

Court of Miracles



Mordheim's wealth attracts all kinds of characters to its streets, but those who stand to gain the most are those who have nothing!

These beggars, down-and-out, de-praved, miserables gather in Courts of Miracles in the great cities of the Empire, courts organized with its own language, its rules, its hierarchy. Mordheim is a boon for the Kings of Thunes, directing these courts: to be able to send their minions to recover treasures to redistribute them to all their subjects. But what interests them the most are the wyrdstones which are a promise of power but above all a promise of healing for the members of these groups who were born with deformities: legless, blind, crippled...

The miraculous are living proof of these cures: they had a deformity and it "disappeared" by exposing themselves to a vast quantity of wyrdstones. They were thus able to regain a lost arm or leg, the use of speech or sight. These miracles are not without risk, however, because chaos is at work in these wyrdstones and some have been given an extra arm or a raven's beak, it is even said that some have become such abominable beings and so ugly that they would have nothing to do with humans anymore. When you have nothing to lose, the rewards are worth the effort and for the Wheel of Fortune to turn in their favor, the members of the Courts of Miracles are ready for anything. Some alchemists have understood this well and they do not hesitate to join the outcasts to offer them

their service while in exchange they enjoy a pool of fresh flesh on which they can indulge in all the experiences imaginable in using wyrdstones shards.

All those left behind who have been abandoned in this city also join the warband: pick-pockets,



merchants who have lost everything and orphans who no longer have homes. There is nothing more desperate than a war band from the Court of Miracles, they only want one thing: to find some hope in a chaotic world and they throw themselves body and soul into its gaping maw to escape it, what an irony.

special rules

To play with this warband, you will need the rules of the "Power in the Stones" supplement. If for some reason one of your models in possession of a wyrdstone with a special ability is captured and/or looted by the opposing warband and your opponent does not want to follow the rules of this supplement then the wyrdstone would lose its capacity and would be added to the opposing warband's wyrdstone supply as a normal shard. Otherwise it would keep its capacity and would be added as an equipment.

Slang: During the first round of each hand-to-hand combat if an enemy model is engaged with 2 or more models from the Court of Miracles and these models choose to attack that enemy then they gain +1 WS during this combat phase

Hired Swords

Court of Miracles may hire every Hired Sword available to the Cult of the Possessed warband.

Choice of Warriors

A Court of Miracles warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Cagou: Each Court of Miracles warband must have one Cagou: no more, no less!

Narquois: Your warband may include one Narquois.

Alchemist: Your warband may include one Alchemist.

Miraculous: Your warband may include up to two Miraculous.

Mercandiers: Your warband may include up to two Mercandiers.

Orphans: Your warband may include up to two Orphans.

Cutpurses: Your warband may include up to two Cutpurses.

Dogs: Your warband may include up to two Dogs.

Outcasts: Your warband may include any number of Outcasts.



Starting Experience

The **Cagou** starts with 20 experience.

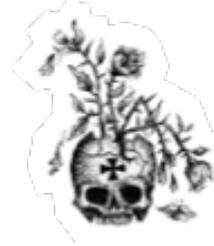
Narquois and **Alchemist** start with 8 experience.

Miraculous start with 0 experience.

Henchmen start with 0 experience.

Characteristic Increase

Court of Miracles are humans and so use the Human maximum profile.



Court of Miracles Special Equipment

This equipment is only available to Court of Miracles and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

Orbs of fire

30 gold crowns

Availability: Rare 10, Alchemist only

Orbs of fire are terrifying weapons, testimony to the cleverness of alchemists. To make the orbs the alchemist uses flask full of black powder but also a little something that only he can create: wyrdstones dust fire.

Range	Strength	Save modifier	Special rules
8"	4	-	Flask

SPECIAL RULES

Flask: Orbs can be thrown during the missile phase and suffer no hit penalties for long range. They can also be thrown in hand-to-hand combat, choosing any enemy in base contact with the Alchemist.

Orbs of smoke

30 gold crowns

Availability: Rare 10, Alchemist only

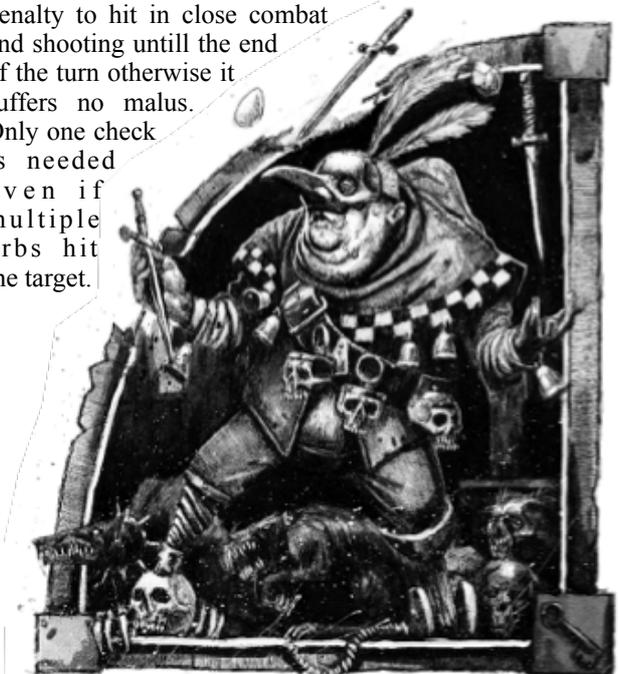
Orbs of smoke are deterrent weapons the alchemist uses in self-defense. They are made of a concentrated bone ash which is, we must agree, rather easy to find in the city despite the rarity of this good in the rest of the Empire.

