

The Cursed Cavalcade

By Tuomas Pirinen, PDF & Edit by ntdars @ Broheim // Beta Version, 03.20.2019

"Hello all! Here is a very early sneak peak to the Warband I promised to celebrate 1000 Likes. Meet the Cavalcade, whose story will finally explain what caused the comet to destroy Mordheim, and what happened within the city during that fateful night. They are the final Warband of the City itself as I envisaged it.

The Warband gameplay rules are in progress and will take a good while longer, but here is the fiction of the Warband along with the reference art I am using. All will be WIP for quite a while yet, and I will create a living webpage for this.

Honestly, this took some gathering of courage to post. Mordheim belongs to the community far more than to me or anyone else nowadays, but this is a glimpse of the final mystery of the city. I hope you like it." August 2nd, 2015

The Cavalcade

The Warbands that have travelled deep into the twisted heart of Mordheim tell tales of foes that are unlike any other in the City of the Damned. The hushed whispers of those who have lived to tell the tale (and even then often only induced by a stout drink) talk of groups of masked men emerging from the polluted mists of Mordheim: silent, terrible men whose appearance is heralded first by a distant music and laughter, as if a party of the damned was being held nearby. They attack any and all intruders to Mordheim without warning or parley, without asking or giving quarter. These warbands have earned many nicknames in the settlements around Mordheim: They are called "Masks" and "Faceless" and yet it is their unnerving way of moving and fighting that has led men to call them the Cavalcade.

These masked warbands are somehow beautiful yet eerie sight: they appear to be dressed in bloodstained and tattered finery of the richest nobles of Empire, and many say their decayed garments carry the coat of arms of the house of Ostmark and the personal heraldic device of Elector Count Reinhardt of Mordheim who was taught to have perished in the cataclysm. To hide their visage they wear incredibly elaborate masks of porcelain, gold and silver, adorned

with great headdresses. It is as if they've come to a masked ball instead of battle, for these are clothes associated with the depraved revelries and festivals of the that the nobility of Mordheim indulged in the final days before the city perished. Those who have gazed at the eyes of the masked warriors tell that no eyes have looked back at them. Instead, they have seen only darkness. But despite their finery, the weapons and armor of the Cavalcade are of the first order, as if looted from the palace of the Count himself and from the surrounding villas of the nobles families.

In stark contrast of the decayed opulence of these men and women are their companions: for with the Cavalcade fights a multitude of exotic animals: great cats from the far-off lands of Araby, enormous snarling bears whose movements seem to mimic ponderous steps of a dance, fierce falcons and other birds of prey that hunt from the skies, wild boars with tusks glided with gold, and even great black apes with white teeth red tongues with strength and speed unmatched by humans. Many beasts are said to bear the brand of the famed menagerie of Ostmark, for the Count Steinhardt was said to have been fond of matching a man against a beast for the cruel amusement of his high-born guests. Be

as it may, both the men and beasts of Cavalcade fall upon the intruders with unreasoning cold fury, yet working in concert as if they could read each other's minds.

And as the Cavalcade engages in battle, all around them the haunting tune of distant revelries grows ever louder as the Warband battles their enemies. Mercenaries describe how it din makes them lose their concentration, as if they were fighting in a thick fog. Witch Hunters curse the sound as sorcery, as it seems to hold an irresistible lure to even their most faithful War Hounds. All agree that the longer the engagement lasts, the worse toll the sound takes from the enemies of the Cavalcade.

None can say what truth lies behind the masks as the Cavalcade spares no effort to recover the bodies of their fallen warriors, and even when they have to abandon the

field, a multitude of beasts of Mordheim swiftly emerge from shadows to consume those of the Cavalcade that have fallen, taking the secrets of these men into abyss with, as if the city itself had swallowed them.

