

The WarpStones Belong to Us

A Rat-Infested Campaign for Mordheim

Background

Rumors swirl in Mordheim that a warband recently discovered a massive warpstone, fragmented into five shards, near the dreaded Pit in the Southeast Quarter. Only one member of the warband returned, crazed and mutated, and mercifully expired soon after. He whispered of shards that burned with black flames, driving his mates mad after they had handled them. While several subsequent explorations of the Pit area by various warbands found no evidence of the shards themselves, mutated bodies and strangely burned buildings (how can wood *melt*?) lend credence to the story.

A powerful Imperial guild has hired several warbands to search for the shards, providing them with protective equipment for securing them if found. But perhaps even more interested in claiming these powerful shards are the Skaven. The clans Eshin, Pestilens, Skyre, and Moulder all have sent forces into Mordheim to acquire these shards for their own purposes.

Campaign Outline

The campaign can be played cooperatively or competitively or even a mix of both as desired by the players. Each player runs one warband and may choose to form alliances during play or teams of players can be decided prior to beginning the campaign. The campaign is best played with a GM, but if one is not available (or everybody wants to play!) it should be manageable with players alternating GM duties.

The campaign ends when all five pieces of the warpstone have been accounted for. The winner is the player or team that recovered the greatest number of shards. If the Skaven end up with the majority of the warpstone pieces, then the Skaven are considered the winner. The Skaven can be run by the GM, or they may also be played during combat by any free player.

Players choose encampments outside the city, and spend movement points to move through the city each campaign turn. The Mordheim map has been edited for this campaign and is available [here](#) (please don't sue me, Games Workshop). The players will accumulate clues during play by exploration, scenario rewards, and events. Then they can follow those clues to the warpstone shards, and hope that the Skaven don't get there first!

Campaign Setup

- Four Skaven warbands should be generated before play starts, one for each clan (Eshin, Skyre, Pestilens, and Moulder). Each Skaven warband should start at around 600 - 700g.c. While only two of these have been published by GW, unofficial lists exist for the other two which may be used.
 - Eshin - original warband from Mordheim rulebook

- Pestilens - published in Town Cryer: http://www.specialist-games.com/assets/TC29_o8_15.pdf
 - Moulder - unofficial list by Tommy Punk: http://hem.passagen.se/pestilen/mordheim/warbands/skaven_clanmoulder.htm
 - Skyre - unofficial list: <http://www.accursedknowledge.ocatch.com/mordheim.htm>
- Each player may also start their warband at 500 g.c. each.
 - If team play is desired, decide which players will be teamed together.
 - Print a copy of the campaign map. It is handy to mark the map while playing. Inserting it in a plastic slip cover and using temporary markers in various colors is a good solution. You can also have the campaign map enlarged and laminated at a print shop.
 - Create the four Skaven Action Card decks and a Warband Action Card deck for each player's warband. This can be done as simply as writing the titles of the cards on index cards, or you can get really fancy and create your own decks using name badge or business card paper and a laser printer.
 - Each player chooses a starting encampment location (Cutthroat's Den, Sigmar Haven, the Black Pit Settlement, or BrigandsBurg). You can mark the map as you desire to show each player's starting encampment. Note that BrigandsBurg is not on the original map from GW. A starting area for it has been added just outside the East gate into the city. There are Warband Action cards that will allow players to change encampments later in the game.
 - Set aside something to represent clue tokens, which will be accumulated by players and Skaven alike and spent to increase chances of locating one of the five warpstone fragments.
 - Shuffle the four Skaven Action Card decks.
 - Each player should remove the "Look Out, Sir!" card from their Warband Action Card deck, and shuffle the remaining cards. Each player should then draw two more cards from the top of their deck to give them a hand of three cards.

Campaign Turn Sequence

The campaign is played in a series of turns, with each player getting a chance to move through Mordheim searching for or pursuing clues. The Skaven actions are determined randomly each turn. Each turn is broken down into the following sequences:

- Determine Events
- Clan Action
- Movement and Battle
- Experience and Injuries
- Exploration
- Recruitment and Trading
- Complete Skaven Actions
- Player Warband Action Card Draw

Events

Each campaign turn, several events may occur in Mordheim. There are three types of events: city events, area events, and warpstone events. City events represent things such as weather that will affect all warbands for that turn. Area events represent some happening in a specific part of Mordheim. Area events are marked on the map when they are generated. Warpstone events are like area events in that they are marked on the map in a specific part of the city, but they represent the possibility of one of the five shards being present in that area. Players will have to spend clue tokens to interact with warpstone events. Once the campaign turn is completed, all events are over and new ones are generated for the next turn. For the first couple of campaign turns, simply ignore warpstone events. This will allow warbands to accumulate a few clues.