Range	Strength	Save modifier	Special rules
8"	2	-	Flask, smoke

SPECIAL RULES

Flask: Orbs can be thrown during the missile phase and suffer no hit penalties for long range. They can also be thrown in hand-to-hand combat, choosing any enemy in base contact with the Alchemist

Smoke: If the orb hits a target, the model needs to roll under its Initiative at the start of its next turn in order to see through the smoke. If the model fails, it suffers a -1 penalty to hit in close combat and shooting until the end of the turn otherwise it suffers no malus. Only one check is needed even if multiple orbs hit the target.



Court of Miracles skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Cagou	✓	✓	✓	✓	✓	✓
Narquois	✓	✓		✓		✓
Alchemist		✓	✓		✓	✓
Miraculous	✓				✓	✓

Court of Miracles equipment list

The following lists are used by Court of Miracles warbands to pick their equipments.

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Pistol*	15 gc (30 gc for a brace)
Throwing Knife**	15 gc
Short bow	5 gc
Bow	10 gc

Armour

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

Miscellaneous Equipment

Orbs of fire***	30 gc
Orbs of smoke***	30 gc

* Cagou and Narquois only

** Cagou, Narquois and Miraculous only

*** Alchemist only

HENCHMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Throwing Knife (Cutpurse only)	15 gc
Sling	2 gc
Short bow	5 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Miscellaneous Equipment

Rope & Hook (Cutpurse only)	5 gc
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ORPHANS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc

Missile Weapons

Sling	2 gc
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1 Cagou

60 gold crowns to hire

The Cagou is the most faithful subject of the King of Thunes and their role in the Court of Miracles is to teach Slang to newcomers. It is therefore natural that he should be the leader of those groups on which so much hope are based on.

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

Weapons/Armour: A Cagou may be equipped with weapons and armour chosen from the Court of Miracles Heroes Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Court of Miracles Cagou may use his Leadership value when taking Leadership tests.

0, 1 Narquois



45 gold crowns to hire

The Narquois is a deserter who left the ranks of the army of the Empire. He finds refuge in the Court of Miracles and puts at the disposal of the King of Thunes his martial capacity in exchange for room and board.

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

Weapons/Armour: A Narquois may be equipped with weapons and armour chosen from the Court of Miracles Heroes Equipment list.

SPECIAL RULES

Foul Odour: The Narquois is alcoholic and drinks like a fish, he begs with a bottle in his hand and a weapon ready to be drawn. He follows the rule "Foul Odour" from the Ostlander warband.

0, 1 Alchemist

45 gold crowns to hire

On the outskirts of Mordheim are an impressive number of Alchemists who have answered their thirst for knowledge: what are these wyrdstones and what are their powers? It is easier to answer these questions under the protection of the members of the Court of Miracles in exchange for some services. At the same time, they also

have people on whom to test their most vile conjectures concerning wyrdstones.

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

Weapons/Armour: An Alchemist may be equipped with weapons and armour chosen from the Court of Miracles Heroes Equipment list.

SPECIAL RULES

Wyrdstone Knowledge: Alchemists are very good at evaluating if a stone has useful magical properties. After every battle in which the Alchemist was not taken out of action he may choose to use this skill before the trading phase (i.e. before any wyrdstone are sold). If he does, he can evaluate one stone for free, as describe in "Power in the Stones" supplement. An Alchemist using this skill cannot search for rare items or Dramatis Personae, he is too busy analyzing the stone.

0, 2 Miraculous



35 gold crowns to hire

The Miraculous are outcasts from Mordheim who, as their name suggests, were affected by a miracle: a disease suddenly disappeared, an atrophied limb that returns to its normal state. These miracles are due to excessive exposure to the wyrdstone and the other side of the coin are numerous: horrible mutations appear on their bodies so that they are even more marginalized from society than before. However, they become powerful allies in the streets of Mordheim populated by equally monstrous creatures.

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

Weapons/Armour: A Miraculous may be equipped with weapons and armour chosen from the Court of Miracles Heroes Equipment list.