But what the men who face the Cavalcade fear the most is that instead of giving their defeated opponents the swift mercy of death, the masked warriors always drag their unconscious and wounded enemies with them to the inner city. Most are lost forever, while one or two have returned, their faces twisted into permanent grimace that is neither horror or joy, their mind lost to them, their lives ruined as they claw their own flesh until their skin lies in tatters. And even worse, now and then men swear that they've recognized a tabard or shield emblem, or recalled a familiar gait in one of the masked men they battle when they've had the misfortune to run into the Cavalcade in the dark heart of Mordheim.

"First off, my humble apologies –I've meant to complete my work on the Cavalcade warband for ages now, but real life™ has interfered as it usually does. Running your own company is incredibly time-consuming business, but I've vowed to complete this work, so complete it I shall!

Thanks for all the wonderful feedback on the Alpha rules I made –It was tremendously useful, and led to numerous revisions and balancing passes, which I am going to share next. Apologies for the loooooong wait!

Meanwhile, here is the full background info on the destruction of Mordheim. Since I do not work for GW, you should really consider this as "fan fiction" instead canon, albeit written by the original creator. This is how I imagined the things I left untold in the rulebook. I hope you find it entertaining." October 29th, 2016

The Doom of Mordheim

As recounted by Bertha Bestraufung, the High Matriarch of the Sisters of Sigmar.

As the Imperial Calendar approached year 2000, a terrible civil war tore the realm of Sigmar as never before. The three claimants for the imperial throne vied for power and influence in order to claim the crown of the Emperors for themselves as the land of Sigmar suffered.

But in the ancient palace of Mordheim, count Steinhardt, the Elector of Ostermark, had slowly come to realize that despite his

own noble lineage and the Runefang he proudly wielded, and the greatness of his provincial capital Mordheim, he nor his heirs would ever sit on the throne of Sigmar. He had sought a blessing from the Grand Theogonist to lay claim to the throne. But the High Priest of Sigmar had turned him away dismissively: the crown would go to Reikland as far as the leader of the Church of Sigmar was concerned. No little rural province would ever gain it. Regardless of the wealth and splendor of Mordheim, the count could not raise an army to match even the smallest forces of Middenheim or

Marienburg. Dark mood overtook the ruler of Ostermark, once judged to be the best and noblest of all the Electors of the Empire.

As time passed neither song or wine nor exotic drugs from far-off lands of Araby could lift Stenhardt's mood any longer. From melancholy he slowly descended into hate and from hate into torpor from which he rarely stirred. Soon his court fell into disrepute as he no longer tolerated anyone but flatterers and toadies in his presence. Elves of the Forest of Shadows, long-time allies of Ostermark, no longer visited his court. Since time immemorial the High Matriarch of Sigmar's Rock had been the confessor and the closest advisor of the Elector Count of Ostermark. Now the count started to ignore the wise words of High Matriarch Cassandra, despite her well-earned reputation of prophetic powers. The revered blind Matriarch, an Augur since her youth, remained loyal to the count and Ostermark, but Steinhardt set her aside in his court, relegating her to purely ceremonial duties.

Years passed and Ostermark's affairs were neglected and fell into ruin and decay. But then one night a man wearing a cloak red as blood, his face hidden by a hood, appeared at the Mordheim palace gates, requesting an audience with the count in order to lift him from his malaise. The protestations of the High Matriarch Cassandra of the Sigmar's Rock fell on deaf ears when she demanded the Man in Red to remove his hood. For to surprise of many, the count did not turn the man away as he had done to all the priests, sages and doctors that had come before, but invited him to his private chambers instead, and dismissed his bodyguards. There the Man in Red produced a silver flute from his robes and played a haunting, otherworldly tune for the count for what seemed like an eternity. Somehow, it roused the Elector from his torpor, and he returned to his duties as the ruler of the Province invigorated but changed.