Event Table

1 = no events

2 = 1 event (1-2 global, 3-4 area, 5-6 warpstone)

3 = 2 events, 1 global (1-3) or area (4-6), 1 area

4 = 2 events, 1 global (1-3) or area (4-6), 1 area (1-3) or warpstone (4-6)

5 = 3 events, 1 global, 1 area, 1 area (1-3) or warpstone (4-6)

6 = 3 events, 1 global, 1 area, 1 warpstone

Note: During the first five campaign turns, treat warpstone events as area events.

Global Events (d10).

1. **Fog.** A thick rolling fog rises from the river and enshrouds Mordheim. Sight range is limited to 24 inches and all missile fire is at an extra -1 to hit.

2. **Rainstorms.** Ugh, it's wet. Blackpowder weapons cannot be used, all other missile fire at -1 to hit.

3. **Poisonous Air.** A sickening miasma settles over Mordheim and surrounding encampments that weakens everyone. Apply a STR 2 hit to all models in player warbands. Any model wounded must sit out the turn. For the Skaven, clans Skyre and Pestilens are not affected (gasmasks and general resistance to poisonous fumes, respectively). The effect applies to Eshin and Moulder warbands.

4. **A Sickness.** A nasty virus spreads through the encampments surrounding Mordheim. Perhaps the Skaven are responsible? For each player warband, apply a STR 3 hit to a randomly selected model. If that model is not wounded, the sickness is avoided by the warband. If the model is wounded, it must miss the turn, and the player must apply a STR 2 hit to all other models in their warband. Any models wounded also miss the turn.

5. **Bargains.** The markets outside Mordheim are offering discounts; too many warbands have disappeared into the city of late and demand is down. All purchases of equipment during trading of this turn are at a 20% discount.

6. **Weird Vibrations.** Mordheim is particularly strange today. Perhaps the influence of the warpstones is altering the city for the worse. Random encounters occur a 1 or a 2 on a d6 during any combats.

7. **Jobs Needed.** Many unemployed mercenaries are prowling the streets of encampments for employment. Hire fees for hired swords are halved this turn, and an extra dice can be rolled during recruitment (3d6 instead of 2d6) to determine the henchmen experience point pool available.

8. **Healer.** A particularly adept healer makes a tour of the encampments. Any model with an injury may pay 10 g.p. to attempt to have a single injury removed. On a 5 or a 6, the injury is healed but the model must miss the turn. On a 1 or a 2, the treatment fails to heal the injury, but the model must still miss the turn. On a 3-4 nothing happens.

9. **An Evil Miasma.** This is not a good day to go into Mordheim. Any model taken out of action that survives must still miss the following turn. Henchmen taken out of action die on a 1-3. This applies to Skaven as well.

10. **Wyrdstone Shortage.** A desperate demand for wyrdstone this turn. All warbands selling shards may shift one column in their favor (to the left, as if they had fewer models in their warband).

Area Events (d20)

Area events are almost entirely scenarios that will be played if at least two warbands from opposing sides (Skaven or player) enter the area during the movement phase. Entry into the area does not have to be simultaneous, which is explained in more detail in the movement section. If a Skaven warband is located in the area that turn but a player warband never enters the area, then the scenario is not played - simply resolve the Skaven action card for that clan as normal. There are a few exceptions to these guidelines, noted in the scenario descriptions below.

The scenario area events are in the format: scenario, map location (a d6 roll), and Skaven attract. Skaven attract is a category (Treasure, Shards, Clues, Beasts, or Arcana) followed by value of moderate or heavy attraction. The attract is used to determine if a Skaven clan ignores the action and/or location indicated by their card for that turn and instead goes to an area event. This is explained in more detail in the Skaven Actions section.