SPECIAL RULES

Wyrdstone Miracle: When hired a miraculous must roll one time on the random mutation table from "Power in the Stones" supplement and modify his profile/rules accordingly.





Henchmen



Outcasts

20 gold crowns to hire

To be chosen to travel and search the ruins of the city of the damned is, for an outcast, a sign of value to the King of Thunes. Being able to be the one who finds the coveted wyrdstones would make it possible to climb the hierarchy of the Court more quickly, but at what cost?

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

Weapons/Armour: Outcasts may be equipped with weapons and armour chosen from the Court of Miracles Henchmen Equipment list.

0, 2 Mercandiers



30 gold crowns to hire

Former merchants whose business was going well, the Mercandiers have lost everything. Whether through war, disease, or bad luck, they have nothing left but their bargaining skill that they put to use on those who helped them out of poverty.

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

Weapons/Armour: Mercandiers may be equipped with weapons and armour chosen from the Court of Miracles Henchmen Equipment list.

SPECIAL RULES

Bargaining: If a Mercandier was not taken out of action during the last battle he can use this skill when you are searching for rare items. The warrior knows all the tricks of bargaining and haggling. He may deduct 1D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

0, 2 Cutpurses



30 gold crowns to hire

The King of Thunes wants to put the odds in their favor: the agility and discretion of Cutpurses are a considerable asset in a ruined city full of treasures.

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

Weapons/Armour: Cutpurses may be equipped with weapons and armour chosen from the Court of Miracles Henchmen Equipment list.

SPECIAL RULES

Jump Up. Cutpurses are used to being manhandled and brutalized during their pickpocketing. The warrior can regain his footing in an instant, springing to his feet immediately if he is knocked down. The warrior may ignore knocked down results when rolling for injuries, unless he is knocked down because of a successful save from wearing a helmet or because he has the No Pain special rule.

0, 2 Orphans



15 gold crowns to hire

There are many orphans near the city. They have been on their own ever since their orphanage was destroyed or their parents died when the comet hit the city. These children are taken in by the Court of Miracles because for their members no one should be abandoned in the street.

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

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

SPECIAL RULES

Sniper: Orphans are expert of the hide and seek game, they can shooting at their victims from the comfort of cover. When Hiding, the warrior may shoot and still remain Hidden.

Younglings: Orphans are too young and will never be followed as heroes by other members of the warband. Therefore they may never become Heroes. Re-roll all results of "The lad's got talent" for them.

0, 2 Dogs

15 gold crowns to hire

The Court of Miracles often keeps dogs nearby for protection during the night. With their overdeveloped sense of smell, they are also perfect for searching the city or tracking down people crazy enough to be there.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! Dogs never use or need weapons and armour.

SPECIAL RULES

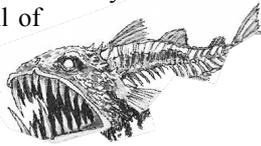
Animals: Dogs are animals and thus do not gain experience.

Court of Miracles special skills

Court of Miracles may choose to use the following skill list instead of the standard skill lists.

Wyrðstone Addiction

The hero has developed an addiction to the wyrðstone, he is so greedy for it that he can not do without it. During any battle in which he participates, the hero must use one stone and he can use up to two, contrary to the allowed limit. After every battle, when this hero makes the check to see if he has been adversely affected by his usage of the stone's power, a roll of 2, 3, 4, 10, 11 or 12 indicates that he has been affected.



Street Knowledge

This skill may only be chosen by the leader. The leader of the warband has learned to model his knowledge of the streets of Mordheim on the city from which his Court of Miracles originated. At the start of the game, after the deployments have been made, the player chooses 1D3 warriors he owns and these warriors can make a free move.

Street Tongue

This skill can only be chosen by the leader. The hero taught his warband to follow short slang commands but also how to best search the garbage and dark places of the city. This increases the range of his leader ability by 6". Additionally, when researching a building, a friendly model may choose to re-roll a dice.

Wyrðstone Mastery

This skill may only be chosen by an Alchemist. By manipulating the wyrðstone, the alchemist has sharpened his senses and he can more easily identify the stones which contain the most powers. When the alchemist uses his Wyrðstone Knowledge skill to evaluate a wyrðstone, he can add +1 or -1 to his roll.

Taunt

After years of baiting opponents into drunken brawls the hero 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.

Affliction

All the alchemist's attempts to heal this hero have been in vain: he has been corrupted by the miasma of chaos that spread throughout Mordheim. To choose this skill, you must have an Alchemist in your warband and spend a wyrðstone from your supply (remove it from your warband roster). The hero immediately rolls one time on the random mutation table from "Power in the Stones" supplement. This skill can be taken up to three times per hero other than the alchemist (he wants to preserve his sanity and to protect himself as much as possible from the corruption of chaos, which would make him an outcast in the Empire and prevent him from exercising his profession).