From that day on, Ostermark had a new power that stood behind the throne. The Man in Red whispered into Count's ear of a

great power that could be achieved, enough might to humble the arrogant rulers of Reikland, Middenheim and Marienburg. Power aplenty to ascend to the throne of the Empire itself. With proper rites and incantations, a shard of the dark moon Morrslieb could be coerced into descend down to earth, and with it would come wondrous holy power to bend any man to the will of the one who summoned the comet. Beguiled by the soft voice of his new advisor and the mystical sound of the silver flute, the Count set the plan in motion. As instructed by the Man in Red, the count built vast goals deep beneath his palace, and a black slab to stand in the middle of the greatest catacomb opposite of his throne, their intended purpose unknown to the stonemasons who labored under the instructions of the Man in Red. The count commissioned great many masks, ostensibly for his private masked balls, but they were made of metal and forged to withstand any heat or cut of a sword. He gathered a great store of weapons to the catacombs, and one by one he introduced the most ruthless and ambitious of his nobles into his inner circle to carry out the rites required by the Man in Red.

Soon after street urchins of Mordheim begun to disappear from the back alleys during dark of the night. Citizens whispered of groups of richly-dressed masked men prowling the streets. The servants of the Elector Count gossiped how their master would gather his most loyal nobles into secret meetings deep beneath the palace. Muffled cries could be heard coming from beneath the ground on the nights when the dark moon Morrslieb was full. But such rumors were soon culled as the servants of the palace either disappeared, or started to wear red cloaks and hoods, marking them as loyal to the Man in Red.

Then one night the prophetic powers of Cassandra woke her from her bed in the Count's palace where she had been tending to the spiritual needs of the few remaining inhabitants of the palace who still prayed to Sigmar. She had seen a true vision, and knew that all those nobles who

still followed the patron god of the Empire now lay dead, assassinated in their beds, and that she was to be the final victim, tied to a stone slab in the catacombs deep beneath the count's palace. She escaped through the night with the masked killers of the count in hot pursuit. She only barely made it to Sigmar's Rock with the poisoned bolt lodged in her back. With her dying breath she summoned sister Bertha Bestraufung, and made her the new High Matriarch and the abbedissa of Sigmar's Rock. From her robes Cassandra revealed a blade she had taken as she fled from the palace: She entrusted Bertha with the Runefang, one of the twelve blades of Sigmar (for the count no longer could stand to touch it), and told the new High Matriarch of the vision she had seen in his sleep of the coming destruction of Mordheim before she perished. So under the orders of the newly-appointed abbedissa, the great gates of Sigmar's Rock were closed and barred. Despite the demands of the servant's count who accused the Sisters of stealing the holy Runefang, the impenetrable gates remained locked, as the Sisters set themselves apart from the corruption that spread throughout Mordheim as the common people started to imitate the unhealthy lifestyles of their rulers. Vice of every kind took root in Mordheim, and soon the city descended into state of unnatural, vicious frenzy.

Within weeks the situation took a turn to worse when the twin-tailed comet appeared in the night sky high above Mordheim. As the tale of this wondrous sign spread throughout the Empire, the population of city swells as people came from far and wide to witness the miracle of the twin-tailed comet. The great ritual of the Man in Red was to be soon completed, and the pace of disappearance of people from the streets of Mordheim increased.

Then came the fateful night when the comet fell upon the city. After ascending to the balcony of his highest tower as the Man in Red had suggested, Count Steinhardt realized his folly at last –but it was all too late: instead of power to rule the world, the

comet had come to bring the wrath of Sigmar on Earth. The count and almost all of the people of his city perished screaming in flames, as the fiery comet plummeted down to earth with unimaginable power and shattered into millions of pieces.

And yet all did not go to the plan of the Man in Red. Thanks to the ceaseless prayers of the Sisters of Sigmar, a handful of men and women survived the coming of the comet. Thus the Great Sacrifice had not been completed: Instead of staying whole as the Man in Red had intended, the meteor shattered into untold number of pieces, and the dark shadow riding on the comet across the gulf of space that the Augurs of the Sisterhood had seen in their dreams was now trapped inside the crater left by the comet: without nourishing magic crystals the entity that was powerless to travel across the land of men.

