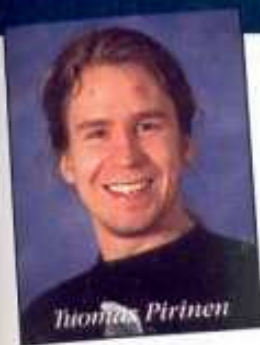


MORDHEIM

CITY OF THE DAMNED



By Thomas Pirinen. With art by John Wigley.

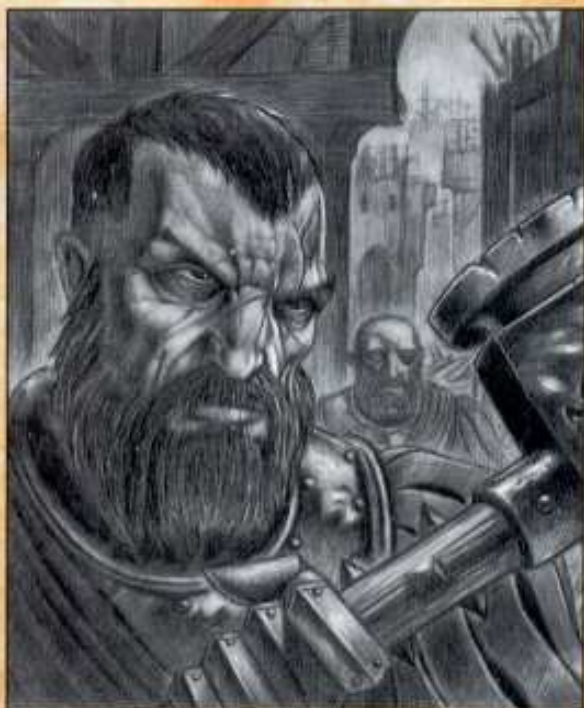
Last issue I discussed the background and development of Mordheim, the City of the Damned, which is the setting of our fledgling Warhammer Skirmish game. In this issue we present the rules for playing small scale skirmish games in the Warhammer world. Note that the rules which follow are still at the development stage, and therefore are neither complete or set in stone. Your comments on the article are therefore most welcome!

WARHAMMER SKIRMISH

To print the entire Skirmish rules all at once in White Dwarf would take up far too much space. What follows is therefore only the core of these rules. We are going to publish additional rules for weapons, movement and equipment in the upcoming issues of White Dwarf, but these rules should allow you to start playing straight away. The rules work best with modest forces, say 250

points per side. These forces work best when led by a modest character like a champion, and they should include very few, if any, magic items or wizards.

You may simply play a straight battle to see which side is wiped out, but it is far more entertaining if you develop a scenario. This could be an attempt to rescue a prisoner, seek hidden treasure, ambush your enemies or occupy a building. I shall introduce some scenarios in future White Dwarfs, so watch this space!



☠ MIDDENHEIM ☠

Middenheim is the city of Ulric, the god of wolves, winter and battles. Middenheimers are large men, muscular and heavy-boned, who grow long, unkempt hair and impressive shaggy beards. They are big of stature, burly and broad-shouldered, with loud, booming voices and roaring laughs, especially in the face of danger. In battle Middenheimers wield large hammers. The strongest of them prefer huge double-banded hammers, massive weapons which can easily break apart armour and smash bones to powder.

The warriors of Middenheim wear wolfcloaks over their armour. Young men must kill a wolf with their bare hands if they wish to wear a wolfcloak, as the god Ulric will not tolerate cowards. The men of Middenheim scorn helmets and mock warriors who use them.

GETTING STARTED

When you start playing you can determine who has the first turn, what scenery you use and so forth by using the Warhammer rules or by agreeing with your opponent beforehand.

To play a Warhammer Skirmish, you'll need to be familiar with the Warhammer game. All the rules given in the Warhammer Rulebook apply, with the following modifications:

WARBANDS

During the game you take command of a warband of warriors. Your opponent commands a rival warband, your deadly opponents in the forthcoming conflict.

