the Kislevite nobility, was formed as a symbol of the unity between the two countries. This knightly order is made up entirely of Kislevite nobles, but is garrisoned and trained in the Empire.

Despite the constant threat of invading armies, the people of Kislev sing and dance and play as much as or perhaps more than the people of any other country in the Old World. Some say that their relative happiness derives from their love of strong drink. Whether this is true or not, Kislevites certainly do enjoy their spirits, and in fact many of their people attribute almost magical qualities to that most famous of Kislevite drinks – vodka.

A Kislevite warband represents a group of individuals from this unique northern realm. Kislevites tend to be quiet in the face of strangers, but they hold much joy in their hearts. In fact they are loud and boisterous when amongst their own people. Kislevites are known to be extremely brave warriors, and they hold a loathing for Chaos that is much stronger than most of the peoples of the Old World. While many citizens of the Empire may remain ignorant to the initial signs of a Chaos cult, Kislevite citizens will immediately seek out any signs of depravity and cleanse the infected individuals with sword and flame. Keep these things in mind when you play a Kislev warband. Most citizens of Kislev have lost homes or loved ones to the warriors of Chaos, and they realise that anything less than constant vigilance could lead to their downfall. They are therefore unrelenting in their resolve against their ancient enemies. Give the forces of Chaos no quarter, and expect none in return!

Special Rules

May Hire: A Kislevite warband is allowed the same selection of Hired Swords as the Human Mercenary warbands from the Mordheim rulebook.

Ancient Enemies: Kislevite warbands may never ally (see the 'Multiplayer Rules for



*Tales of vodka-swilling, gruff men of Kislev
by roving scribe Mark Havener*

Mordheim' article from Town Cryer for more details on warband alliances) with any type of Chaos warband. This restriction pertains to the following warbands: Possessed, Beastman, Skaven, Dark Elf, Chaos Dwarf, and any other warbands the players judge to be sufficiently 'Chaotic'.

Choice of Warriors

A Kislevite warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Heroes

Druzhina Captain: Each Kislevite warband must have one Druzhina Captain, no more, no less!

Bear Tamer: Your warband may include a single Bear Tamer.

Esaul: Your warband may include a single Esaul.

Youths: Your warband may include up to 2 Youths.

Henchmen

Warriors: Your warband may include any number of Warriors.

Cossacks: Your warband may include any number of Cossacks.

Streltsi: Your warband may include up to 3 Streltsi.

Trained Bear: Your warband may include up to 1 Trained Bear. Note however, that a Kislevite warband may not include a Trained Bear if it does not first include a Bear Tamer!

Starting Experience

Druzhina Captain starts with 20 experience.

Bear Tamer starts with 8 experience.

Esaul starts with 8 experience.

All **Henchmen** start with 0 experience.

Special Equipment

Vodka

(35+2D6 gc / Rare 8)

Kislevites live in a harsh land under constant

threat of invasion. While this has instilled a seriousness in these people, it has not diluted their love of celebration one bit. If anything their love of revelry has increased with the hardships they have had to endure, as they have learned that life is fleeting, and any excuse to enjoy what they have been given is not to be squandered. One of the products of this love of life and celebration is a strong alcoholic spirit called vodka. It is also one of the country's most famous exports, though most inhabitants of the Old World find it too harsh for their palates. Kislevites take such enjoyment in this drink and regard it as something almost magical. Mothers give vodka to their families to ward off sickness and to keep them warm in the long winter months and warriors indulge both for luck and courage. Outsiders often scoff at the reputed properties of this liquor, but it must be said that a Kislevite army that is well supplied with vodka certainly fights better and in higher spirits than one without.

In game terms, vodka is a one-use item of equipment that a Kislevite Hero may give to the warband before the start of the game. Every warrior in the warband receives +1 Leadership (up to a maximum of 10) for that game. In addition, because of its nullifying alcoholic effects, every warband member must test against their Toughness before the start of the game – a failure resulting in -1 Initiative for the duration of the game.

Kislevite Heroes Only

Bear-Claw Necklace

(75+3D6 gcs / Rare 9)

Bears are widely regarded as sacred in Kislev, and a necklace made of their claws (or sometimes their teeth) is considered magical and reputed to have magical powers.

A warrior wearing a bear-claw necklace receives some of the strength and wild ferocity of the bear it came from. A warrior wearing a bear-claw necklace becomes subject to *Frenzy*.

Kislevite Heroes Only



STREW DRUFFES





New Rules

Kislevite Equipment List

The following lists are used by Kislevite warbands to pick their weapons:

KISLEV WARRIOR EQUIPMENT LIST Hand-to-hand Combat Weapons

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

Missile Weapons

Throwing Knives	15 gc
Shortbow	5 gc
Bow	10 gc
Crossbow	25 gc
Pistol	15 gc (30 gc for a brace)
Duelling Pistol	25 gc (50 gc for a brace)

Armour

Shield	5 gc
Buckler	5 gc
Helmet	10 gc
Light Armour	20 gc
Heavy Armour	50 gc

STRELTSI EQUIPMENT LIST Hand-to-hand Combat Weapons

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

Missile Weapons

Bow	10 gc
Crossbow	25 gc
Pistol	15 gc (30 gc for a brace)
Duelling Pistol	25 gc (50 gc for a brace)
Handgun	35 gc

Armour

Shield	5 gc
Helmet	10 gc
Light Armour	20 gc



Kislevite skill tables

	Combat	Shooting	Academic	Strength	Speed
Druzhina	✓	✓	✓	✓	✓
Esaul	✓	✓			✓
Bear Tamer	✓			✓	✓
Youth	✓			✓	✓





Heroes



1 Druzhina Captain

60 gold crowns to hire

Druzhina are the minor nobles of Kislev. During times of war these nobles form their own regiments in a Kislevite army, and they look most impressive with their ancient armour and weapons, as most of these prized artefacts are handed down from father to son. Druzhina are rich enough to afford their own horse and battlegear, and they must be ready to fight for the Tzar when called upon. In return for this, they are allowed to own land and are given a break on their annual taxes.

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

Weapons and Armour: A Druzhina Captain may be equipped with weapons and armour chosen from the Kislevite Warrior equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Druzhina Captain may use his Leadership characteristic when taking any Leadership tests.

Inheritance: When the Kislevite warband is first created, the Druzhina Captain is allowed to purchase one item from the Kislevite Warrior equipment list at half the normal cost. This item represents a treasured family heirloom that has been passed down through the generations. Losing an ancestral item is considered very disrespectful and if the item is ever lost (eg, from a *Robbed* result on the Serious Injury chart), the Captain **MUST** replace it with a finely-made substitute as quickly as possible or risk being haunted by the angry spirits of his ancestors. To replace an ancestral item, the Captain must purchase the same item of equipment at 150% of its normal price. This higher cost represents the fine detail and valuable materials used in the item's manufacture. Until the item is replaced, the Captain suffers a -1 penalty to all tests and rolls to hit.

0·1 Bear Tamer

35 gold crowns to hire

Since ancient times, bears have featured in Kislevite myths and legends. Kislevites have a deep respect for these mighty beasts, and gather to see the trained specimens that accompany travelling circuses. The powerful men that train these bears are known simply as Bear Tamers, and the best of them are widely

renowned amongst the people of Kislev. Bears can be trained for martial purposes as well, and Bear Tamers are often recruited into the armies of Kislev, where they enjoy a special status among the soldiery.

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

Weapons and Armour: A Bear Tamer may be armed with weapons chosen from Kislevite Warrior equipment list.

SPECIAL RULES

Bear Handler: A Kislevite warband that includes a Bear Tamer is allowed to purchase a Bear as a henchman. This Bear has been trained to follow the Tamer's commands, and so will automatically pass its Stupidity tests when within 6" of the Bear Tamer (even if the Tamer has been Knocked Down or Stunned).

0·1 Esaul

35 gold crowns to hire

Esaul is an ancient Cossack term that means 'Best Warrior', and was traditionally given to the most powerful fighter in the tribe. The word has survived the generations, and today it is an honorary title given by a chieftain to his personal champion, though it is also used by Gospodar warriors as a more familiar term for an experienced veteran. Most Kislevite towns contain at least one grizzled veteran amongst the ranks of their professional soldiery who has been affectionately labelled 'Esaul' by his men.

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

Weapons and Armour: An Esaul may be equipped with weapons chosen from the Kislevite Warrior Equipment list.

0·2 Youths

15 gold crowns to hire

Strong, strapping lads from the countryside often join a band of daring adventurers to make their fortune.

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

Weapons and Armour: Youths may be equipped with weapons chosen from the Kislevite Warrior Equipment list.



STEW RULES





Benchmen

(bought in groups of 1-5 models)



Warriors

25 gold crowns to hire

The Gospodar tribe make up the bulk of the people of Kislev, and they are generally considered the most civilised of the peoples of this harsh realm. Gospodars are large of stature with blonde or red hair. Their women are well known throughout the Old World for their fair-skinned beauty. Gospodar women have the same rights as men, and are allowed to rise to positions of power; infact the most powerful of the legendary Ice Mages of Kislev are all female!

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

Weapons and Armour: Warriors may be equipped with weapons and armour chosen from the Kislevite Warrior equipment list.



Cossacks

30 gold crowns to hire

Cossacks are nomadic tribesmen who live in the far north of Kislev. They are always the first to encounter any Chaos invaders from the north, and so have long fostered a bitter enmity with the servants of Chaos. Cossacks are renowned for their riding skills, and their favoured weapons are the scimitar (sword) and spear.

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

Weapons and Armour: Cossacks may be armed with weapons and armour chosen from the Kislevite Warrior equipment list.

SPECIAL RULES

Hate Chaos: Years of bitter struggle against the forces of Chaos have left their mark on the Cossack people. Cossacks are subject to *Hatred* against all forces of Chaos (eg, members of any warband the players would apply the *Ancient Enemies* special rule to).

0-3 Streltsi

25 gold crowns to hire

Firearms were first introduced to Kislev by Prince Boydinov of Erengard. Though very popular among his people, the prince was considered quite eccentric (it was he that invented the mad game called Kislevite Roulette). Despite initial superstition, as time passed handguns have been accepted as essential weapons of war. In his legacy the prince had a large portion of his wealth set aside for the establishment and upkeep of a regiment of handgunners. The regiment continues to this day and its members are known as Streltsi. Soldiers from other cities in Kislev, most notably the capital, are sent here to train in the use of firearms with the Streltsi.

In addition to their knowledge of handguns, Streltsi are also trained to use a small halberd called the *berdiche*. Infact the *berdiche* and handgun are the most widely recognised symbols of the Streltsi. In combat, Streltsi are able to use their *berdiches* as rests for their handguns, increasing their accuracy and making for a deadly weapons combination.

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

Weapons and Armour: Streltsi may be armed with weapons and armour chosen from the Streltsi equipment list. Note that Streltsi are the only Kislevite warriors trained in the use of handguns.

SPECIAL RULES

Gun-Rest: A Streltsi warrior armed with both halberd and handgun may use the halberd as a gun-rest. The warrior receives a +1 on his 'to hit' roll with the handgun, as long as he did not move that turn (this applies even if the warrior has a skill that allows him to move & shoot with his handgun – he must not move if he is to rest the gun).



0.1 Trained Bear

125 gold crowns to hire

Bear Tamers often bring one of their sacred bears with them when they prepare to enter battle. These great beasts respect little, and it takes years for a human to win their trust and obedience. The effort to train one of these creatures is well worth it however, as one can not hope for a more loyal friend or useful ally when things turn bad.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	2	2	2	6

Weapons and Armour: None, other than their claws and teeth!



SPECIAL RULES

Trained: A bear doesn't care about the warband's mission or enmity for other warbands – it's just following the orders of its trainer. Sometimes it gets bored waiting for orders; for this reason Trained Bears are subject to the rules for *Stupidity*. If given 'special attention' by its trainer, it will mind a bit better, so a bear is not required to take these Stupidity tests if the warband's Bear Tamer is within 6". In fact, this is the only member of the warband the bear will listen to; a Trained Bear will never use the warband leader's Leadership for any tests it is required to take. It may use the Bear Tamer's Leadership if within 6" of him however. Note that the warband cannot control the bear without a Bear Tamer. The Trained Bear may not be used in any game in which the warband's Bear Tamer does not take part (and this means that if the warband does not include a Bear Tamer at all, the warband must keep the bear staked back at camp until they hire a new one!).

Fearsome: A charging bear is a very scary sight indeed! A Trained Bear causes *Fear*.

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Fiercely Loyal: Such dedication is built into the relationship between Bear Tamer and bear that if his trainer is injured, a bear will often stand over the body to protect it, or even drag the trainer's body to safety. As long as his bear is not taken *Out of Action* during a game, a Bear Tamer ignores the following results on the Serious Injury table: 'Sold to the Pits', 'Robbed', and 'Captured' (and ignore equivalent results in settings such as Lustria that have their own special Serious Injury table). If any of these results are rolled for the Bear Tamer, treat the result as a 'Full Recovery' instead.

Animal: Trained Bears are animals and do not gain experience.

Sample Warband

When creating a warband I normally start with the models I place the highest priority on. I always purchase a leader first, as the warband has to have a leader and this is the figure that will most closely represent me as the warband combats others for wealth and glory. After this I purchase any henchmen that I really want to try out, and then I look at filling out my heroes and the rest of my warband. So Andrei was purchased first, and I gave him some ancestral armour, a pistol and sword. I figured the bulk of my warband would have very little equipment, so the Druzhina should have a couple expensive items to really make him stand out. The 'Inheritance' special rule really helps here!

After Andrei was purchased, my next priority was a Trained Bear. Bears feature prominently



STEW DRUFES





in the history and religion of Kislev, and it just wouldn't be right not to include one. Besides, if you want to strike fear into your opponents, there are few models better suited to do this!