So in the catacombs below count's palace, the corrupt nobles and their servants gathered around the empty throne, where Man in Red sat, smoldering in rage, for his plan had failed: he had hoped to control the entity and the power of comet. Instead, the man across the Empire he had planned to use as his invincible army lay dead: the magical comet was shattered, the creature of great power he had planned to command was unshackled, and had begun to draw servants of his own. No doubt the great powers across the Old World would soon gather here to vie for the shards of the wyrdstone.

Then the Man in Red grasped his flute and played a harrowing, terrible tune, his sibilant voice bending the great men of Mordheim and their entourage to his will. If the comet's shards could be collected, the nobles of Mordheim could still grasp victory from the jaws of defeat and utter ruin. With enough magical stones the Man in Red could still command the fell creature that came with the comet and lead the nobles in the conquest of the Empire. Caught between the sorcerous tune of the flute and the reality that they could never again escape the attention of the Witch Hunters, the

nobles donned their masks and gathered their few remaining corrupt servants, armed themselves and headed out to the ruins in small groups.

So now from underneath the catacombs the masked bands of nobles venture out, under the bidding of the magical flute of the Man in Red which can be heard eerily

playing in the air where-ever they appear. They hunt the dark ruined streets of Mordheim, killing all those in their path, and tirelessly collect the shards of magical stone, taking it back to the vast underground throne room where the Man in Red sits on the throne of the count of Ostermark, as the wyrdstone shard plies grow around him, glowing sickly in the darkness.

Cursed Cavalcade Warband

Notes from the designer;

This is not the final version, but the very earliest draft. It will be iterated and balanced over the coming weeks.

This Warband is 100% unofficial. Yes, I wrote it, but it should only be used in your games with the approval of everyone taking part in the campaign.

The Warband is not yet balanced nor fully tested. I've been limited to a few games which produced a mountain of notes. You are gaining an early glimpse as a treat for liking my page. ;) I especially need to test the Warband during mid- and late-campaign. No doubt it still has plenty of mistakes for me to correct.

The fiction and the rules for the Throne of Worms and captured members of other Warbands are to follow soon, as well as the rules of Danse Macabre. This is not yet the full scope of the Warband, but does allow people to start thinking about the models to use in the Warband.

If anyone wants to give me help with editing, play testing, and layout, I would be much obliged. I am doing this on top of my regular work as a thanks to the community.

Choice of Warriors

A Cursed Cavalcade Warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your initial Warband. The maximum number of Warriors in this Warband may not initially exceed 13 but may gain higher upper limit (see the rules for the Throne of the Worms).

Hegemon: Each Cavalcade Warband must have one Hegemon to lead it. No more, no less!

Companions: Your Warband may include up to two Companions.

Twisted Scholar: Your Warband may include a single Scholar.

Cursed Piper: Your Warband may include a single Cursed Piper.

Wretches: You may have up to 5 Wretches.

Great Bear: Your warband may include a single Great Bear.

Wild Beasts: Your warband may include up to 2 Wild Beasts

Fighting Ape: Your warband may include a single Fighting Ape.

Note that the Cursed Cavalcade cannot use Hired Swords.

Starting Experience

The **Hegemon** starts with 20 experience.

Companions start with 8 experience.

Twisted Scholar starts with 4 experience

Cursed Piper starts with 6 experience.

Henchmen start with 0 experience.

Special Equipment

Boar Spear

Boar Spear is the preferred hunting weapon of the nobles of Ostmark, designed to stop a charge of a pain-maddened giant boar with its cross guard. In Mordheim, the nobles of Cavalcade have put it in a much more sinister use - hunting desperate men.

Range	Strength	Save modifier	Special Rules
Close Com.	As user +1	-	Strike First, Cavalry Bonus, Cross Guard

Strike First: A warrior with a Boar Spear strikes first even when charged, because the long shaft allows him to thrust the oncoming enemies before they have a chance to hit him. This only applies during the first turn of hand-to-hand combat.

Cavalry Bonus: If used by a mounted warrior the Boar Spear gives the wielder a +1 Strength bonus during the turn when he charges.

