

Masters of Horror

Lightning flashes across the dark sky as cackling arises from a ruined tower. "It's Alive!" echoes across the dead woods that surround the crumbling edifice before the thunder pounces and swallows it whole. The heavy door is drawn aside by a dwarf-like man, as he quickly makes way for his Master and his latest creation. Stumbling on ever-still legs, the monstrous being sets foot upon the soft mossy earth, leaving large impressions in its wake. Insane giggling follows it, as the once-acclaimed Scientist follows his golem, armed with his deranged intellect and arsenal of mutated fiends. He seeks to bring pain and suffering to those who cast him out of Altdorf, but to do so he'll need wyrdstone to power his inventions. Off to Mordheim they move...

Choice of Warriors

A Horror Warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Mad Scientist: Each Horror Warband must have one Mad Scientist.

Thrall: Your Warband may include a single Thrall.

Wolfman: Your Warband may include a single Wolfman.

Hunchback: Your Warband may include two Hunchbacks.

Zombies: Any number of models may be Zombies.

The Bitten: Your warband may include up to three Bitten.

Construct: Your Warband may include a single Construct.

Starting Experience

A **Mad Scientist** starts with 20 experience

A **Thrall** starts with 8 experience

A **Wolfman** starts with 8 experience.

The **Hunchback** starts with 0 experience.

Henchmen start with 0 experience.

Special Skills

The following skill list may be used by the Mad Scientist instead of the standard skill lists. *Lunatic* is available to all Heroes.

Surgeon: The Mad Scientist can attempt to operate upon an injured minion. Reroll one dice of a single injury roll. You must accept the second roll.

Alchemist: The Mad Scientist fancies himself an alchemist and brews all sorts of concoctions and potions to guzzle down prior to battle. Roll a D6 at game-start and consult the following table.

1- Potion of Resilience: Add +1 to *Toughness* for duration of game.

2- Brew of Strength: Add +1 to *Strength* for duration of game.

3-4 Quicksilver: Add +1 to *Movement* for duration of game.

5- Backley's Brew: Remove -1 from both *Strength* and *Initiative* until a *Toughness* test is passed.

6- Aberrantius Vigortia: Adds +1 to both *Strength* and *Toughness*. Highly addictive. Roll D6 after battle. On 5+, Scientist becomes addicted and will not engage in any other activity during a game until he has had his *Aberrantius Vigortia* potion. He will stand and brew potions until a 6 is rolled.

Apt Revitalist: The Mad Scientist has gone above and beyond the understanding of most men, and has gained the ability to recreate life from death. Simply animating meat-puppets who parody life has bored him; he has moved on to reanimating dead cells. Any zombies within the warband now gain exp as normal human henchmen.

Lunatic: Giving in to ones insanity is quite rewarding. The model causes *Fear* and may reroll any *Leadership Test*.

Wolfman Max Stats:	M	WS	BS	S	T	W	I	A	Ld
	6	4	3	5	4	3	7	4	8

Masters of Horror Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Mad Scientist			✓		✓
Thrall	✓			✓	✓
Werewolf	✓			✓	✓
Hunchback	✓			✓	✓

Masters of Horror Equipment List

HEROES EQUIPMENT LISTS

Hand to Hand Combat Weapons

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

Missile Weapons

Bow	10 gc
Short Bow	5 gc

Armor:

Light Armor	20 gc
Shield	5 gc
Helmet	10 gc

Chainsaw Sword	MoH only	15+D6 gold crowns
Range	Strength	Special Rules

Close Combat As User Fear, Shredder
A mechanical nightmare borne of insanity, this ear-splitting device tears through armor with ease.

Special Rules:

Fear: Incredibly loud and belching forth a sickly green smoke, this weapon causes even seasoned soldiers to quiver. A model bearing a Chainsaw Sword causes *Fear*.

Shredder: The Chainsaw sword rips and chews through armor as if it were cloth. All blows from a Chainsaw Sword are at -2 Armor Save.

Electric Trident	MoH only	15+D6 gold crowns
Range	Strength	Special Rules

Close Combat As User Zzap!, Shocking, Nail in Boot
Nothing quite as shocking as a poke from this little treat.

Special Rules:

Zzap!: So stunning is the Electric Trident that a model wounded by it is considered *Stunned* on a roll of 2-4.

Shocking: On a natural 6 To-Hit followed by a natural 6 To-Wound, the Electric Trident discharges a field 2" around the target. All models (save for the bearer of the weapon) are struck with a S3 hit.

Nail in Boot: If a D6 roll of 1 occurs on the To-Hit roll with the Trident, the bearer is struck with a S3 hit.

THE BITTEN EQUIPMENT LISTS

Hand to Hand Combat Weapons

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

Armor:

Shield	5 gc
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MISCELLANEOUS EQUIPMENT: Heroes Only

Chainsaw Sword	15 gc
Repeater Pistol	25 gc
Electric Trident	15 gc

New Equipment

Repeater Pistol	MoH only	25+3D6 gold crowns
Range	Strength	Special Rules

8" 4 Save Mod, Too much Tinkering, Repeater
*A dangerous weapon, to those on both ends of the pistol. No matter what the outcome, one always goes out with a **Bang!***

Special Rules:

Save Modifier: Pistols are even better at penetrating armor than their Strength of 4 suggests. A model taking a wound from a Repeater Pistol must take its armor save at -2.