PHASES

To keep track of who's doing what and when, your turn is divided into four distinct **phases** as follows.

THE TURN SEQUENCE

- | | |
|-----------------------|--|
| 1 RECOVERY | During the Recovery phase you may recover models which are knocked down or stunned. |
| 2 MOVEMENT | During the Movement phase you may move the warriors of your warband according to the rules. |
| 3 SHOOTING | In the Shooting phase you may shoot with any appropriate weapons as described in the rules for shooting. |
| 4 HAND-TO-HAND | During the Hand-to-Hand Combat phase all models that charged in the Movement phase or were still locked in hand-to-hand combat from the previous turn may fight. Note that both sides fight in the Hand-to-Hand Combat phase regardless of whose turn it is. |

RECOVERY PHASE

During the Recovery phase you may turn over models which have been **stunned** and are lying face down, and you may stand up models which have been **knocked down** and are lying face up (see below for the descriptions of *knocked down* and *stunned* warriors).

MOVEMENT

Movement is done in the following order:

1 CHARGES

If you want a model to charge at an enemy and attack him (or it!) in hand-to-hand combat, then you must do this before moving any other models. When you charge you must declare to your opponent you are charging and indicate which enemy model you are attacking.

2 REMAINING MOVES

Once you have moved your chargers, you may move the rest of your warriors as you see fit.

MOVING

During their Movement phase models can move up to their Move rate in inches in any direction. Each model is an individual and can move freely around the battlefield just like independent characters in Warhammer.

During the Movement phase you may move up and down ladders and stairs, over low obstacles such as barrels, boxes, and so on.

RUNNING

The normal Movement value of models represents a warrior moving at a fairly rapid rate but allowing time to aim and shoot weapons and generally observe what is going on around him. If you wish, a model may move much quicker than this – he can run! A running warrior can move at double speed: 8" rather than 4", for example. A Warrior may not run if, at the beginning of his Movement phase, there is an enemy within 8" of him. Running models may not move up ladders or climb over obstacles.

A running model loses his chance to shoot in the turn. He is concentrating on running and is not prepared to fight, having sheathed or shouldered his weapons. You should declare that models are running as they move, as this will remind both players that the model is unable to shoot that turn.

CHARGE!

If you wish a model to engage the enemy in hand-to-hand combat then you must declare and make a special move called a **charge**. Without measuring the distance, declare that you are charging and indicate which enemy model you wish to attack. A model may only charge an enemy that it has a line of sight to (in other words you cannot charge an enemy you cannot see). Unlike the

REIKLAND

Reikland is the heart of the Empire. The proud Reiklanders hold the military traditions of their forefathers in high esteem, and even the lowliest mercenary bands are disciplined and well equipped. Reiklanders take good care of their armour and equipment, and march to battle in disciplined ranks.

Reiklanders prefer balberds and swords as their main equipment, and tend to wear breastplates and plumed helmets. The captains of Reikland mercenaries are often adventurous nobles, and wear silken clothes of blue, white and red.

Almost to a man, Reiklanders sport smart, military waxed moustaches, with their clean shaven lantern jaws jutting forward. Their chiselled features seem to be carved from stone and their cheeks bear impressive duelling scars, more often inflicted by their best friends than by the enemy, who would be unlikely to get close enough. They wear their hair close cropped and bristly, so as to be able to wear tight fitting helmets.

Their piercing blue eyes seem to stare into the distance, beholding victories yet to be won.

normal game of Warhammer, the direction a model is facing does not matter. Fighters are acting individually and may look all around them with ease.

A charge is like a run move, at double movement rate, but ends with the attacker touching his enemy base-to-base. Once opposing models are touching bases in this way, they are engaged in hand-to-hand combat. Models are also engaged in hand-to-hand combat if separated by a low wall or obstacle, where it is literally impossible for the bases to touch because the wall is in the way.