Cross Guard: The Boar Spear has been designed to stop a charge of an enraged boar on its tracks. When charged it reduces the number of attacks of the first assailant into the close combat by 1, (down to minimum of 1), Attacks from second hand weapon or from any other source except base stats are not affected. Boar Spear has no effect on Large creatures such as Ogres save for the Charge Bonus. Player cannot wield two Boar Spears at once.



Misericordia

Misericordia is a Tilean dagger with a long, thin blade designed to put wounded warriors out of their misery.

Range	Strength	Save modifier	Special Rules
Close Com.	As user	-	Coup de grace

Coup de grace: When attacking knocked down opponents, Misericordia bypasses all armor saves. As the warriors of the Cursed Cavalcade are experts at hitting the vital spots of their opponents, and the Misericordia can find the smallest chink in even the best suit of armor. Often the wielders choose a spot that causes indescribable pain but does not kill the target outright so he can be dragged before the Throne of Worms.

Cathayan Quilted Silk Armor

The caravans from the far-off lands of the East sometimes bring fabulous quilted silk armor, light as feather yet tough as steel. It is often worn by Imperial nobles under their armor or clothes to ward off arrows of Assassins.

The Silk Armor adds +1 to the armor saves against any type of attack. It can be combined with any other type of armor.

Bird Of Prey (Hegemon only)

Trained Falcon, Hawk or other winged predator trained from birth to hunt and fight for its noble owner.

The Bird of Prey can be used in the Missile Phase exactly like a Missile weapon with the following exceptions: it has a reach of 18", can attack even hidden targets, and

ignores penalties for cover. Use the BS of its owner to determine if it hits and it causes S3 hit if it does hit.

Nightmare Destrier (Hegemon only)

Profile	M	WS	BS	S	T	W	I	A	LD
	9	4	0	3	3	1	3	1	5

Special rules: Battle-Trained: A warrior trained to ride a Destrier is an expert at fighting against multiple opponents. While riding the Destrier, the Hegemon does not need to take "All alone" tests.

The finest of Tilean or Arabian steeds bred for war are often purchased by Imperial nobles, and even amongst those the famed destriers reign supreme. Count Steinhardt had seven of these magnificent steeds in his stables beneath the palace grounds. During the Ritual of the Comet the Destriers were the only steeds to survive, having been brought into the catacombs below the palace. Burned by the black flame, they became marked just as their masters, and often wear masks of their own.

Your Hegemon may purchase and ride a Nightmare Destrier if you are using the rules for mounted warriors. Refer to Mordheim Rulebook for details.

Banner Of The Noble House

Burned and tattered as the rest of the finery of the Cavalcade, the Banner represents the noble house of the Hegemon of the warband, though often decorated with a red mask symbol as well, pledging allegiance to the Cavalcade. Though their city is fallen and their power lies in dust, the aristocrats of the Cavalcade still vainly hang on to the symbols of their lost glory.

Special rules: The pride of holding the banner and never abandoning it to the enemy boosts the leadership of the model by 1, and can increase the Ld of the character carrying it to a maximum of 10. Model carrying the banner must use one of his hands to hold it aloft, and cannot carry a shield, buckler, double-handed weapon or additional weapon.

Cursed Masks

While all members of the Cavalcade wear masks of metal associated with the Ritual of the Comet, the inner circle of the count has access to the special masks carrying potent corrupt curse.

Heroes of the Cursed Cavalcade Warband may wear one of the special masks. You can freely distribute the masks amongst your heroes before combat if you wish.

Sun King Mask

Golden mask fashioned to the likeness of the emperors of old adorned with a crown of laurels. The mask symbolizes the hidden wish of the house of Steinhardt to betray the Empire and rise to the throne of Sigmar in Altdorf. None wearing this mask can be brought to his knees, as fitting to an Emperor.

The warrior Wearing the Sun King Mask cannot be knocked down or Stunned, and these results on the Injury Chart have no effect. The only way to bring to remove him from combat is to roll so that he is taken Out of Action. Hegemon only.