Too Much Tinkering: The Repeater Pistol is a *heavily* modified weapon. To represent its unstable mechanics, each time the trigger is pulled, you must roll a D6. On a roll of 4+, the pistol works fine. On a roll of 2-3, the pistol does nothing. On a roll of 1, roll on the "Misfire" Chart.

Repeater: The Repeater Pistol has the possibility of firing more than once during the Shooting phase. For each additional shot, you must roll a D6 at -1 on the above table. For example, for one shot, you must roll a 4+, with a roll of a 1 forcing a roll on the Misfire Table. For a second shot, you need a 5+, with a roll of 1-2 forcing a roll on the misfire table. Of course, it is impossible to attempt more than 3 shots per round.

Heroes

1 Mad Scientist

60 gold crowns to hire

Insane and twisted, the Mad Scientist strives to “improve” the world around him...often with horrifying results. Bent on achieving his goals, he drags his madness into reality through his experiments.

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

Weapons/Armor: A Mad Scientist may be equipped from the Horror Hero Equipment list.

Special Rules:

Leader: Any models in the warband within 6” of the Nocrarch Vampire may use his Leadership instead of their own.

Immune to Psychology: Mad Scientists are not affected by psychology (such as fear) due to the shattered state of their minds.

0-1 Thrall

70 gold crowns to hire

Mere shadows of the Lords of Sylvania, the Thrall is the lowest form of Vampire. Subdued by the Scientist, the Thrall exists solely for the bloodletting of battle.

Profile M WS BS S T W I A Ld
5 3 3 4 4 1 5 1 7

Weapons/Armor: Thralls may be equipped from the Horror Hero Equipment List.

Special Rules:

Cause Fear: Vampires are terrifying Undead creatures and therefore cause *Fear*.

Immune to Psychology: Vampires are not affected by psychology (such as fear) and never leave combat.

Immune to Poison: Vampires are not affected by any poison.

No Pain: Vampires treat a *Stunned* result on the Injury chart as *Knocked Down*.

0-1 Wolfman

65 gold crowns to hire

Wolfmen are miserable men cursed with lycanthropy. Once bitten, they transform upon the next full moon and are never the same. Bestial, at the mercy of their carnal desires, they stalk the night searching for prey.

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

Weapons/Armor: A werewolf cannot bear equipment. They attack with tooth and claw, and suffer no penalties for doing so.

0-2 Hunchback

25 gold crowns to hire

Lowly beings, the hunchbacks serve the Scientist with his crazy endeavors. Deceptively agile and quick despite their physical appearance, Hunchbacks are incredibly loyal.

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

Weapons/Armor: Hunchbacks may be equipped from the Horror Hero Equipment List.



Henchmen

Zombies

20 gold crowns to hire

Often used for menial labour, these meat puppets offer some protection for the Mad Scientist when he ventures out from his lab.

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

Weapons/Armor: Zombies never carry any equipment, and do not suffer any penalties for this.

Special Rules:

Cause Fear: Zombies are terrifying Undead creatures and therefore cause *Fear*.

May not Run: Zombies are slow Undead creatures and may not run (but may charge normally).

Immune to Psychology: Zombies are not affected by psychology.

Immune to Poison: Zombies are immune to poisons.

No Pain: Zombies treat *Stunned* results on the Injury table as *Knocked Down*.

No Brain: Zombies do not gain experience.

0-1 Flesh Construct

80 gold crowns to hire

Vile golems, these twisted beings are torn from the nightmares of men. Made from looted graves, these beasts are powered by the insane science of their Masters.

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

Weapons/Armor: Flesh Constructs do not use weapons, and suffer no penalties.

Special Rules:

Cause Fear: Flesh Constructs are terrifying Undead creatures and therefore cause *Fear*.

Immune to Psychology: Flesh Constructs are not affected by psychology.

Immune to Poison: Flesh Constructs are immune to poisons.

No Pain: Flesh Constructs treat *Stunned* results as *Knocked Down*.

A Bit Unhinged: Flesh Constructs do not

gain experience normally. They must make a successful Leadership test in order to gain the experience for surviving the game; dead brains can only be expected to learn so much, after all.

Its only a flesh wound: When a Flesh Construct is taken OOA, roll on the Henchmen Injury table as normal. On a roll of 1-2, the player is able to repair the damage to the golem for D6x5gc (to represent the time and effort it takes to obtain new parts). If the warband is unable to pay for the extra part immediately, the Construct is not able to participate in the next battle. It will remain on the roster until abandoned or repaired.

Cannot Run: After being pieced together from various stiffs, ones legs are often, well, stiff. Constructs may still charge normally.

0-3 The Bitten

40 gold crowns to hire

Slaves to the disease that courses through their veins, the Bitten serve their dark masters in both their human and bestial forms.

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

Weapons/Armor: The Bitten may be armed from the Bitten Equipment List.

Special Rules:

Transform: Roll a D6 each turn and consult the following. Once transformed, the Bitten cast off all equipment (save for a dagger) and suffer no penalties for fighting unarmed.

1-Madness: your Bitten suffers from *Stupidity* this turn. If Transformed, they revert to human form.

2 to 5-Act as normal

6-Transformed: your Bitten gains *Frenzy* and *Sprint*. This lasts until a 1 is rolled. Transformed do not roll when in combat.

Masters of Horror Warbands may hire the same Hired Swords as the Undead warband. Although it is not expressly mentioned, it stands to reason that neither Zombies nor Flesh Constructs may become Heroes through Lads Got Talent.