Next, I focused on filling out my heroes. I normally try to purchase as many heroes as possible when I start a warband, as this gives me the best chance to get good Exploration rolls. However, this time I had allowed myself a little extravagance in the purchase of a bear, and this, along with the expensive warband leader, severely limited the amount of gold I'd have to fill out the warband. So I left the Esaul in Kislev and purchased a Bear Tamer and two Youths. The Bear Tamer is a requirement if I want to use the bear, and the Youths are cheaper than any of my henchmen!

On to the henchmen, and by this time I was starting to run pretty low on funds. With this in mind I decided to purchase Warriors instead of Cossacks. Warriors lack the Hate Chaos special rule of the Cossacks, but they are still decent henchmen and the 5 gold crown savings each would help me to possibly buy another warrior. I included four with clubs and daggers, but looking at the gold I had left and how many warriors were in my band, I figured I could do some shuffling and still get the warband to a good starting size. I normally like to start out a new warband with at least nine members, as having one more than a multiple of four gives you one more that has to be taken

Out of Action before you start testing for Rout. So I dropped one of the Warriors and added a Streltsi with his special equipment (handgun and halberd) in his place, and upgraded the remaining Warriors to swords instead of clubs.

As the warband progresses I plan to add in the final hero, and add some Cossacks as well. If I earn sufficient gold, I would like to purchase the maximum number of Streltsi, as their unique skills can make for a fearsome support of my close combat troops.

Kislev Warband

<i>Andrei Padinov</i> , Druzhdina Captain	110 gc
Heavy Armour (Ancestral Item), Sword, Pistol, Dagger.	
<i>Boris Schaunov</i> , Bear Tamer	45 gc
Sword, Dagger.	
<i>Ivan</i> , Youth	25 gc
Sword, Dagger.	
<i>Stephan</i> , Youth	18 gc
Club, Dagger.	
<i>Igor</i> , Trained Bear	125 gc
<i>Valery, Josef and Alexi</i> , Gospodar Warriors	105 gc
Sword, Dagger.	
<i>Anatoly</i> , Streltsi	70 gc
Handgun, Halberd, Dagger.	
Total:	498 gc

New Rules



"Oh Yeab! Oh Yeab! Subscribe to Town Cryer..."

Issue 22

MORDHEIM™

Town Cryer

Mordheim 3 Groats

Published on the first Angestag of each Mannslich

OH YE! OH YE! TIS DEATH THAT COMES THIS WAY...

Ghostly apparition of Town Cryer sighted in Mordheim

Tales abound of a fearsome shade that stalks the haunted streets of Mordheim, dressed in rags and ringing a bell in a perverse imitation of ye Towac Cryer of olde. Few have stories of first-hand sightings for tis said those who see the Cryer are told their doom and either die immediately or are cursed with gibbering madness for the rest of their days. Beware, Sigmar-fearing folk for the herald of the Shadowlord is upon us...

Lady Assassin stalks the night...

One of our intrepid scribes has just interviewed an elegant Bretonnian lady over dinner at the Stuck Pig tavern only to discover that she is a creature of the night... a Vampyre. She was described as pale but strikingly beautiful with a youthful exuberance that defies her three hundred years! The 'creature', only known as Marianna, has impeccable taste, displayed the finest etiquette and was well versed in the ways of the nobility. Our scribe's consort showed a detailed knowledge of world history far beyond what would be expected of an Imperial scholar, let alone a young and frivolous noblewoman. When challenged to prove her wild and impertinent claims, in a blur of movement, our scribe found himself dangling from a third storey window held aloft by just one of the Vampires's fingertips. Our scribe ensured that he didn't enrage the beast again!

The reason for the impromptu interview is that it appears this blasphemous succubus is at war with her own kind and would like to put out a message of defiance against her dreaded kin.



Here
Within



Tales of a
voluptuous but
deadly Vampiress
assassin.

Ye dreaded ghost
of ye olde Town
Cryer stalks the
streets.

The ruins of
Mordheim
mapped out for
adventurers.

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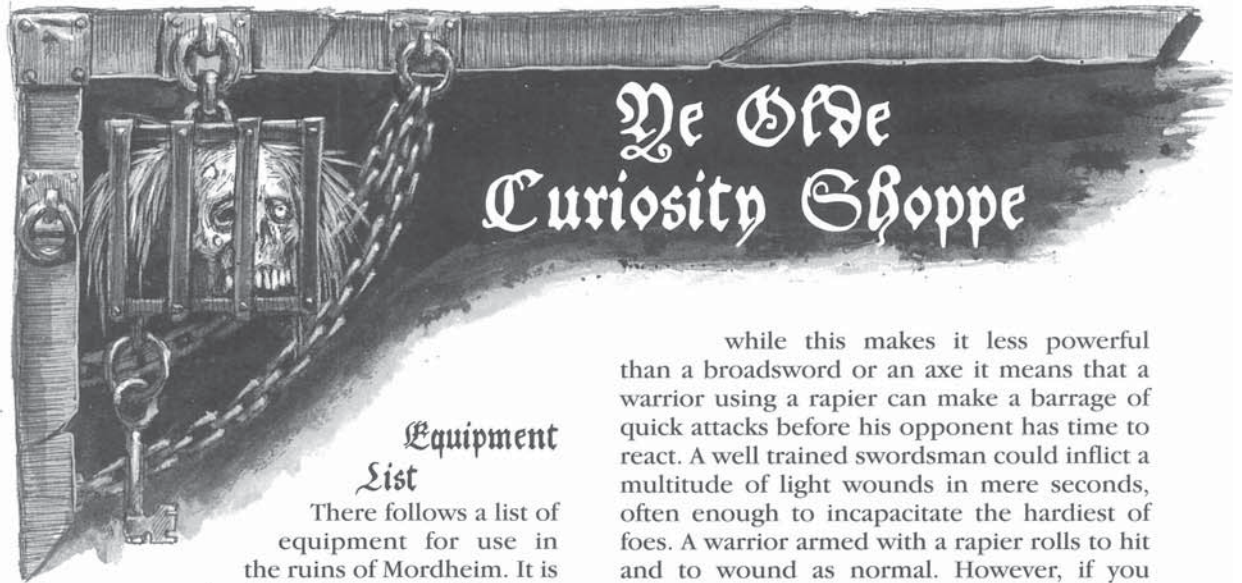
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New Rules



De Olde Curiosity Shoppe

Equipment

List

There follows a list of equipment for use in the ruins of Mordheim. It is broken down into Weapons, Armour and Miscellaneous equipment.

WEAPONS

All of the new weapons are uncommon specialist items wrought by a master weaponsmith.

They are not available to starting warbands and can only be used by heroes with the combat skill *Weapons Training*.



The rapier is a long thin blade commonly used by duellists. It is a deadly, sharp weapon capable of delivering a multitude of blows but lacks the power of a broadsword.

Range: Close combat; **Strength:** As user; **Special Rules:** Parry, Barrage, armour save

SPECIAL RULES

Parry: Like all swords, you may use a rapier to parry in hand-to-hand combat. When your opponent scores a hit you must roll a D6. If you can score greater than the highest 'to hit' roll you have parried the blow and the attack is discarded.

Barrage: A rapier is light and flexible, and

while this makes it less powerful than a broadsword or an axe it means that a warrior using a rapier can make a barrage of quick attacks before his opponent has time to react. A well trained swordsman could inflict a multitude of light wounds in mere seconds, often enough to incapacitate the hardiest of foes. A warrior armed with a rapier rolls to hit and to wound as normal. However, if you manage to hit your opponent but fail to wound, you may attack again just as if you had another attack but at -1 to hit (down to a maximum of needing a 6 to hit). You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.

Armour Save: Because a rapier is a very light sword that lacks the thick, armour breaking blade of the broadsword, armour saves are made at +1 (ie, if the opponent has no armour at all he still receives a 6+ save).

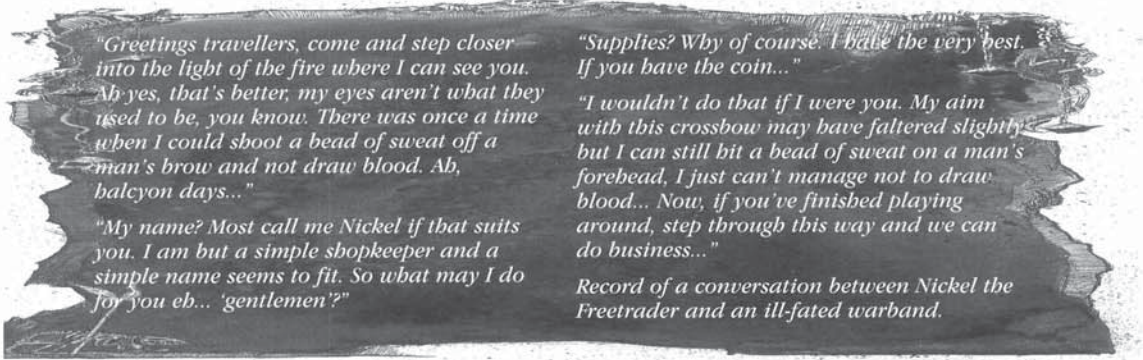


The sword breaker is a specialist weapon wrought by only the most talented swordsmiths. Next to the hilt are two prongs concealed within the blade that can be used to trap an opponent's blade, twisting and snapping it with a single, well timed movement.

Range: Close combat; **Strength:** As user; **Special Rules:** Parry, Trap Blade

SPECIAL RULES

Parry: The sword breaker allows the wielder to parry the attacks of his opponent's in close combat. When your opponent scores a hit roll



"Greetings travellers, come and step closer into the light of the fire where I can see you. Ah yes, that's better, my eyes aren't what they used to be, you know. There was once a time when I could shoot a bead of sweat off a man's brow and not draw blood. Ah, balcyon days..."

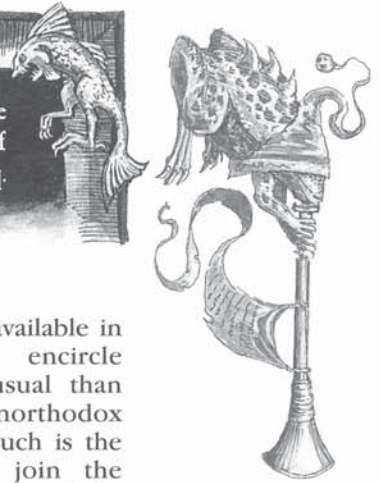
"My name? Most call me Nickel if that suits you. I am but a simple shopkeeper and a simple name seems to fit. So what may I do for you eh... 'gentlemen'?"

"Supplies? Why of course. I have the very best. If you have the coin..."

"I wouldn't do that if I were you. My aim with this crossbow may have faltered slightly but I can still bit a bead of sweat on a man's forehead. I just can't manage not to draw blood... Now, if you've finished playing around, step through this way and we can do business..."

Record of a conversation between Nickel the Freetrader and an ill-fated warband.

Being a perusal of the quality equipment and learn'd skills available to the discerning adventurer in the City of the Damned by the master scribe of Altdorf Nicodemus Kyme esq.



a D6. If you can roll greater than the highest 'to hit' roll of your opponent, you have parried the attack and the blow is wasted.

Trap Blade: The two prongs used to trap an opponent's weapon are snapped out when the warrior parries. Whenever you make a successful parry attempt roll a D6. If you score a 4+, you break the weapon your opponent was using. The weapon is now useless and they must use another one, or if they have no other weapon, resort to unarmed combat.

Brazier Iron

The brazier iron is a weapon commonly used by witch hunters. It consists of a long heft topped by an iron cup filled with burning hot coals. In combat, the weapon takes on an eldritch quality as the burning embers sear the air as it is swung, opponents are sent reeling in flaming agony as they are set on fire.

Range: Close combat; **Strength:** As user +1; **Special Rules:** Two handed, Fire

SPECIAL RULES

Two handed: A warrior armed with a brazier iron requires two hands to wield it effectively and so may not use a shield with it or another hand weapon or buckler in close combat. The warrior may still use a shield for the purposes of missile fire though.

Fire: The burning brazier of coals atop the staff is deadly, capable of setting an opponent ablaze with even the slightest glancing blow. Whenever you score a successful hit with the brazier staff roll a D6. If you roll a 5+ the victim is set on fire. If the warrior survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the flames burning the warrior

out if they wish. They must move into base-to-base contact and score a 4+ in the Recovery phase.



ARMOUR

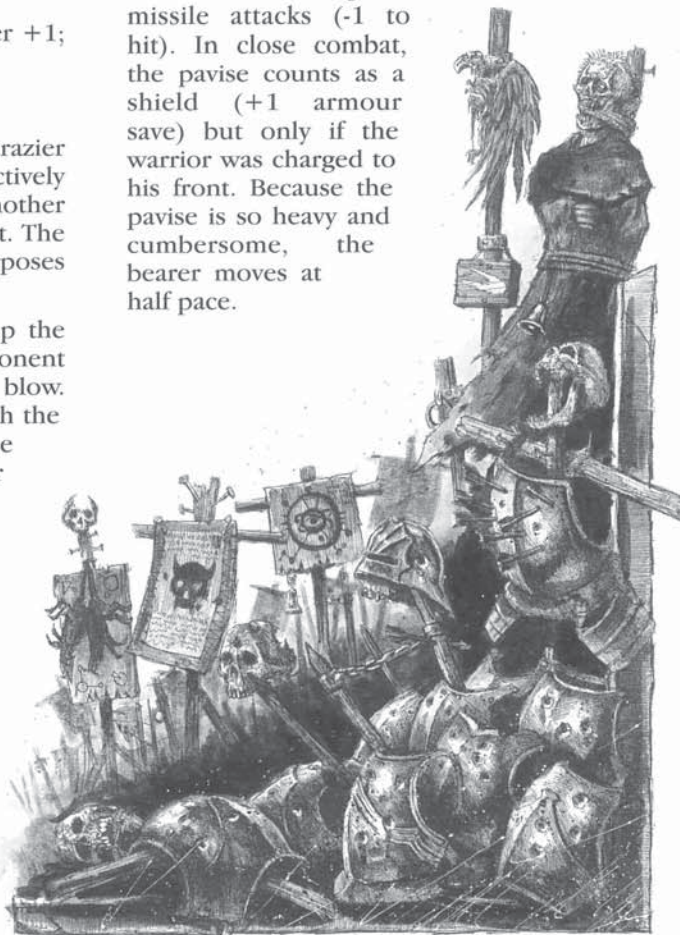
There are many types of armour available in the trader's outposts which encircle Mordheim. Some are more unusual than others, many warriors using unorthodox methods of protection but then such is the eclectic nature of those who join the adventuring warbands of the City of the Damned!