You may charge any model within your charge reach, but you may not charge an enemy model if the route of your charge (which must be as straight as the scenery allows) takes you within 2" of another unengaged enemy model, that is closer than your intended target. Your brave fighter will undoubtedly be intercepted if he simply tries to run past this enemy! You may charge up

ladders, stairs etc, but you must pass an Initiative test to do so (roll equal to or under your I on a D6, a 6 always fails even if your Initiative is 6 or higher). If you fail you must end your movement at the bottom the stairs or ladder, and you may move no further that turn.

It can happen that you charge towards an enemy but fail to reach him because you have miscalculated the distance. If this happens move your fighter only his normal Movement value, not doubled – he has lost the impetus when he realises he isn't going to reach his opponent to attack.

JUMPING DOWN

Your warriors may jump down from high places such as walkways and balconies. Take one Initiative test for each 2" you jump down up to a maximum of 6". So if you jump from a height of 5", roll 2 dice. If you fail any of these, the model falls down and takes damage as detailed below.

DIVING CHARGE

You may charge troops below by diving at them from a balcony or overhang etc. If an enemy model is within 2" of the place where your model lands you may charge them. Take one Initiative test for each 2" of height you jump from, just like jumping down. If you fail any of these, the model falls down and takes damage as detailed below. If you succeed you gain a +1 Strength bonus for each full 2" you jump down, and you also gain a +1 'to hit' bonus during the following Hand-to-Hand Combat phase only.

FALLING

If a warrior is knocked down or stunned within 1" of an edge of a roof or building, there is a chance he will slip and fall off. The warrior must pass an Initiative test or he will fall over the edge to the ground.

Models which fall take D3 hits at a strength equal to the distance fallen in inches. Falling ignores all armour saves but does not cause critical hits.



☠ **MARIENBURG** ☠

Marienburg is the wealthiest city in the Empire and their Elector Count is backed up by the immeasurably rich Merchant's Guild. Warriors from Marienburg like to flaunt their wealth: they wear golden yellow silk shirts and high boots with gold buckles, and their helmets often have outrageous plumes and feathers. All Marienburgers prefer to wear lots of jewellery and rings. They are said to spend more on their apparel than some noblemen!

Marienburgers use fencing swords, cudgels, band guns and pistols and other expensive and flashy

weapons, and trim their armour with gold. They always carry their money pouches with them, even in battle.

Marienburgers are easily identified by their curled hair and stylishly trimmed beards, which may be dyed blue-black or golden yellow. Some wear earrings, which would be more than enough to get them killed on sight in Reikland or Middenheim! Despite their appearance the Marienburgers are ruthless fighters who show little mercy to their opponents and are rather good at swordplay.

SHOOTING

During the Shooting phase of your turn, each of your warriors may shoot once with one of his weapons. This means you can fire a bow, shoot with a crossbow or hurl a throwing knife, for example.

Work through the models one at a time. Pick which fighter is going to shoot, nominate his target, work out if he hits the enemy and, if he does so, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish, but be sure to remember which models have already shot.

HITTING THE TARGET

Use exactly the same method to hit your opponents as you would in a normal game of Warhammer. So for example, a Warrior with Ballistic Skill of 3 will hit his enemies on a D6 roll of 4+ if no modifiers apply.

Modifiers for hard and soft cover, large targets, moving and shooting and so on apply, except that there is no penalty for shooting at individual targets, as all targets move as individual models.

CLOSEST TARGET

You must shoot at the closest enemy as he represents the most immediate threat and therefore the most obvious target. However, you may shoot at a more distant target if it is easier to hit. For example, a closer target may be hard to hit because it is partly obscured by cover whilst a more distant target might be in the open and therefore an easier shot.

RANGE

Once you have decided to shoot and have chosen a target you must measure to see whether the shot is within range. Each type of missile weapon has a maximum range as indicated in the Warhammer Rulebook.