1. **Bridge Out!** Flooding of the River Stir prevents any warbands from crossing the Middle Bridge this turn. The Rock is also unreachable.
2. **The Pool** (scenario from Chaos on the Streets). 1-2 Steinhardt Memorial Gardens, 3-4 Market Square, 5-6 Statue of Count Gotthard. Shards (heavy).
3. **Wyrdstone Bonanza** (Treasure Hunt or Wyrdstone Hunt scenario depending on number of encountering warbands). 1 Rich Quarter, 2 Count Steinhardt's Palace, 3 Merchant Quarter, 4 Wizard's Mansions, 5 Cemetery of St. Voller, 6 Quayside. Shards (moderate).
4. **A Great Beast** (Monster Hunt scenario from Chaos on the Streets). 1-2 Amphitheatre, 3 SE-8, 4 SE-9, 5 SE-10, 6 Executioner's Square. Beasts (heavy), Treasure (heavy). May be played if any warband moves into the area; opposing warbands are not required.
5. **A Cache of Books** ([The Great Library](#) scenario). 1-3 The Great Library of Mordheim, 4 Wizards' Mansions, 5 Temple of Sigmar, 6 Temple of Morr. Arcana (heavy).
6. **A Stake in Time Saves Ryan** (new scenario). 1-3 Cemetery of St. Voller, 4 Temple of Morr, 5 Poor Quarter, 6 Rich Quarter. Treasure (heavy). May be played if any warband moves into the area; opposing warbands are not required.
7. **Walling off a Lead** (Breakthrough scenario, adapted for multiplayer). 1-2 Middle Bridge, 3-4 SE-11, 5-6 NW-4. Clues (heavy). Requires at least one Skaven warband, as Skaven are trying to protect leads to the fragments by blocking player warband movement in the area. If no Skaven are attracted then disregard the event. In addition to normal rules, 10 clues are available. For each 2 models of a player warband breaking through, a clue is rewarded to that player till all clues are gone. Any remaining clues at end of game are distributed to participating Skaven warbands. Setup is as per Chaos on the Streets, but Skaven must choose Segment C or F and player warbands must come in on opposing 3 segments (i.e. A, F, and E if Skaven choose segment C).
8. **The Wizard's Mansion** (scenario from Chaos on the Streets). Defender is first player to enter the area during movement. 1-2 Wizards' Mansions, 3 SE-5, 4 SE-6, 5 SE-7, 6 Merchant's Quarter. Arcana (moderate).
9. **Swag in the Flying Horse District** ([The Merchant Square](#) scenario). The Merchant's Quarter. Beasts (moderate), Treasure (moderate).
10. **Supplies at the Raven Barracks** ([The Raven Barracks](#) scenario). The Raven Barracks. Treasure (moderate).
11. **Loot in the Rich Quarter** ([A Race to the Stash](#) scenario). 1-3 Rich Quarter, 4 NW-2, 5 NW-3, 6 NW-5. Treasure (moderate).
12. **The Gunpowder Plot** ([The Gunpowder Plot](#) scenario). 1-2 SE-1, 3 SE-11, 4 Quayside, 5 NE-7, 6 NE-6. Shards (moderate).
13. **The Writing on the Wall** ([The Writing on the Wall](#) scenario). 1-3 Poor Quarter, 4-5 SE-4, 6 SE-2. Clues (moderate). Any warbands that decipher the map on the wall will gain d3 clue tokens in addition to the normal effects.
14. **Trees of Doom** ([The West Gatehouse](#) scenario). 1-3 NW6, 4-6 Steinhardt's Memorial Gardens. Beasts (moderate).
15. **Take and Hold** (Occupy scenario from basic rules, deployment as per Chaos on the

Streets). 1-2 = The Gaol, 3-4 = Executioner's Square, 5-6 = SW-2. Clues (moderate). Buildings are believed to hold clues to fragments. At end of each turn roll a d6 for scenario end points. When 28 or more points have been accumulated the scenario ends and warbands in possession of target buildings gain 2 clues per building.

16. **Down at the Docks** (scenario from TC 25). 1-3 Quayside, 4 SE-11, 5 NW-7 (not marked on map by accident - opposite shore from quayside), 6 SW-3. Treasure (heavy). Highest rated Skaven warband will be defender.

17. **The Watchers** (scenario from TC 26). 1-3 The Wizards' Mansions, 4 The Clock Tower, 5 SE-5, 6 SE-6. Treasure (moderate), Arcana (moderate).