Pavise

A pavise is a huge shield commonly used by regiments of warriors in battle to defend themselves from the arrows of their enemies. It is a weighty item and little use in a long protracted combat but excellent against shooting.

SPECIAL RULES

Cover/Save: A warrior using a pavise counts as if he is in cover against missile attacks (-1 to hit). In close combat, the pavise counts as a shield (+1 armour save) but only if the warrior was charged to his front. Because the pavise is so heavy and cumbersome, the bearer moves at half pace.



Special Rules





MISCELLANEOUS EQUIPMENT

The following miscellaneous equipment can be added to that found on page 52 in the Mordheim rulebook. It follows all of the usual rules for miscellaneous equipment as given in that section.

Telescope

Common to the great astronomers in the observatories at Nuln, telescopes are a useful, if highly rare, item to have in the City of the Damned. The keen view offered by these instruments makes shooting easier and gives an unparalleled awareness of a warrior's surroundings.

Any Hero using a telescope may increase the range of any missile weapon he is using by D6" each turn. Furthermore, he triples the distance at which he can spot *hidden* enemies.

Caltrops

Originally used on the battlefield to impede cavalry charges, a caltrop is a small spiked iron ball. In the City of the Damned, a pouch of these small items can be enough to deter any attacker who risks serious injury should they try to charge over them.

There are enough caltrops to last for one use only. They may be used when an opponent decides to charge. The defender simply throws the caltrops into the path of his attacker and they reduce his charge range by D6 inches. If this means that the attacker cannot reach his target then it is a failed charge.

Fire Bomb

Designed by the dwarf engineers of the Worlds Edge Mountains, fire bombs are a rare and deadly weapon. A small batch of gunpowder is sealed within an iron casing with a short fuse fed into it. When lit, the thrower has only seconds before the gunpowder ignites and explodes. This can often prove to be dangerous, as if the fire bomb is fused incorrectly it could be the thrower who finds himself amidst the explosion...

The fire bomb may be thrown in the Shooting phase in the same way as blessed water (see p53 Mordheim rulebook). If the bomb lands on target, the warrior hit takes D3 Strength 4 hits with no saves for armour and all warriors, friend or foe, within 1" of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls a 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been hit by his own fire bomb!

Flash Powder

An ancient Dwarf creation, flash powder is used in mines to illuminate darkened fissures in the search for gold and other precious minerals. In Mordheim, small bags of this substance can be used to blind enemies, throwing them into disarray as you launch your attack.

Flash powder can be thrown as an enemy charges the wielder (as an interrupt). The charger must take an immediate Initiative test in order to cover their eyes. If he fails, he is temporarily blinded and it counts as a failed charge. There is only enough flash powder for one use during the battle.

New Rules



Price Chart

The following chart gives the cost of all the aforementioned items of equipment, including whether items are rare or common. Some items are restricted to specific races or forbidden to others and where this is applicable it is indicated. Otherwise, all the normal rules as given in the price chart on page 146 of the Mordheim rules book apply.

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Rapier <i>(Only available to Reiklanders or Marienburgers)</i>	15gc	Rare 5
Sword Breaker	30gc	Rare 8
Brazier Iron <i>(Only available to Witch Hunters)</i>	35gc	Rare 7

ARMOUR

Item	Cost	Availability
Pavise	25gc	Rare 8

MISCELLANEOUS

Item	Cost	Availability
Telescope	75+3D6gc	Rare 10
Caltrops	15+2D6gc	Rare 6
Fire Bomb	35+2D6gc	Rare 9
Flash Powder	25+2D6gc	Rare 8
Fire Arrows	30+D6gc	Rare 9
War Horn	30+2D6gc	Rare 8
Rabbit's Foot	10gc	Rare 5

Fire Arrows

Fire arrows are tied with rags soaked in oil bunched up in a tight pouch that explodes when hitting the target, setting clothes and equipment alight.

If you hit with a fire arrow roll a D6. If you score a 4+ your opponent has been set on fire. They must roll a D6 in the Recovery phase and score a 4+ to put themselves out or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful. The fire arrows last for one battle only.

War Horn

The blaring sound of a war horn can be enough to stir the hearts of any warband which it is attempting to bolster. It grants men courage and gives them the will to fight on defiantly.

A war horn may be used once per battle at the beginning of any turn. It allows the warband to increase its Leadership by +1. The effect will last from the start of one turn to the start of the next. The war horn can be used just before a warband is about to take a Rout test.

Rabbit's Foot

The rabbit's foot is a symbol of good luck and often worn about the neck on a thin cord of leather by superstitious warriors.

A rabbit's foot allows the warrior wearing it to re-roll one dice during the battle. If not used in the battle, it can be used during the Exploration phase, providing the hero is able to search through the ruins.



Academic Skills

Scribe. The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his Difficulty roll.

Once used, the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used.

Mind Focus. The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a warrior capable of using prayers or casting spells. When using a spell or prayer, the warrior with this skill may re-roll one dice roll used in the Difficulty roll.

Tactician. This skill may only be taken by the warband's leader. The warrior has a great tactical mind and can often find the best positions for his warriors to meet the oncoming attack. In any scenario the warband leader may reposition his warriors after his

opponent has set-up and may even advance them up to 12" onto the board instead of 8".

Hunch. This skill may only be taken by the warband, leader. The warrior has an uncanny knack of placing his men in the right place at the right time, as if he senses danger through instinct alone. In any scenario, the warband leader may position up to three of his men capable of earning experience in any ruined building on the board that is at least 12" away from an enemy model and not in the enemy's deployment zone.

Magical Aptitude. This skill may only be taken by a warrior capable of casting spells. It may not be used by Sisters of Sigmar or Warrior Priests. The warrior has a keen aptitude for magic and can push himself beyond normal limits to produce a storm of spells. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell he must take a Toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails you must roll on the Injury table immediately with no saves, treating 'out of action' results as 'stunned' instead.

New Rules





Best of Town Cryer



Call to Arms - Scenario Winner 'The Caravan'

Hear Ye! Hear Ye!

Our small office on the outskirts of thrice-cursed Mordheim where this splendid tome is made has recently been bombarded with correspondence. This loyal response to his excellency - Ye Grand Duke of Ostermark's 'Call to Arms' has been most overwhelming and we have received over sixty submissions. Fear ye not faithful servants for if ye failed to win the grand prize of our most generous lord, your hard work will not go unnoticed, for the best of your submissions will no doubt make the pages of a future issue and other treasures are sure to be yours.

Our Kislev friends have even downloaded their winning scenario on, that accursed magical device to the internet. See it and much more here:

<http://www.espace.cz/People/Honza/Gaming/Mordheim/Caravan.zip>.

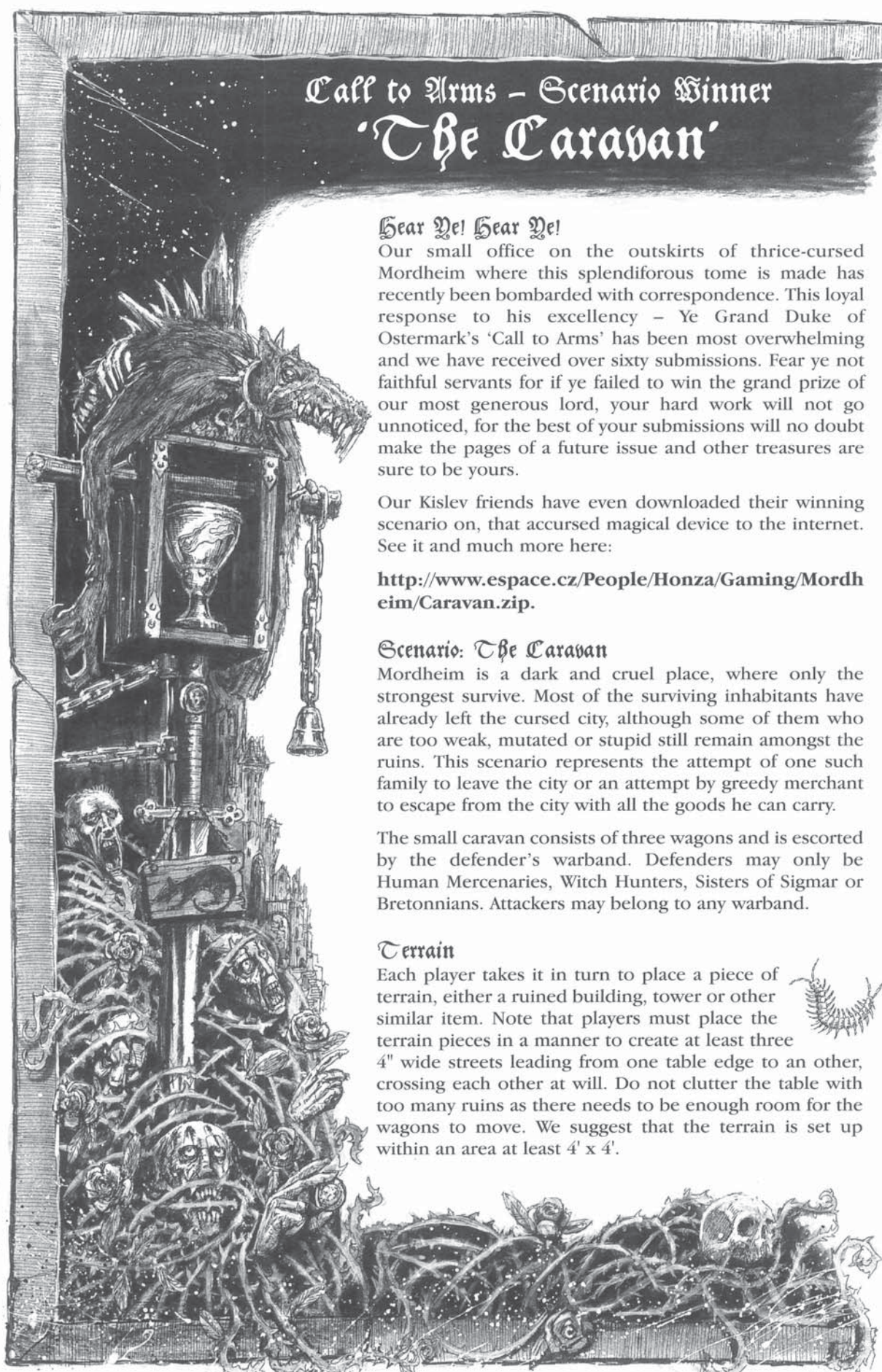
Scenario: The Caravan

Mordheim is a dark and cruel place, where only the strongest survive. Most of the surviving inhabitants have already left the cursed city, although some of them who are too weak, mutated or stupid still remain amongst the ruins. This scenario represents the attempt of one such family to leave the city or an attempt by greedy merchant to escape from the city with all the goods he can carry.

The small caravan consists of three wagons and is escorted by the defender's warband. Defenders may only be Human Mercenaries, Witch Hunters, Sisters of Sigmar or Bretonnians. Attackers may belong to any warband.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower or other similar item. Note that players must place the terrain pieces in a manner to create at least three 4" wide streets leading from one table edge to another, crossing each other at will. Do not clutter the table with too many ruins as there needs to be enough room for the wagons to move. We suggest that the terrain is set up within an area at least 4' x 4'.



A fync report on an ambush of heavily layden wagons by bandit chief Honza Skypala and partner in crime Stepan Stepanov

Setup

Place three wagons in a column roughly to the middle of the table edge. The Defender sets up first, within 8" of the caravan. The Attacker sets up second within 20" of the opposite table edge. All the Attacker's models start the game *Hidden*.

Special Rules

Wagons: Each wagon is crewed by one man and is pulled by two horses. The wagon has the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	4	3	-	-	-
Horse	8	-	-	3	3	1	2	-	-
Driver	4	2	2	3	3	1	2	1	6

Wagons are moved during the Compulsory Move phase. Each of them must move their full movement allowance of 8" towards the opposite table edge. Note that this does not mean that the wagons must move in a straight line, they may try to avoid conflict by choosing a different street and so on, but they cannot move towards their own table edge. Their only aim is to leave the city as fast as possible via the opposite table edge to the edge where they started the game.

Wagons cannot charge, climb, hide, run or flee. In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal their Initiative or suffer a S3 hit with all of the consequences.

If a wagon is charged, then it must stop until all of the foes are *Knocked Down*, *Stunned* or *Taken Out-of-Action* or it is destroyed. A wagon cannot be *Knocked Down* or *Stunned* although the driver or the horses may be. If a wagon loses its last Wound, then it is destroyed, looted, overturned and removed from the table, followed by the war cries of the attacking warband.

If the driver fails a *Fear* test he must do exactly as is explained in the rules.

However, he does not need to take a *Man Alone* and never breaks from the combat or flees.