Assuming your target is within range you can proceed with the shot. If the target is out of range then you have automatically missed.

CRITICAL HITS

If you roll a 6 when rolling to wound (whether you are using missile weapons or hand-to-hand weapons) you will cause a critical hit. Critical hits represent lucky shots or masterful strikes which give even relatively weak warriors a chance to tackle the most powerful heroes. Roll on the Critical Hit table to determine the damage caused by the hit.

☠ **CRITICAL HIT TABLE** ☠

- 1-2 HITS WEAK SPOT** The attack ignores all armour saves.
- 3-4 DOUBLE HIT** The attack causes double the number of Wounds it would normally cause. Roll any armour saves separately.
- 5-6 MASTER STRIKE!** This hit ignores all armour saves, causes double the number of Wounds it would normally cause, and you gain +2 to any injury rolls.





INJURIES

If the target has more than 1 Wound then deduct 1 Wound from his total for each Wound he suffers. So long as the model has at least 1 Wound remaining he may continue to fight.

As soon as a fighter suffers his last remaining Wound, roll to determine the extent of his injuries. The player who inflicted the Wound rolls a D6 and consults the Injury table below.

☠ INJURY TABLE ☠

1-2 KNOCKED DOWN	The force of the blow knocks the warrior to the ground. Lie the model face up to show that the warrior has been 'knocked down'.
3-4 STUNNED	The target falls to the ground, where he lies wounded and barely conscious. Lie the model face down to show that the warrior has been 'stunned'.
5-6 OUT OF ACTION	The target has been badly wounded and falls to the ground unconscious. He takes no further part in the game and the model is immediately removed from play.

KNOCKED DOWN

A knocked down fighter falls to the ground either because of a jarring blow he has sustained, because he has slipped, or because he has thrown himself to ground to avoid injury. Lie the model face up to show that it is *knocked down*. The fighter cannot fight in hand-to-hand combat.

At the beginning of the warrior's next turn he can stand up. The fighter may move at half rate (though he may not charge) and may shoot, but if he is engaged in hand-to-hand combat he may not move away, and he will automatically strike last irrespective of weapons or initiative. After this turn the model may fight normally even though it has 'zero' Wounds left. If the model takes further wounds then roll for injury once more, just as if the model had just sustained its last Wound.

STUNNED

When a warrior is stunned he is either badly injured or temporarily knocked out. Turn the model face down to show that the warrior has been *stunned*. A model which has been stunned may do nothing but crawl 2" in the Movement phase. The model may be turned over in the Recovery phase, and the model is then treated as knocked down.

OUT OF ACTION

Out of action indicates that the warrior is out of the combat and also out of the game. Remove the model from the tabletop.

MULTIPLE WOUNDS

Some weapons cause multiple wounds, and some critical hits have a similar effect. In this case roll separately on the Injury table for each Wound suffered.

HAND-TO-HAND COMBAT

Follow all the normal rules for hand-to-hand combat as explained in the Warhammer Rulebook. Any exceptions are detailed below.

WHO STRIKES FIRST

The model which charged the enemy strikes first. Otherwise, models fight in order of descending Initiative. If the Initiative values are equal, roll a dice to see who fights first. If a model has stood up in the Recovery phase, then he will strike last irrespective of any other circumstances.

WARRIORS KNOCKED DOWN

If an enemy is fighting a Warrior who was knocked down at the beginning of the Hand-to-Hand Combat phase, he may attack him to put his out of his misery. Roll to hit as normal. If any of the attacks hit, the warrior goes out of action as explained before.



WARRIORS STUNNED

A warrior who is stunned is at the mercy of his enemy. In one-on-one combat any model that is stunned is automatically taken out if his opponent decides to hit him with any of his attacks. Note that you may not stun and then automatically take a warrior out of action during the same Hand-to-Hand Combat phase. If a warrior was standing at the beginning of the Hand-to-Hand Combat phase, you must roll 5 or 6 on the Injury table to put him out of action during that phase, even if there are several opponents fighting against him or his opponent has multiple attacks.