Silver Death Mask

This mask appears as an ornately decorated skull, and yet it animates as skin of a living man, matching the expressions of the wearer beneath it.

If the Hero wearing the Silver Mask is taken Out of Action, he may reroll any result on a Serious Injury chart. He must accept the second result even if it is worse than the previous roll. Only one Silver Death Mask per Warband.

Fish Head Mask

A disturbing silver mask with studded jeweled eyes liked to a fish from the depths of the Great Ocean. It is whispered that such masks were once used by worshippers of forgotten evil deities that slumber deep beneath the sea, dreaming of the day when they rise from the depths to bring ruin to men. A man wearing this mask can

swallow a human whole as snake swallows a rat.

Every time the wearer of the Fish Head Mask takes an opponent Out of Action he gains a wound that can take his number of wounds to a maximum of 5 and lasts until the end of the battle when his number of Wounds returns to normal.

Faceless Mask

This mask has little if any human features, save for two eye slits filled with nothing but blackness. He can move with utter purpose that none dare to stop.

The warrior wearing the Faceless Mask may stop one model from Intercepting his charge once per game. Models immune to psychology such as Undead and Flagellants are unaffected by this.

Evil Jester Mask

Erratic and unpredictable. The face of the Evil Jester mask twists into either a manic grin, a gaze of pure hatred or terrifying rage before each battle.

In the beginning of the battle roll D6: on a roll of 1 the warrior is subject to Stupidity for the duration of the battle. On a roll of 2-5, the warrior hates all the enemies during the battle. On a roll of 6, the warrior is affected by the rules of Frenzy.

Plague Doctor Mask

A silver mask with long, bird-like beak, it is a very symbol of death to people of Old World ravaged by the many diseases. In battle a cloud of black death billows forth from the empty eye sockets of the Mask.

Once per game, in the shooting phase, the wearer may unleash the black cloud from within the mask, burning those not part of the Cavalcade. The longer the power is held within the mask, the more potent its effect will be. On the first turn it hits any enemy model within 2" of the wearer at Strength 1, and the distance and the Strength of the effect increases by 1 in the beginning of each turn of the Cavalcade, up to range of 7" and Strength 5 if you wait for 4 turns before releasing the cloud. It does not cause critical hits. **Scholar Only** (even if upgraded into Wizard or Chronicler.

Special Skills

Noblesse oblige

The warrior feels utterly superior to his opponents, with long lineage and prestige to look down upon his common enemies, seen as nothing more than cattle to be slaughtered. The Warrior does not fear any fear-causing creatures, and can stomp opponents who are knocked down with his iron-shod boots. This gives them additional attack against Knocked down opponents at their own Strength.

Torturer

Having learned the craft of torture in the Ritual of the Comet, the warrior knows how to inflict maximum pain on the body, and uses it in a sadistic and cruel way in combat. As soon as the model rolls to wound any enemy successfully in melee combat (even if the subsequent armor save is successful -though parries can negate this effect) the opponent loses 1 point of Strength permanently for the duration of the battle as the the pain from the wound causes agony. The effect is accumulative, and can reduce the Strength of the target to a minimum of 1. The Undead are immune to this effect.



Duelist

The warrior is an expert in hand-to-hand combat method of the Imperial duelist, aristocrats famed for their skill in single combat. At the end of each Close Combat phase, the Duelist can force any non-large opponent he is fighting one-on-one 2" at the direction of his choosing if the target fails to roll under its strength value. If this brings the target in contact with another model, both suffer an automatic Strength 2 hit. If this pushes the opponent off from a high place, the he falls takes damage as normal. The duelist stays on the elevated area.

Cursed Cavalcade equipment lists

The following lists are used by The Cursed Cavalcade to pick their equipment.