Wagons are counted as large targets for the purpose of shooting.

Wagons never suffer from critical hits.

Wagons that move through their opponent's table edge are removed and count as escaped.

Rout Tests

The Defender does not need to take Rout tests, but he can *Rout* voluntarily if he wishes to after suffering enough casualties. After all, he will receive his payment only after his escort duty is done.

The Attacker is pumped up with greed and anger seeing his prey is leaving the city. He must take Rout tests only after suffering 50% casualties. If the Attacking warband is routed, then all of the survived wagons successfully escape.



Best of Town Driver





Payment and Looting

The Defender receives 5D6gc as a starting payment and 5D6gc for each wagon that escapes. If all three wagons escape, the defender receives an additional bonus of 5D6gc.

The Attacker receives 3D6gc for each wagon that he loots. The Defender receives more money for each wagon because he receives his payment from the merchant or the family members after the battle and not all of the goods can be looted immediately or can be sold (some of them have personal meaning for the owner, but nobody else will be willing to pay a single gold crown for them).

Banditry

The Defender may treacherously attack the caravan he was hired to protect. In this case the wagons still try to escape through the opponent's table edge but are moved by the attacker. For each wagon looted, the Defender receives 3D6gc. If the Defender deliberately attacks the caravan, then continue to play the scenario as a Skirmish with normal Rout tests.

In addition, the traitorous Defender can never escort a caravan again (in this campaign), nobody will trust them enough to feel in need of their service. The warband suffers a -1 modifier when attempting to find rare items for the next D6 games – nobody likes to trade with one who is so untrustworthy.

Starting the Game

The Defender takes the first turn.



Ending the Game

The battle continues until all of the wagons escape, are destroyed or one of the warbands is routed.

Experience

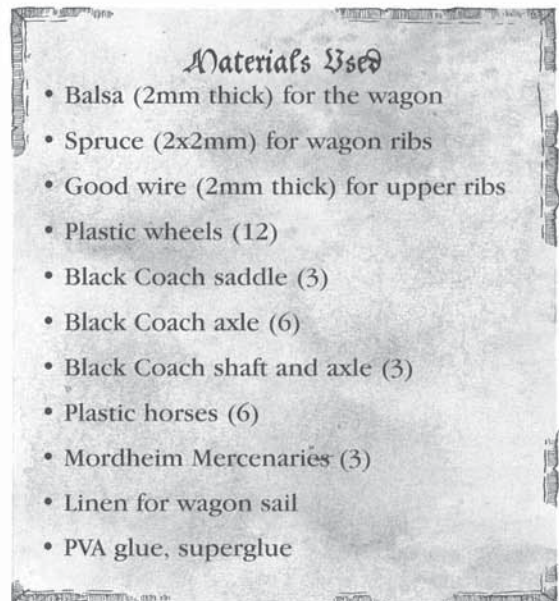
+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Per Enemy or Wagon Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Winning Leader. If at least two wagons escape, then the Defender wins the game otherwise the Attacker wins. Note that the bonus does not depend on routing from the game.

This scenario requires three wagon models to represent the caravan itself – so there is

something that can be looted on the table! I decided to make the caravan look like those wagon trains from western movies.



The Wagon Chassis

I made the wagon chassis out of balsa wood. First cut out of balsa a rectangle to make the bottom of the wagon chassis. I made it slightly narrower than the axle so it would fit in between. I have found in the past that by adding the sides and ribs it wouldn't fit in between the wheels and the wagon chassis has to be positioned over the wheels.

Ok, as I said, cut out the bottom of the wagon chassis. Now you have to cut the sides and glue it to the bottom so it makes a nice bottom of a box. To make it look better, make the front and back side a trapezium – bottom edge slightly smaller than the top one.

For gluing I used PVA glue, as it glues balsa nicely. So now we have the bottom of the wagon and we want to make it look cool! If you watch any Western movie, take a good look at the wagons! Yes, they have nice ribs on their side to hold up the canvass roof. So to make the ribs I have bought thin sprue sticks (they sell them in hobby shops), I bought one that is 2x2mm thin, 1m long. I cut out lengths that would make good ribs on the sides of the wagon body and glued it (using PVA glue).

Now we need to put the chassis on the wheels! Glue the wheels to the axle and the shaft to the axle. Now glue the front wheels to the chassis of the wagon. Well, you will realise that it doesn't touch as there is space inbetween. So you have to put something there – cut small

Best of Town Erper



rectangles out of balsa and glue the front wheels to the body.

Now we want to glue the back wheels to the chassis. We need to make the part holding the wheels from balsa – cut out two small trapeziums and a few rectangles (that you will put inbetween the trapeziums) and glue it all together. Then glue it to the body and the wheels to it. Take the saddle from the Black Coach model and glue it to the front side of wagon so that the coachman has something to sit on.

Now we want to make the upper ribs holding the canvas roof. We'll make it from wire – cut pieces (measure the chassis to see how long), bend them and glue them to the wagon. OK, that's it, you have a wagon now ready for painting.

The Horses

I used standard unbarbed GW horses but I didn't want them to have saddles. So I took the needle file and a knife and removed the saddles from the horses. Then I modelled a simple yoke from Green Stuff and added the rest of the harness, so the wagon gets more of a realistic look.

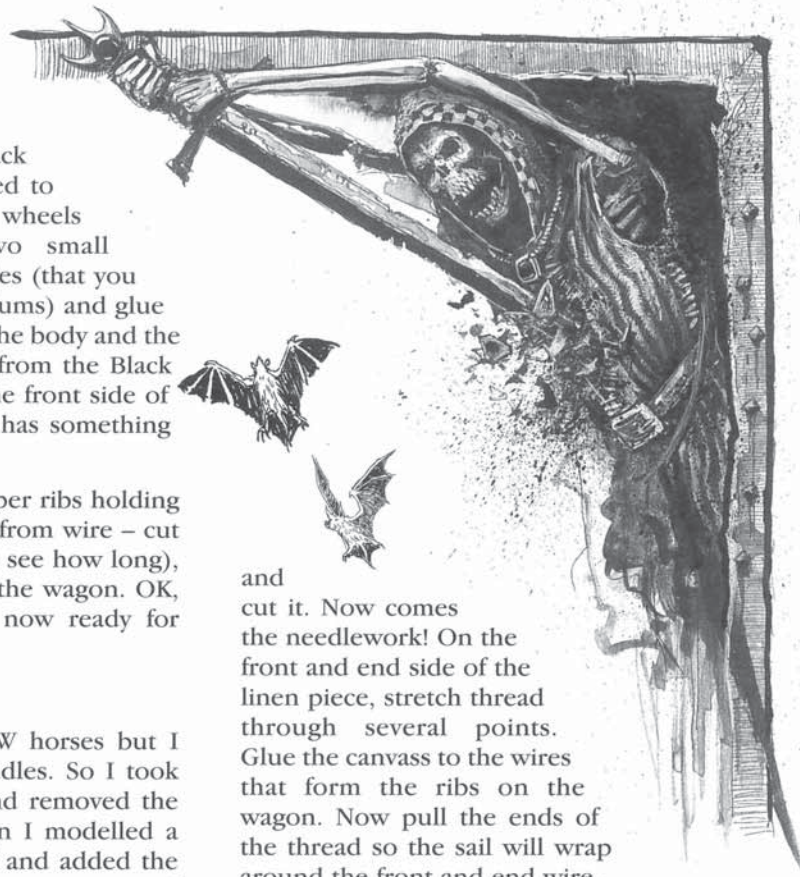
Driver

For the driver I used Mercenaries miniatures from Mordheim. They are perfect for doing such a conversion – they are made of several parts that you can glue together in different ways and because they are made from plastic they are easy to cut.

I cut the legs at the knees and bent the plastic here and there to get the correct sitting position. I tried to choose the hands that would hold the reins after cutting off the weapons first. I filled the holes with Green Stuff, glued the model to a base (just for painting), painted it, cut off the bases and glued the model to the wagon.

The Canvas Roof

For the canvas roof, go to a shop where they sell cloth and ask for a linen that would do the job. Then measure (on your model) how large a piece you need, add 1.5cm on both front and end side



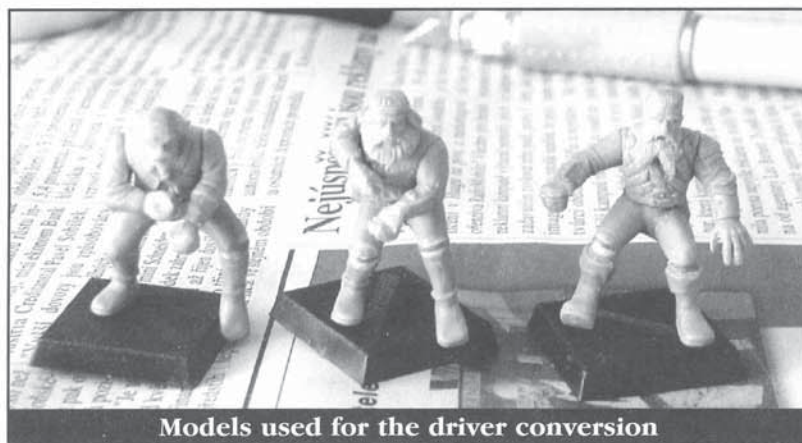
and cut it. Now comes the needlework! On the front and end side of the linen piece, stretch thread through several points. Glue the canvass to the wires that form the ribs on the wagon. Now pull the ends of the thread so the sail will wrap around the front and end wire.

Finishing

OK, we're near the end. Make a base, paint the base, glue the wagon and horses on the base, optionally add a rein and there you have it. And of course, if you didn't work on all three models at once, now you have to repeat this for two more wagons.

Designer Notes

As dedicated gamers of Necromunda, we loved the Caravan scenario that is in the Necromunda campaign rules. We just missed something that would represent the caravan itself. When Mordheim came out, we expected



Models used for the driver conversion



Best of Town Driver





to find a similar scenario but there wasn't one. So we had the impulse to create one.

But, we were still missing something that would represent the caravan itself. In Mordheim, we immediately thought of wagons like the ones from Western movies. These would be excellent for the caravan in our scenario. But how many wagons? With what profiles?

After a few days of brainstorming, Stepan started to playtest the scenario in our club (using proxies for the wagons temporarily) and Honza started to plan on how to build the wagon models. It took two weeks to make them, at which point we had the scenario finely tuned.

We used the scenario as choose-only option in our campaign (ie, if the scenario roll ends in 2 or 12 and one of the players is permitted to

Best of Town Erper



choose the scenario, he can choose the Caravan scenario in addition to other scenarios).

From playing the scenario you'll discover that there is a slightly higher chance of the attacker winning, which is compensated by the fact that the attacker usually has higher losses. We think that this makes up for the advantage.

So take care and enjoy the scenario.

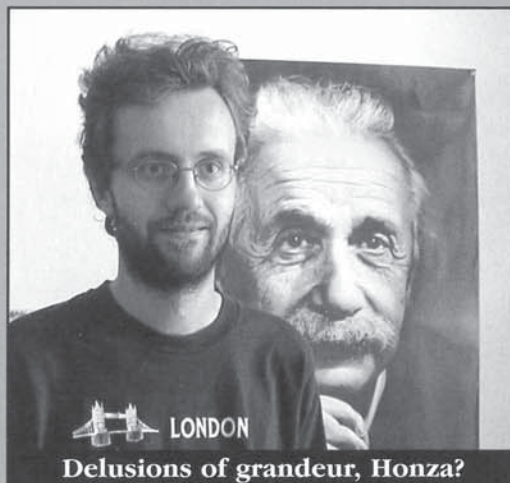


Best of Town Triper

A Bit About The Scribes...

Honza: I'm 27 years old and work as a computer analyst and programmer at a small company developing GIS solutions. I started playing GW games in 1991 (Advanced Heroquest), in 1996, with my brother. I started a Warhammer club in my hometown and in 1999, with Stepan. I started a club in the city where I live now, Olomouc, playing Necromunda and Mordheim and preparing boys for big games of Warhammer and Warhammer 40,000.

I met Stepan in 1997 at University, during my last year of studies. Over the school mailing list, he asked if there was anybody playing Warhammer and I answered him. From that time on we have been good friends.



Delusions of grandeur, Honza?



Stepan, a true Kislevite!

Stepan: As my name suggests I have something to do with Russia – yes, I was born there! But now I study computer science in Olomouc, Czech Republic. I'm 22, male, single... Also a fanatical High Elf in the world of Warhammer, Orlock in Necromunda, Eldar in BFG and Witch Hunter in Mordheim. Honza didn't tell you, but this was how we met at University: I asked him in e-mail 'How do I recognise you?' And he answered: 'Easy, I have green hair!' Ah well, it was a long time ago and now, at least, he looks more human.

While Honza is a big fan of painting miniatures, converting this and that, I prefer to play the games. This was reflected whilst developing the scenario. I was doing the large part of scenario design (Honza helped me with a lot of ideas!), he did the models of wagons and then we playtested the scenario at our club.