In multiple combats a stunned warrior has more chance of survival. Where two or more models are fighting on the same side, some may be stunned and crawl away at 2" in their Movement phase as long as at least one continues to fight.



IMPERIAL FACTIONS

The struggle for the crown of the Empire has driven the realm of Sigmar into a civil war. Now three ambitious and ruthless nobles have declared themselves as the rightful Emperor. The counts of Marienburg, Middenheim, and Reikland all have a claim to the throne. All of them are backed by powerful armies. All of them are willing to fight for dominion of the Empire.

These are times of unremitting warfare, civil strife, violence and famine. Times of orphaned children and wanton slaughter. These are good times if you are a Mercenary working for one of the pretenders to the Imperial throne. In Mordheim, their agents and warriors scour the ruins, looking for the magic stones which would bring victory to one or other Elector Count.

MOVING FROM COMBAT

Once models are engaged in hand-to-hand combat they cannot move away in their Movement phase. They must fight until they are taken out of action, or until they take out their enemies. Unlike in the normal game of Warhammer, there are no Break tests.

The exception to this rule is that if all your opponents are knocked down or stunned, you may move away from the combat if you wish, and even charge other enemies within range.

LAST WORDS

What we have presented here is obviously only a fraction of all the new rules and ideas which this project has spawned. I have worked on rules for helmets and bucklers, Possessed Cultists and the Sigmarite Sisterhood, crossbow pistols and throwing knives, Critical Hit tables for different weapons and so on. These will be covered in the next few issues, so watch this space!

Meanwhile you should be able to play some exciting skirmishes yourself by using the above material and the Warhammer rules. There will probably be situations which these rules do not cover, but with a little imagination you and your opponent should be able to sort out any unusual circumstances.

Please write to me and tell me how your games went. If you have good ideas or comments, I'd like to hear them. Good luck, have fun, and may you always roll sixes!

Thomas

THE POSSESSED

To finish off this article, we're showing off a few of the weirder conversions that have materialised here at Games Workshop HQ. These monstrous creations are part of the Possessed Warband list we're hoping to bring you soon. Keep your eyes open in future White Dwarfs for Mail Order deals helping you to put together Warbands yourselves.



Mark Bedford



Two of Mark's Possessed conversions

Trainee Miniature Designer Mark Bedford has created two towering Possessed miniatures. Mark's first model is made up of as diverse a collection of different parts as you could ask for! The miniature is built upon the torso of a Rat Ogre, with the legs of a Slaanesh Steed and a Daemon Prince tail. The right claw is actually a Chaos Spawn 'Head'. The head has been extensively filed down but is in fact a complete Chaos Dragon head, cut off at the neck and modelled up with Milliput, a type of two part modelling putty. The rest of the model has extra detail sculpted on with Citadel Modelling Putty.

The Second is simpler but no less effective. The body of a River Troll has the right hand from a Tzeentch Horror. The source of the head is really bizarre. It is in fact the Tongue Tip from the Greater Daemon of Nurgle! Once again Mark filled in the joins with modelling putty sculpted into hair.

Of course there's no way that Mr Pirinen is going to miss out on all the action! Here are a couple of his insane creations. The first is a bizarre combination of a Slaanesh Champion miniature and a Pink Horror of Tzeentch.

The second Possessed model is made up of all manner of different bits and pieces. The legs and lower torso belong to a Chaos Dwarf Lammasu crowned by the torso of a Minotaur. The left arm is cut from a Dragon Ogre whilst the right was originally part of a Pink Horror Champion miniature with the forearm from a Dragon Ogre. Talking of Pink Horrors, the left hand and the warty head bursting from the beast's stomach both come from the same model.



Possessed conversion



Possessed conversion