Hand-to-hand Combat Weapons

Misericordia.....	1 st free/5 gc
Sword.....	10 gc
Hammer.....	3 gc
Double-handed weapon.....	15 gc
Boar Spear.....	20 gc
(Aristocrat & Huntmaster only)	
Lance.....	40 gc

Missile Weapons

Longbow.....	15 gc
Dueling Pistol.....	30 gc
(60 for a brace)	
Hunting Rifle.....	200 gc
Blunderbuss.....	30 gc
(One per Warband)	

Armor

Light Armor.....	20 gc
Heavy Armor.....	50 gc
Shield.....	5 gc
Buckler.....	5 gc
Helmet.....	10 gc
Cathayan Quilted Silk Armor.....	10 gc
Superior Black Powder.....	30 gc

Wretched Equipment List

This list is for Wretched only.

Hand-to-hand Combat Weapons

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

Missile Weapons

Short bow	5 gc
Bow	10 gc
Crossbow	25 gc
(Max 3 per Warband)	

Armor

Light Armor	20 gc
Shield	5 gc
Helmet	10 gc

Cursed Cavalcade Skill Tables

	Combat	Shooting	Academic	Strength	Speed	Special
Hegemon	x	x	x		x	x
Companion	x	x		x	x	x
Scholar			x		x	
Cursed Piper			x		x	



Heroes

1 Aristocrat

65 gold crowns to hire

The Warbands of the Cavalcade are led by one of the fallen nobles that were part of the inner circle of Count Steinhardt. The Hegemon might have been a castellan, a knight or a baron or even one of the sons or daughters of Count Steinhardt himself. Bitter, haughty, and cruel, they wear the opulent masks to hide the burns of the comet that will never heal.

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

Weapons/Armor: An Aristocrat may be equipped with weapons, armor and equipment chosen from the Cursed Cavalcade Equipment list.

Special Rules

Leader: Any warrior of the Cavalcade Warband within 6" of the Aristocrat may use his Leadership value when taking Leadership tests.

02 Companions

45 gold crowns to hire

Many men-at-arms, Judicial Champions, Duelists and Knights of lower orders who followed Count Steinhardt in the path of depravity and were cursed along with their master. They now have one last chance to regain their dream of ruling the Empire: to gather slivers of the Comet and make it whole once more. Though they all know it is akin to finding a needle in a haystack for a thousand time, their pride and the knowledge that they may never return to the fold of Sigmar drives them on.

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

Weapons/Armor: An Aristocrat may be equipped with weapons, armor and equipment chosen from the Cursed Cavalcade Equipment list.

Special Rules

As imperial nobles, the Companions have been taught the way of the sword since an early age. Companions all have the **Expert Swordsman Skill**.

01 Twisted Scholar

25 gold crowns to hire

Count Steinhardt initiated many wise men and scholars of Ostmark into the secrets of the Cavalcade. Now these twisted philosophers, blasphemous sages and sadistic physicians who've turned their skills into torture have been cursed alongside with their master, and travel to the ruins of Mordheim desperately looking for Wyrdstone shards in order to heal the Black Heart of the Comet.

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

Weapons/Armor: An Aristocrat may be equipped with weapons, armor and equipment chosen from the Cursed Cavalcade Equipment list.

Special Rules

You may make the Twisted Scholar into a Wizard by paying additional 10 GC. If you do this then the twisted scholar uses Lesser Magic but will be unable to wear any armor.

You may also make the Scholar into a Chronicle for 10 gc instead (but not in addition to) a Wizard. A Chronicle has in-depth knowledge of the city of Mordheim and may reroll an extra dice during Exploration phase and may decide which of the two dice to keep.



01 Cursed Piper

35 gold crowns to hire

Many of the great thespians, flutists, and other entertainers were easily lured into the fold of Count Steinhardt. They are now compelled by their curse to play the tune of Danse Macabre as the Cavalcade fights with the scavengers of Mordheim for the scraps of Wyrdstone.

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

Weapons/Armor: An Aristocrat may be equipped with weapons, armor and equipment chosen from the Cursed Cavalcade Equipment list. Note that he must play a flute or another instrument with one hand, and may not have an off-hand weapon, double-handed weapon, brace of pistols of any kind, or use Bows or Crossbows.