Best of Town Cryer

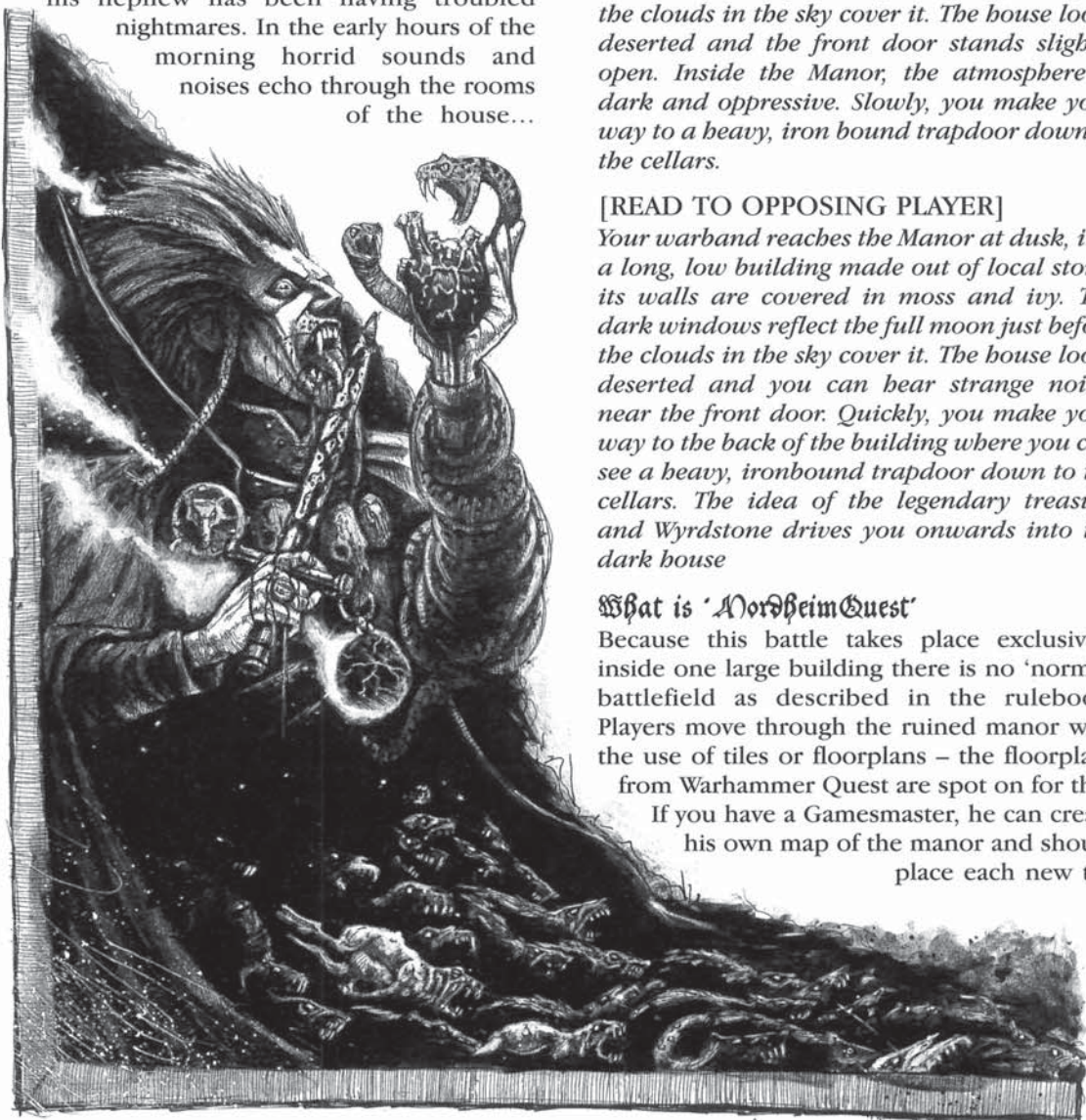


Rivers Of Blood

This article was originally published in WD159 as an Advanced Heroquest adventure and was written by Carl Sargent. It has been modified for WHQ by Paul Smith. I have converted it and changed some parts to use in my 'MordheimQuest' (bad name I know) type scenario. I hope you enjoy it.

Introduction

Following the death of his estranged uncle, Count Rutger, Johannes Von Bleistift has inherited his uncle's title and the family seat, Bluttraum Manor, an ancient, rambling building on the edge of the former Merchant district in Mordheim. Since the old count's burial in the vaults deep beneath the manor, his nephew has been having troubled nightmares. In the early hours of the morning horrid sounds and noises echo through the rooms of the house...



Desperate to put an end to his nightmare, Johannes has employed a warband of adventurers to investigate the cellars beneath the house. Unknown to him there is another warband searching the manor for Uncle Rutger's legendary treasure.

Unbeknown to either of the warbands the old Count is not infact dead but an evil Vampire and the ramshackle manor is his lair.

[READ TO COUNT'S WARBADND PLAYER]

Your warband reaches the Manor at dusk, it is a long, low building made out of local stone, its walls are covered in moss and ivy. The dark windows reflect the full moon just before the clouds in the sky cover it. The house looks deserted and the front door stands slightly open. Inside the Manor, the atmosphere is dark and oppressive. Slowly, you make your way to a heavy, iron bound trapdoor down to the cellars.

[READ TO OPPOSING PLAYER]

Your warband reaches the Manor at dusk, it is a long, low building made out of local stone, its walls are covered in moss and ivy. The dark windows reflect the full moon just before the clouds in the sky cover it. The house looks deserted and you can hear strange noises near the front door. Quickly, you make your way to the back of the building where you can see a heavy, ironbound trapdoor down to the cellars. The idea of the legendary treasure and Wyrdstone drives you onwards into the dark house

What is 'MordheimQuest'

Because this battle takes place exclusively inside one large building there is no 'normal' battlefield as described in the rulebook. Players move through the ruined manor with the use of tiles or floorplans – the floorplans from Warhammer Quest are spot on for this.

If you have a Gamesmaster, he can create his own map of the manor and should place each new tile

Adapted by Donato Ranzato from an Advanced Heroquest adventure that first appeared way back in WD159 which was written by Carl Sargeant.

as it is discovered by members of each warband. If you don't have a Gamesmaster, then use the Random Dungeontile generator from Warhammer Quest or the rules below. It is also possible to include my *Catacombs Below* rules for some eerie random occurrences and objective rooms.

Tile Generator by Steve (Grafix)

These rules can be used in any MordheimQuest scenarios. Each player starts with a small room at one corner of the table. From here they will build the dungeon/manor as they go, unless a scenario states otherwise.



A large room is placed in the centre as the objective, unless stated otherwise in the scenario. Each player (this is great for multiplayer games) starts each turn by rolling to see which type of tile is placed on the board and then rolls a D6 to find out where to place it. When adding a tile it must:

1. Be placed next to a tile edge that is not connected to any other tile.
2. Connect to the tile the player most recently placed.
3. Not go off the table.

Roll a D6 to determine onto which edge of the last tile the new tile is placed (ie: the last tile you placed was a hall. Select each side to be a different value: 1-2 left side, 3-4 right side, 5-6 immediately ahead. After you roll for the edge place the tile connecting to that edge.)

You may interconnect to other previously placed halls, rooms, etc. should the path of tiles take you into contact with them.

Roll 2D6 to find out what type of tile you may place on the board.

2-6 Large Room (Objective Room)

7-8 T-junction

9-11 Small room

12 Your choice

Starting the Game

Both players roll one dice, the highest scoring player deploys his warband first on his starting tile (A) and has the first turn. The other player then deploys his warband on his starting tile (K).

Special Rules

In this scenario, both warbands must attempt to find the Vampire, Count Rutgar, and slay him, then afterwards get away with the treasure. Therefore, neither warband will rout during the battle, no matter how many warriors they lose. If and when the warbands meet and fight with each other (of course they can choose to work together provided they do not hate each other), they may use the Voluntarily Rout rules. Only, instead of automatically losing the game, the routing warband will reform in a previously visited room (chosen by that player and it must be on the same level).



Best of Town Triper





Best of Town Cryer



Once both warbands have entered the dark brooding manor catacombs, they are trapped as the minions of the Count close the entrance behind them. Oh, and because they are locked in, there is NO fleeing nor routing, so no warband can Rout voluntarily nor do they have to make a rout test at 25% OOA. They either kill the Count, or die trying. Cruel I

know, but it forces them to find his hidden lair and it raises the tension! Needless to say, this scenario is suggested for fairly experienced warbands.

All of the monsters/encounters use their normal characteristics from the Mordheim rulebook, unless otherwise noted.

Catacombs - Upper Level

Location A: The Young Count's entrance.

When the last warband advances beyond the first two squares of the passage, the trapdoor slams shut. There is nothing that anyone can do to open it from here as it has been blocked. A disembodied, evil laugh can be heard floating down the corridor.

Location B: The coal hole

This room was once used for storing coal and timber. Because of the dust from the coal, all missile attacks are at -2 to hit 'cause you cant see very much. There are four Zombies in this room and they have no treasure for the warband to find. As the warband exits this room, they will be charged by a group of four Ghouls and these too have no treasure.

Location C: Trapped dead end.

If anyone steps into the two end squares they will be hit once with Strength 4 damage by a fireball.

Location D: Storage chamber

This room has a trap door which is also locked. A hero may try to pick it, or bash it in.

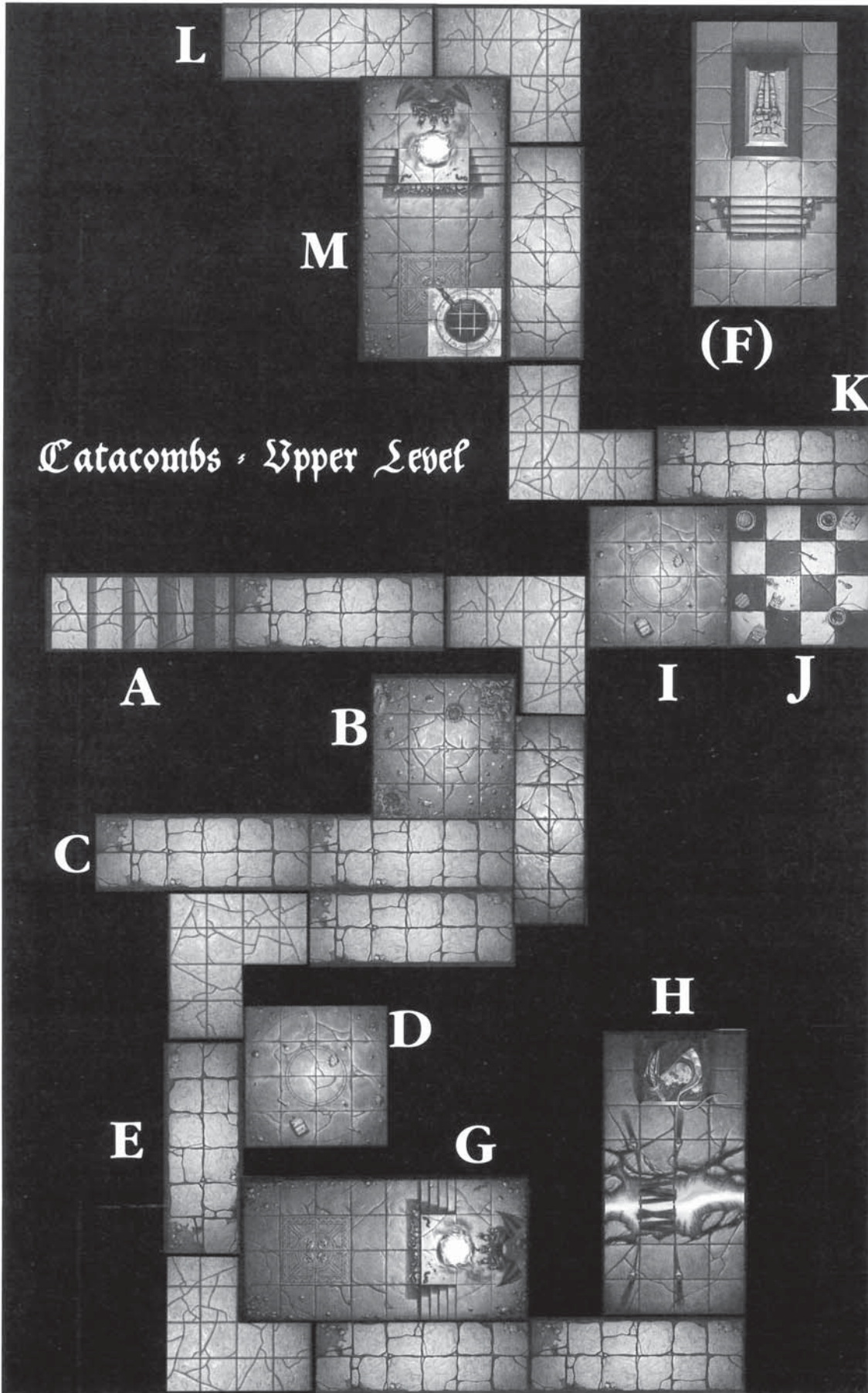
If a Hero attacks it, it has a Toughness of 5 and 6 wounds. If the door is opened without it being destroyed it will swing back in the face of whoever goes through it first, causing a Strength 3 hit.

There are five Zombies in here. When the monsters are all dead, the players may search through all the junk. One random Hero will be attacked by a Giant Rat. Once the rat is dead the players will find a Rope and Hook and two Wooden Stakes (double Strength against Vampires).

Location E: Swivelling passage

As soon as this passage has two models standing on it, it will drop them into location F and then seal itself back up. It will not do it a second time. If the warband is split up by this trap they will have to find each other again. Luckily, there are fire brands along this section of wall for the remaining members of the party to take.





**Best of Town
Cryer**





Location F: Mummy's tomb

The models that have fallen through the trap will take 2D3 S3 hits from the impact with the floor. This room houses one Mummy and three Ghouls. There is a passageway that will lead the players back up to Location L in the corner. There is treasure in the tomb, unfortunately the player that opens the tomb releases some spores and is at -1 T for the rest of the battle.

	M	WS	BS	S	T	W	I	A	Ld
Mummy	3	3	1	4	5	2	2	2	10

Location G: Tombs of the servants.

This room contains 4 Dregs with clubs. Once they are destroyed you will find a Lucky Charm and a silver skeleton key.

Location H: The death crypt

The door to this room is locked and may only be opened with the skeleton key. Inside the tomb are two heavy, black coffins covered in glowing runes. They are obviously magical. When one coffin is opened, the other opens automatically and two Vampire Thralls charge the warband. As long as the Vampires remain within one square of the coffin they are treated as having the Regeneration skill (see the Troll description in the Orc & Goblin warband list). There is a Map of Mordheim and a Lantern in the coffins.

	M	WS	BS	S	T	W	I	A	Ld
Vampire Thrall	5	3	3	3	4	2	5	2	7

Location I: Sven Wilderich

The door to this room is hidden from corridor A. Within the room you see a Necromancer standing inside a magic circle holding a rather menacing looking sword. The circle protects Sven (the Necromancer) from magical and missile attacks. Once Sven is killed, the warband will find a Holy Tome and Garlic. These are assumed to have been carried by Sven, but as he was an evil Necromancer he was unable to utilise them.

Location J: Shrine of Morr

This room has a feeling of security about it. Something tells you that you can safely rest here to heal without being disturbed by anything. If the room is searched, the warband will find two vials of Blessed Water and a two batches of Healing Herbs. A note is also found with the vials.

"To whom may come after,

The fiend is close by now and I have little time left. If I had been able to banish him to his great silvered coffin, I would be able to drive



a stake through his dark heart and destroy him forever. But he is too strong, and now I must meet my fate. May Morr protect you!"

Location K: The opposing warband's entrance. When all the warband are beyond the first two squares of the passage the trapdoor slams shut. There is nothing that anyone can do to open it from here as it has been blocked. A disembodied, evil laugh can be heard floating down the corridor.

Location L: Tunnel

This leads to location F

Location M: Count Rurgar's study

In this room, the warbands discover the count (use standard Vampire), two Dregs with clubs and four Ghouls. The Count may not be killed in this room, if he suffers any wounds or would otherwise die, he turns into a bat and flies off into a pit located in the corner of the room.

The room may be searched afterwards but all the players will find is a note from the old Count.

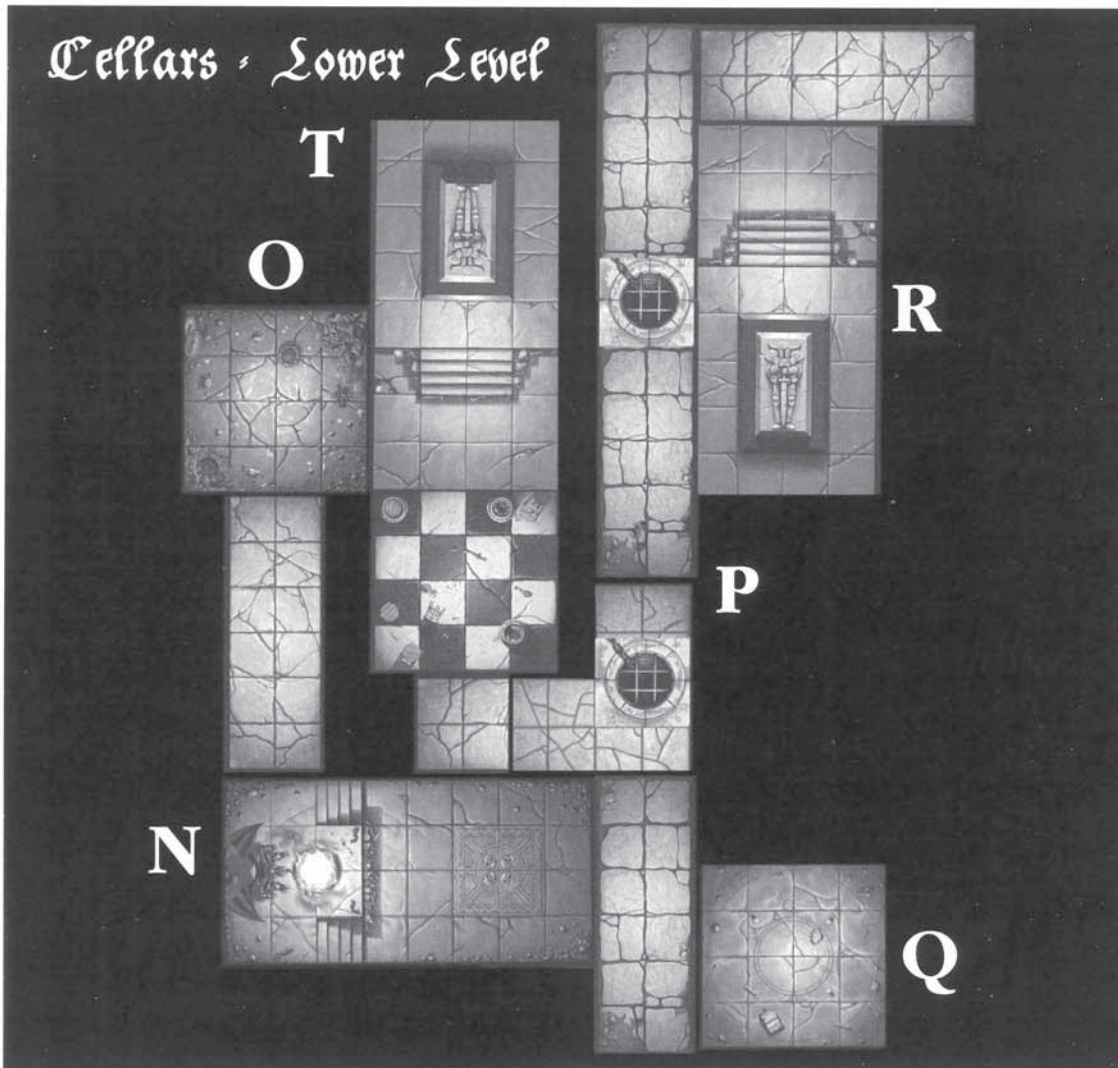
"My dear fools,

There is no treasure here, only your death. You have walked to your doom, lured by your greed for gold. I look forward to sampling your warm, spicy blood! By the way, if you believe all those tales about garlic, holy water and mirrors being the bane of my kind then think again. I for one, quite like garlic, it must be my Bretonnian upbringing. One of my power has no such weaknesses!"

Down the pit. The players must somehow get down a 20' pit to the next level. Jumping will cause 2D3 Strength 3 hits whereas a rope would be handier.

Best of Town Cerber





Cellars, Lower Level

Location N: Guard dogs

This room is where you appear after climbing down the pit from the study and is guarded by two Direwolves.

Location O: Fake tomb

This room contains four Ghouls. In the corner is what looks like a silver coffin, in reality it is made of iron and has a very thin silver coating on it. When it is opened there is a faint laugh as a gas trap is sprung. Everyone in the room must make a test against their Toughness. If they fail, they are gassed and are at -1 T for the rest of the battle. Inside the tomb is a bag of what looks like 100 gold coins. Whoever tries to buy anything with these coins soon discovers that they are fake coins. Whoever was receiving the coins is so offended that they raise their price by 30%.

Location P: Corridor of Pits

Whenever anyone tries to cross one of these pits they are hit by a Strength 4 fireball.

Location Q: The Old Armoury

The old armoury is guarded six Zombies. When searched, the room contains a set of Heavy Armour.

Location R: Second false tomb

This room is guarded by three Mummies. These Mummies are immune to magic. If a Wizard casts a spell against them, roll for damage as normal but instead add this onto the Mummy's wounds, even if it takes them above the starting total. Do not tell the players what the Mummy's special defence is! The silver tomb here takes two Heroes two turns to lift the top off. Once it is opened, it will reveal a seething mass of tentacles. These tentacles expand and fill the room stopping all movement and attack the warband. It is: WS 2 S 3 T 2 with 3 wounds. There is one vial of Blessed Water in the room.

	M	WS	BS	S	T	W	I	A	Ld
Mummy	3	3	1	4	5	2	2	2	10

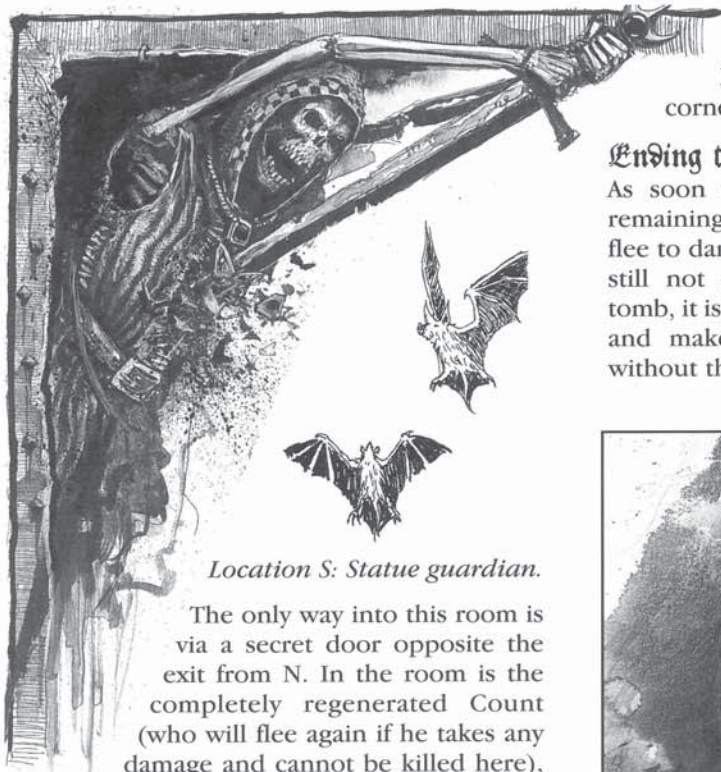


**Best of Town
Cryer**





Best of Town Cerber



Location S: Statue guardian.

The only way into this room is via a secret door opposite the exit from N. In the room is the completely regenerated Count (who will flee again if he takes any damage and cannot be killed here), and a magical animated statue.

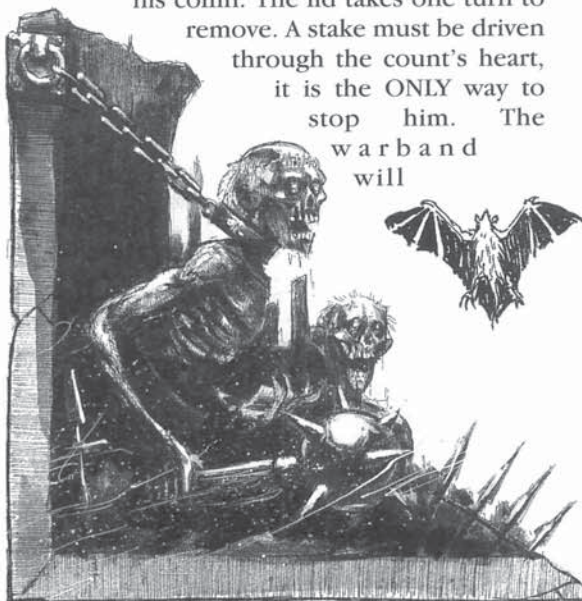
	M	W	S	B	S	T	W	I	A	Ld
Stone Golem	2	4	1	4	4	3	1	2	10	

The warband can find two Wooden Stakes in this room

Location T: The true tomb

This is the true tomb of the Count. Here the warband must fight the (again) fully healed Count, one Vampire Thrall and two Ghouls.

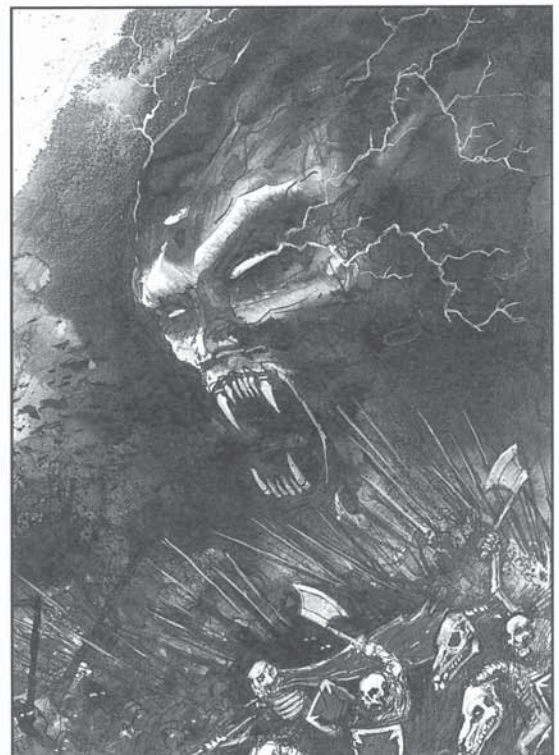
When the Count reaches 0 wounds, he will turn to mist and start to re-form within his coffin. The lid takes one turn to remove. A stake must be driven through the count's heart, it is the **ONLY** way to stop him. The warband will



find 6D10 Gold Crowns and D6 Wyrdstone shards. A hidden stairway will be found in the corner that will lead up to safety.

Ending the Game

As soon as the Count is killed, all of his remaining minions will either be destroyed or flee to dark places. If one of the warbands has still not managed to discover the Count's tomb, it is assumed that they will do eventually and make their way back home although without the Count's treasure.



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 experience.
- +1 Per enemy out of action.** Any Hero earns +1 experience for each enemy (warband or the Count's minions) he puts out of action.
- +3 Killing the Count.** If a Hero kills the Count they gain +1 experience.



Rivers of Blood suitable Miniatures

The Trolls have picked out some suitable Undead miniatures to use when playing this scenario. Unfortunately, the Warhammer Quest floorplans used in this scenario are no longer available from Mail Order but it is easy enough to make your own out of card if you do not have any.



Mordheim Vampire 1



Mordheim Vampire 2



Undead Warband

Remember that there are loads of other Undead models available from Mail Order and that this is just a small selection of them – why not call the Trolls and ask!