Special Rules

Danse Macabre: The Piper plays the Danse Macabre in combat. See the separate rules for Danse Macabre,

Menagerie – Henchmen of the Cavalcade

(Bought in groups of 1-5)

Only a hundred or so men and women of the Inner Circle of the Cavalcade survived the calamity of the Comet. With inability to replenish fallen warriors except through the few men and women captured by their roaming warbands and brought before the Throne of Worms, the nobles opened the cages of the menagerie of the Count, and brought out the great beasts used for war. Burned by the black flame of the comet, and baited by their handlers to attack all but the members of the Cavalcade they tear intruders apart with frightening ferocity.

Bedecked in gleaming jewels and iron torques for protection, they have become terrible opponents to the other Warbands of Mordheim. The mistreatment of the beasts by the Cavalcade is especially hated by Sisters of Sigmar, for the patron god of the Empire was famous for his care of his faithful hounds and warhorses.

Experience Rules

The Wretched gain experience and may become heroes as normal henchmen. Due to the corrupting influence of the Wyrdstone, the Fighting Ape can gain Experience, but at much slower pace than humans. The Fighting Ape gains only 1/2 Experience point where normal henchman gain 1. Re-roll any "Lad's got talent!" result.

05 Wretched

25 gold crowns to buy

These are the miserable men and women brought to the Catacombs forced to sit on the Throne of Worms and judged to be worthy to serve the true rulers of Mordheim. They are initiated to the very lowest ranks of the warbands, forced to sleep in the worst cages and animal pits until they have proven their worth.

Their skin is burned and scarred with the flame of the Throne, forever marking them as the members of the Cavalcade, unable

to escape and return to their former lives. They wear metal masks just like the rest of the Warband, but far simpler and cruder in design.

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

Weapons/Armor: Wretched may be equipped with weapons, armor and equipment chosen from the Scholar Equipment list.

0·1 Great Bear

140 gold crowns to buy

These huge beasts captured from the vast forests of the Empire are prized as the jewels of count Steinhardt's menagerie. Goaded to fight with humans as part of the dark ritual to summon the comet, and corrupted by the flame of the Black Heart, they are extremely dangerous creatures, especially if their blood is drawn.

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

Weapons/Armor: Great Bears never use weapons and armor, and does not need them to fight effectively.

Special Rules

Maddened With Pain: As soon as the Great Bear suffers a single wound it gains an additional attack.

0·2 Wild Beasts

45 gold crowns to buy

These can be Wild Cats from the deep jungles of the south or far-off Lustria, Wild Boars captured by hunters of Ostmark, or some other exotic animal bred for battle.

Profile	M	WS	BS	S	T	W	I	A	LD
	6	3	0	4	4	1	5	2(3)	5

Weapons/Armor: Wild Beasts never uses weapons and armor, and does not need them to fight effectively.

Special Rules

Charge: When charging their enemies the Wild Beasts gain +1 Attack on the first turn of close combat.

0·1 Fighting Ape

75 gold crowns to buy

Brought from the far-off lands to the menageries of the Imperial nobles, these man-like creatures have been trained by their keepers to attack. Their intelligence raised by the influence of the black flame of the comet, and th-?

Profile	M	WS	BS	S	T	W	I	A	LD
	6	3	0	4	4	1	5	2	5

Weapons/Armor: A Fighting Ape never uses weapons and armor, and does not need them to fight effectively. At a cost of 10 gc Barbary Ape can be equipped with two cymbals which it frenziedly beats together to the forbidding tune of Danse Macabre. Any enemy model within 6" will be so disturbed by the sound that they suffer -1BS penalty and -1 Ld Penalty.

Special Rules

Agile: The Fighting Apes are fantastically agile and nimble, putting even the greatest acrobat or Skaven Assassin to shame. The Fighting Ape has the Scale Sheer Surfaces Skill, Acrobat Skill, and Dodge Skill. In addition, the Fighting Ape can make a diving charge from up to 10" high.

MORRHEIM

CITY OF THE DAMNED