Vampire with cloak



Mummy 1
020703102



Mummy 5
020702207



BAT 1
020703101



BAT 2
020703102



BAT 3
020703103



BAT 4
020703104

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Questions & Answers



Here are some of the most common questions that have been raised about the cursed City of Mordheim. We have compiled these Q & A from a number of different sources including the internet. The answers printed here may be considered official rules and interpretations and if you don't like them - cast yourself into the pit!

Q & A

Errata

Mordheim Rulebook (English, 1st Printing)

p.42 "Strike First" rule. Add: "If the model is armed with a spear and another weapon, resolve any strikes with the other weapon according to when it would normally strike."

p.46 under Crossbow Pistol "Shoot in hand-to-hand combat" rule. Add, "This bonus attack is in addition to any close combat weapon attacks."

pp.47 & 48 "Hand-to-Hand" rule. Add: "These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried."

p.48 "Accuracy" rule. Change the last sentence to read: "All shots and close combat attacks from a duelling pistol have a +1 bonus to hit."

p.52 "Bugman's Ale". Add: "There is only

enough ale to supply the warband for one battle."

p.53 "Tome of Magic". Add: "The benefits from each tome of Magic apply to only one model."

p.53 "Animals". Change: "Only Humans can buy horses and warhorses." to: "Only Humans can buy or use horses and warhorses."

p.57 "Hearts of Steel". Add: "The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, ie, the maximum bonus to Rout Tests remains +1."

p.58 "Spell of Awakening". Add: "The new Zombie follows all the normal Zombie rules (immune to poison, causes *fear*) except for retaining his profile, weapons and armour."

p.65 "Calculate the Warband Rating". Delete the reference to "Ogres" since they are Hired Swords and add to the warband rating based on their description, not this general rule.

p.69 The entry for marksmen should read: "Your warband may include no more than seven Marksmen." in line with p.71.

p.91 The cost for a Blowpipe should be 25gc, in line with p.92.

p.93 The entry on the skill chart for "Warlock Engineer" should read "Eshin Sorcerer".

p.121 "The lad's got talent" entry in the Henchmen advance table. Replace the last sentence with: "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."



p.121 Add the following missing maximum characteristic profiles:

	M	WS	BS	S	T	W	I	A	Ld
Ogre	5	6	5	5	5	5	6	5	9
	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	5	7	3	3	3	8	4	10

p.134 2nd paragraph. Replace the sentence: "If you won your last game, you may re-roll any one dice but you must accept the second result." with: "If you won your last game, you may roll one extra dice."



New official rules clarifications collated by our revered panel of seers
 - Space McQuirk, Donato Ranzato, Stephanus Harburgh and his dark majesty Tuomas Pirinen.



p.155 "Hire Fee". Add: "A request for Bertha to aid the warband must be made for each battle you wish her to help the warband."

p.163 Add: "Armour may be purchased for a warhorse, called barding (refer to the Trading chart). It adds a further +1 bonus to the model's armour save, but subtracts one from his movement. A normal horse may not wear barding. A barded warhorse is only killed on a serious injury roll of "1" if the model goes *out of action*."

Town Cryer 7

Beastmen Raiders – Beastman warband.
 Change the price of swords and spears in the equipment lists to 10gc each.

Racial maximum profile for Ungors.

	M	WS	BS	S	T	W	I	A	Ld
Ungor	4	6	5	4	5	3	6	4	8

Add "Immune to All Alone tests" under the Fearless skill.

Town Cryer 8

Brettonnian warband

The cost and rarity of Brettonnian barding differs radically from that listed on the trading chart. This is special Brettonnian blessed horse armour not normally available except to Brettonnian knights. So change the cost of Brettonnian swords from 5gc to 10gc. Add to the Knight's Equipment list: "Axe...5gc".



The Brettonnian Special Skills list has the further line "Brettonnian Questing Knights may use the following skills..." Since all of the skills are Knight's Virtues, references to any Hero being able to take them should be deleted and the list redefined as "Knight Virtues".

At the Mouth of Madness – Rules for Insanity
 Under "Going Insane" replace the sentence: "For each Hero the normal experience track is used" with: "For each Hero the normal experience track is used, but marked off from the opposite end."

In the Insanity table:

"Criminal Psychosis": Replace the reference to Animosity with Hatred.

"Fear of Heights": The warrior must make an All Alone test not a Fear test.

"Panzaism/Quixotism": Delete the reference to failing a Leadership test for *Frenzy*.

"I hate you all!": Replace: "...and Animosity to friendly warriors" with: "...and must roll for Animosity just like an Orc henchman at the start of each turn"

Town Cryer 9

Shiver me Timbers! – Pirate Warband

"Kidnapped!": Delete the reference to being captured on a Serious Injury roll of 62, that is a result of 'Hardened'.

The Pirate Captain should have an Initiative of 4 and not 3

Change the cost of Cat O' Nine Tails on the price chart to 8gc, the same as on p.36.

Toughened Leathers should cost Pirates 5gc and not 7gc.

The cost for a Spy Glass should be 20gc and not 206gc! It's obviously a typo.

Characteristics

Ⓜ How do multiple Wounds work? When a guy has a Wounds attribute of 2 or more how does it work? I understand that he can't get *Knocked Down/Stunned/Out of Action* until his wounds are reduced to zero. But when (if ever) does he regain both Wounds?

Ⓜ *A model will regain all wounds automatically after the battle, he starts his new battle with his full wounds. During a battle if he has healing herbs, he may use them to regain wounds.*





Q & A

Movement

Q Can a model run past an enemy model without engaging in HTH? (presuming of course that the enemy model was more than 8" away at the start of the turn). I would presume not for the same reasons as the intercept rule but unless I am blind the rule book does not specify and I was wondering how you played it?

A *No, it's quite legal to do so. But since the moving model has to start more than 8" away from all enemy models (even ones he can't see) chances are he will be setting himself up to be charged by the enemy. He can't run so close to the enemy that he would be in base-to-base, though, as that would be a charge.*

Q If you can see an enemy through the windows of a house, can you then charge him by: a) going through the windows? b) going around the house?

A *a) Yes, if window is big enough. (things like Rat Ogres won't fit through most!); b) If the window is too small, yes. Remember you charge via the MOST DIRECT ROUTE.*

Q If a warrior declares a charge and an opposing model can intercept him, does the model that can intercept actually move or does the fact that my charge could be intercepted simply prevent me from charging?

A *In bare essence it means that you cannot charge THAT model (ie, check before moving the charger whether he can charge or not). However, many players move the intercepting model and let the charge be targeted against that model.*

Q Can you really climb up a wall and then charge someone? We made a house rule that said you can't, but is there something official?

A *You can, as otherwise buildings would be too good positions.*

Q Can a model climb up a wall and slip into a window or hole in the wall rather than continue onto the next floor/roof?

A Yes.



Hiding

Q If an enemy model moves so that he can see a hidden warrior, the model is no longer hidden and the counter is removed. How much must he see to end the other model hiding? In Necromunda he had to see the whole model. In Mordheim it is not specified. Does he need to see all the model, or is any part of the model (even a finger) enough?

A *If the players don't agree on a reasonable result, he must see the whole model.*

Q Should hidden models and models out of sight of the firer be able to be hit by a blunderbuss?

A No.

Terrain

Q Given the dramatic, yet unfortunately static, poses of the models, what is the rule regarding moving through doors and windows? Can it be assumed:

- a) Any model may pass through any portal (door, window, hole, etc)?
- b) The model must be able to reasonably fit through the portal?
- c) It's really up to those playing to agree on how that is to be handled.

A *C is the only sensible answer, it's not possible to foresee every single conversion done by players. B is also a good guideline.*

Q In regards to ladders (and other small terrain, actually), is it within reason to assume that they can be knocked down or pulled up or even carried around by models?

A *Strictly speaking by rules no, but what a great article that would make! I have to scribble something down...*

Shooting

Q During the Shooting phase you have several models armed with missile weapons and all targeting the same enemy model. The first shot knocks the enemy model out of line of sight to your other missile weapon-armed troops. Can you still fire on them with other models?

A Yes, but you don't have to.

Q & A



Q It doesn't state whether a Troll (Ork warband, Town Cryer 6) or Minotaur (Beastmen warband) are large targets. Are they? Also, is a rider on horse large target?

A *The rules say: Any model higher than 2" or longer than 2" is large target, so yes, all of them, Troll, Minotaur and rider mounted on horse are large targets.*

Q Does the Eagle Eye skill increase the range of a blunderbuss? This seems silly, since the weapon is not affected by Ballistic Skill.

A *No.*

Q On the other hand, does the Dwarf Engineer increase the range of any blunderbusses in his warband? This makes more sense, since it is the weapon being improved.

A *Yes.*

Weapons & Armour

Q Can captured race specific weapons be used by models not of that race? If so, do they gain any of the special rules of said weapons?

A *Yes, but obviously you need a suitable skill to use the weapon.*

Q Does the 'free dagger' count as a close combat weapon against the 'No more than two Close Combat Weapons' limit?

A *We play that it doesn't. Models are supposed to have the dagger no matter what.*

Q If a warrior armed with a spear and a sword (or any other one-handed weapon) gets charged by an enemy model, does the spear-wielder get both of his attacks to strike first or does he get an attack with the spear, the enemy strikes and then an attack with his sword?

A *Refer to page 35 of the rulebook.*

Q Can a model armed with two spears 'strike first' twice (get 2 attacks) against a charging enemy?

A *Technically yes. I'd punch anyone who tried to pull that one, though – Tuomas.*

Q Is it legal to arm warriors with a longbow and a crossbow, so they can fire the heavy crossbow when they didn't move and fire the longbow whenever they did move... is that legal?

A *Yes, it is legal, but it is expensive. If you lose a Marksman and he leaves the warband after the battle, it will cost you the cost of the Marksman (25gc) plus the cost of the Longbow and the Crossbow (15gc + 25 gc). This is 65 gc plus twice the Henchmen group's experience to replace that Marksman. You'd be better off just buying extra Marksman, equipping all of them with crossbows, moving them into position and pounding your enemy.*

Q How do you define a brace of pistols? Must I purchase a brace or can I buy one pistol and later buy a second one and use them as brace?

A *You can buy one now and the second one later and use them as brace.*

Q Does the crossbow pistol count as a pistol in the case of the Pistolier skill?

A *Yes. All weapons with name pistol (Warlock, duelling, Crossbow) are pistols.*

Q The rulebook states that you can arm a warrior 'with up to two close combat weapons, up to two different missile weapons and any armour chosen from the appropriate list.' How do pistols count?

A *Pistols are listed under blackpowder weapons (which is a special kind of shooting weapon), in the price list they are listed under missile weapons. According to rules, pistol is a missile weapon, brace of pistols counts as two missile weapons (although some clubs play it that a brace counts as one missile weapon only). It doesn't take 'slots' for your hand-to-hand weapons.*

Q Can a pistol be parried in hand-to-hand combat?

A *Yes. Do not imagine it as stopping the bullet, but as pushing the pistol out of direction at the last moment.*

Q Can I reload a pistol (or handgun or whatever else) while running? Is it possible to fire from it one turn, next to run, and the third turn to fire it again?





A Yes, this is permitted. You reload it no matter what else you do that second turn.

Q Does a helmet count as armour for preventing spell casting? Shields and bucklers are listed separately as doing so, but not helmets.

A Yes, they are armour.

Miscellaneous Equipment

Q With regards to blessed weapons which wound Undead and Possessed on a 2+. Do the list members here think that this would refer to all members of an Undead or Possessed warband (excluding Hired Swords) or just Undead like Vampires, Zombies, Dire Wolves, and maybe Ghouls but not Necromancers and Dregs? And with Possessed, just Possessed models, not Beastmen, Mutants, or Magisters etc, (which would seem odd)?

A Blessed water and weapons only affect Undead that are dead! Since Dregs and Necromancers are human, they are not affected. The manual actually states that Zombies and Dire Wolves are undead, and therefore can be wounded. However it doesn't say in the book that Vampires are Undead but naturally they are. As for Possessed – Magister, The Possessed, Dark Souls and Mutants are all affected.

Q When you buy Hunting Arrows, are they for one battle, for a campaign or are there a number of arrows (like say 20).

A They last for the whole campaign.

Q If I buy a Tome of Magic and my Wizard learns a spell from it, can I give it then to another model so he can learn magic later using the Arcane Lore skill? I mean will my wizard forget the spell he learned from Tome of Magic or not?

A The Tome of Magic gives a one-off effect when it is found – you may transfer it to another character but it will have no added effect.

Q Who can wear the Toughened Leathers from the Opulent Goods chart in White Dwarf #239?

A Since they are purchased as equipment, all Heroes can wear them. Henchmen cannot wear Toughened Leathers.

Q Can each Hero have a Halfling Cookbook and thus have six more Henchman?

A No, you can only get a single extra member, multiple cookbooks are not cumulative. However, it does prevent you from losing that extra member when the Hero carrying a cookbook dies.

Magic

Q Regarding spells which have a range, is the 'area of affect' a plane or a sphere? (eg, does Soulfire affect enemy models above the caster (or below) if they fall within the spell's radius).

A It affects models above and below. (The wording is WITHIN the range).

Q Can spells be cast on a model out of line of sight to the caster or which are hidden? What about spells which simply affect all models within a certain radius of the caster?

A Spells cannot be targeted at models which are out of sight. However, models which are out of sight may still be affected by spells with an area effect provided another model is targeted and they fall within the spell's radius.

Q If in the spell description there is written nothing about how long the spell lasts, well, how long does it last? To the end of game?

A The spell lasts until the model that cast it is taken out of action. Taking him out of action removes all effects of all spells he cast in the game.

Q Is it possible to cast Hearts of Steel several times to add several +1s to a Rout test? If yes, what's the maximum for Rout test.

A No, even when cast several times, the bonus for Rout test is only +1. Rulebook errata: Hearts of Steel, remove reference to Terror tests.

Q Spells do not cause critical hits, but what about spells that simply boost the target such as 'Hammer of Sigmar', 'Black Fury', 'Eye of God' and 'Sword of Rezhebel'?

A No, they do not.

Q Do spells (and prayers) that create a magical weapon allow the use of an additional

H
&
Q



hand weapon, buckler or shield in the other hand? Is it possible to cast such a spell twice to get an additional magical weapon?

A Yes an additional weapon may be used. No the spell may not be cast maintained twice.



Warbands

Q The Wolf Priest for Middenheimers from Town Cryer #8 – is he an additional Hero to your warband, is he a Hired Sword or what?

A On page 10 of TC 8 it states that the Wolf Priest replaces one of the Champions.

Q Can you take a multiple of the same mutation so that each one gives you a benefit? For example: Tentacle twice for -1 Attack per tentacle.

A Yes.

Q Can the Steel Whip be used to attack an enemy model in close combat from a distance?

A Yes. Also, there is no need to randomise the bit, only the enemy model is attacked.

Q If a model has Righteous Fury, does he have a hatred of Orcs? The skill was made before Orcs were added – I just figured I'd run it by you guys.

A The fluff says that the fury is toward 'evil that pollutes the soil of the holy Empire', so I agree yes as well. You can add Beastmen, Dark Elves and any other 'evil' race as well. Non-Chaos humans who just like to kill, loot, etc, should not be included.

Q If a model has steel whips and is Frenzied does she have to charge into base-to-base contact, or can she stop within 4" and whip to her crazy heart's content?

A Yes, she has to charge, as per the Frenzy rules (Give the crazy bitch some hammers).

Q Under the Henchmen listing for Ghouls, it says that they can never carry equipment. However, if your Ghoul gets the 'That Lad's Got Talent' advancement and you make him a Ghoul Hero, he



can get Combat Skills for one of his choices. If he gets the chance to learn a new skill, can you give him Weapons Training to allow him to use weapons or is the listing about Ghoul Henchmen never using weapons final?

A The letter of the rule is that Ghouls can have NO equipment. However, so many people enjoy equipping their Ghouls that I (Tuomas) rarely point this out. I hate seeing all of those Ghoul conversions going to waste!

Q The Blowpipe is 30 gc in the Skaven Equipment list and 25gc in its description on the next page. Which one is it?

A 25gc.

Q Under Giant Rats (p.95) 'Pack Size; You can recruit as many Giant Rats as you wish.' What does this mean? Can I have more than 20? No other answer seems to make sense. Since rats cannot get experience, there is no special benefit to having large groups of them. If it really just means that the Henchmen group does not have to be 1-5 models, then why make this a special rule at all? Is there a benefit, beyond experience, to having large Henchmen groups?

A It takes up less room on the warband roster sheet. Pragmatic and simple!

Q The Master Map result of the Mordheim Map item gives a permanent re-roll in exploration, but unlike the other results does not say, "the re-roll may not be re-rolled". Is this a deliberate exception to the normal convention that a re-roll may not be re-rolled, or an omission?

A You may never re-roll a re-roll under any circumstances.

Q Should Possessed warriors count as large creatures for the purpose of warband rating? We have noticed that Possessed warbands can end up with quite low warband ratings for their power level.

A No.

Q I have noticed in the Town Cryers that you haven't printed any maximum racial characteristics for Shadow Elves or Lizardmen, what should we use?





Q *Shadow Elves is simple – just use the Elven racial characteristic from page 121 of the rule book. Lizardmen, now that was an oversight so here you go:*



	M	WS	BS	S	T	W	I	A	LD
Skinks	6	5	6	4	3	3	7	4	8
	M	WS	BS	S	T	W	I	A	LD
Saurus	4	6	0	5	5	3	4	4+1	10

Q Which equipment lists do Skaven Nightrunners use? Heroes or Henchmen? The problem is that the White Dwarf battle report clearly has both Night Runners armed with throwing stars – weapons only available on the Heroes list. Also the article by Gareth Hamilton also has a Night Runner armed with fighting claws – also only available on the Heroes list. So is it a misprint or is the Henchmen list wrong?

A *Misprint. Gareth was using playtest rules, and Mark Bedford only plays occasionally and sometimes makes little mistakes – don't be too hard on them! Therefore Nightrunners should use the Henchmen list.*

Q Do the Hand-to-Hand rules for Black Powder pistols apply to Warplock pistols?

A *Yes. A pistol is a pistol.*



Q Can Skaven use equipment normally forbidden to them if they find it through Exploration?

A *Yes, they can.*

Q My friend and I had a discussion about the skill 'Art of silent death'. It concerned the ability to make a critical on 5+ instead of a 6. On high T creatures he meant that it should be raised to a 6, as you cannot make a critical hit on a creature that you need a 6 to wound in normal cases. Hence you shouldn't be able to make a critical hit on a 5 if you needed a 5 to wound it. I meant the rule was quite clear and it only mattered vs. high T creatures, which probably would be a pain in the ass anyway. And this one skill might actually prove much more dangerous to this particularly type of creatures. What do you think?

A *As you can't make a critical hit on a 6 if you require a 6 to wound, play it the way that if a model with Art of Silent Death skill requires 5+ to wound, then the critical hit can be scored only when dice rolls 6. If you required 6+ to hit and score 5 you cause neither hit nor critical hit.*

Q Does a Tilean Marksman gain the benefit of the extra 6" range in a Dwarf Warband if the warband has an Engineer?

A *No, only Dwarfs in the warband will benefit and not Hired Swords or Dramatis Personnae.*

Q As Squigs do not have to declare charge (they move 2D6" each turn and if they come into base-to-base contact they automatically charge) do they have to roll for the fear test when charging a fear-causing enemy?

A *A Squig's movement is not voluntary. A Squig who ends up in base to base with a fearsome opponent must make a test and hits on 6s if it fails as all charging rules apply.*

Q Can an Orc warband purchase another Big 'Un if his first Big 'Un became the leader and he has one other Big 'Un?

A *No. The new Leader is still a Big 'Un, albeit with the Leader ability. You can fill the empty Hero spot with promoted Orcs, but you may never have more than 2 Big 'Uns.*

Q Skill Massive Strength. A Beastman Hero is titanic in size and may use a double-handed weapon in one hand. Now, read literally, the means ONLY double-handed weapons (+2 Str, Strike Last) can be used one-handed. But, is it intended that other two-handed weapons (Halberd, Flail, etc) can be used one-handed with this skill?

A *No, those weapons rely more on skill. This skill simply represents the brutish strength of the aforesaid Beastman.*

Q I have a henchman group with 3 members. One dies after the battle. Does the rest of the group gain +1 experience for surviving (ie, does the whole group have to survive to gain + 1 Experience point for surviving the battle)?

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Q Yes, if at least one member from Henchman group survived, the group gets +1 experience for surviving.

Q Can a Sister of Sigmar use a sling in the shooting phase and then attack with a Steel Whip in the Close Combat phase?

A No! Just because you can attack from a range of 4" with a Steel Whip you must still declare a charge in order to attack with it during the Close Combat phase. Therefore all charging rules apply and you may not attack in the Shooting phase as well as fight in close combat.

Q When the Undead gain an enemy Hero as a Zombie (I can't recall the spell name) it says they get no other skills or equipment. Do they get to keep the skills they already have?

A No, Zombies have no skills.

Q When choosing the Third Arm mutation on my mutant it says that, using this arm I can choose any one-arm weapon... does that include the Sisters of Sigmar Steel Whip? I know it is only available to the Sisters of Sigmar but does the mutation void this rule?

A As long as the Mutant in question has Weapons Training, he can use a Steel Whip, Dwarf Axe, or other one handed close combat weapon in the arm. Of course, the only possibility to get this weapon is if an enemy Hero is captured by you at the end of a battle and you sell him into slavery (some warbands get other options too). In this case you get their equipment, to dispose of as you see fit, including giving it to Weapons Trainees to use.

Q A Mutant has Str 3/A 1, an extra arm (+1 A), a great claw (+1 A at +1 Str), and a double-handed weapon (+2 Str). He gets 1 attack at Str 4, 2 at Str 5, or 1 Str5 and 2 Str 4. Is this correct? Does it matter if the claw is on an original, or a third arm (especially a gift of the Shadowlord arm)?

A This is not correct. The Great Claw replaces an arm. The text reads "One of the

mutant's arms ends in a great, crab-like claw". The extra attack represents the ability to attack once with the claw and once with a hand weapon in the non-mutated arm. On your mutant above you start out with two arms. You get the extra arm mutation so you have three arms. One of those arms mutates into a claw, so now you have one claw and two arms. The extra arm may be used to wield an additional hand weapon or a shield or a buckler but not a two-handed weapon (this arm may be growing out of his head!). This gives you 1 Str 4 attack with the claw and two at Str 3 attacks with the arms.

General questions

Q Can I take a Lucky Charm or another item before my first battle in a campaign, when I'm starting a new band?

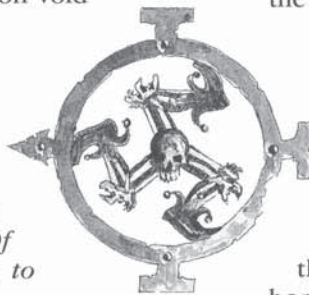
A No, you can't take Lucky Charms from the start. You can't take anything that isn't in your equipment list from the start.

Q Rulebook, page 144 says: As with other new Henchmen, you must pay for all their weapons and armour... OK, I just found a Fletcher with two bows. Does it mean that I can hire new a Marksman and give him one of the bows I have found?

A Yes.

Q If I recruit a new warrior in the middle of campaign, what price of equipment do I pay for him? The price that is listed at my gang rules (he brought the equipment with him from his homeland)? Or the price in the Trading section of rulebook (he came without equipment, I hired him, bought equipment in local trading post and gave it to him)? Or can I freely choose?

A You must always equip any newly hired warriors using the equipment list from your warband.





A Nation Divided...

"Beyond the great walls of our fair and prosperous cities, beyond the fertile fields of the open plains that surround them lie the barren moors, the cold forbidding mountains and the dark, sinister forests of the Empire. What horrors lie within these malignant, desolate places? What foul, twisted creatures lie in wait for unwary travellers, driven on by evil, bestial instincts? These are the dark shadows of the Empire where honest Sigmar fearing folk dare not to tread and only desperate or foolhardy men are lured by the dark secrets that they barbour..."

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Coming Soon...

"Heed well my words traveller, for these are dark and suspicious times. Our great nation, our Empire of Men is divided.

Three hold the trappings of power. Tis a dark pursuit, their tied ambitions wrought through with politics and intrigue and at no worse a time could such division have come to be. Sooth sayers line the streets; prophets of doom that sing their litanies to our all but forgotten Lord Sigmar and foretell of encroaching doom... There is division within as well as without; the struggling mass of the poor grows daily, as does their rancour towards the perfumed courtiers of the Imperial aristocracy. Tis the sentiment of a secret war, a class war, as it has always been and the lords are winning. There is widespread dissent within the walled settlements of this land coupled with a gnawing dread at those things that lie beyond, that, with such intrigue and corruption within, roam unchecked throughout the mysterious wilds..."



New wilderness setting for Mordheim
 By scribes Marcus Havener, Nicodemus Kyme & Stephanus Harburgh



The first part of Empire in Flames is available in issue 23 of Town Cryer.

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Coming Soon...



BEASMAN & PACE
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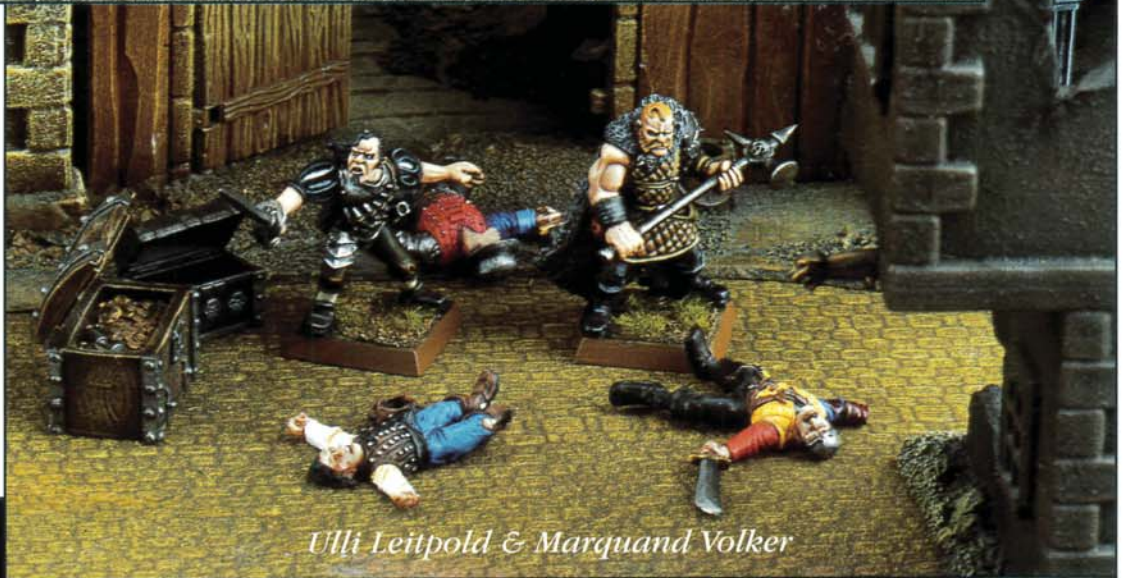
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