18. **Cry of the Banshee** (scenario from TC 28). 1-2 Cemetary of St. Voller, 3-4 NE-3, 5-6 Temple of Sigmar. Treasure (moderate).

19. **A Night in the Graveyard** (scenario, TC 19). Cemetary of St. Voller. Treasure (moderate).

20. **A Stroll in the Gardens** (scenario, TC 23). Steinhardt's Memorial Gardens. Beasts (moderate).

Warpstone Events (d6)

Warpstone events are the key events in the game - the only ones that can lead to the recovery of a warpstone fragment. Any warpstone event requires four clue tokens to be spent for a warband, including Skaven, to encounter the event. The warband must pay the clue token fee itself, as clue tokens cannot be traded or loaned between bands. The scenario will have a trigger event, at which point the triggering warband makes a roll to determine if a fragment is present. If a fragment is not present, the winning warband for the scenario will receive 5 clue tokens. If the fragment is present, whoever gets it off the board gets to keep it! A fragment is present on a 5 or 6 on a d6 roll. The triggering warband may spend 2 clue tokens to gain a +1 bonus on the die roll, to a maximum of four clue tokens (+2 bonus). In all cases if a fragment is present the model that gets it off the board gets +2 experience and also that warband is considered the winning warband. If the fragment is not present, award the clue tokens based on normal scenario winning warband criteria.

Any Skaven warband that has the four clue tokens necessary will participate in a warpstone event on a d6 roll of 3+. This means it is possible that all four Skaven clan warbands will contest player warbands for the chance at a fragment! If only Skaven warbands participate in the event, do not fight the battle. Instead randomly determine which Skaven clan wins, and allow them to make the fragment roll as described above. On a 5 or a 6 on the winning clan roll, no clan managed to trigger the event and no fragment roll is made. If no warbands participate at all, ignore the event. If only allied player warbands participate, play the scenario or (in the case of Survivor or Warpfires only) allow the players to select one of the warbands to make the fragment roll at their choice.

Should there not be enough table sides to allow for all the warbands (the Chaos on the Streets rules only have six starting sides), double up the Skaven warbands first. Skaven warbands entering on the same table side will not be allied by any means, although as usual they will tend to pursue the scenario goal and antagonize player warbands before they begin sniping at each other (see Combat below).

Warpstone scenarios are particularly crazy affairs. Either a fragment is present or has been recently, and the area around the event is bubbling with even more malevolent behavior than is usual for Mordheim. Random Happenings rolls should be made by each player warband at the beginning of their turn, and will happen on a 1 or a 2. There is no limit to the number of random happenings that can occur, with the exception that only one ongoing effect and only one creature due to a happening should be allowed active at the same time. Disregard (do not reroll) any event that would add a second ongoing effect or a second set of creatures. A warband with a model carrying a fragment will have a random happening on a 1-3.

1. **A Survivor** (The Lost Prince scenario rules, Chaos on the Streets). 1-2 Executioner's Square,

3-4 Wizard's Mansions, 5-6 Raven Barracks. A survivor of the warband that found the super warpstone has been located! Trigger event is first base contact with the survivor. If the survivor has a fragment then he/she is horribly mutated, but not dangerous (he's a gibbering fool). Model triggering the event is in possession of the fragment. If knocked down, stunned, or taken out of action the fragment is placed beside the model and may be picked up during movement by base contact.

2. **Chaos Mutants** ([Hunting Spawn](#) scenario). 1 SE-5, 2 SE-8, 3 SE-3, 4 Poor Quarter, 5 Ampitheatre, 6 SE-11. A pack of terrifying mutants is on the loose! It is believed that one of the warpstone fragments may be the cause. Number of spawn is one per warband minus one (including skaven) in the scenario. No trigger event during the scenario itself. The model that wins the "necklace" role at the end of the scenario gets the trigger event roll, and if a fragment is present then the necklace is one of the five (do not roll on the necklace table).

3. **The Rat Race** (new scenario). 1-2 Quayside, 3-4 NW 4, 5-6 NW-7 (opposite shore from Quayside). One of the fleeing rats may have swallowed one of the fragments! Pre-roll to see how many rats will turn to mutants (re-roll if at least one will not). Write on slips of paper normal or mutant. One on of the mutant slips, mark an x for the rat that may have the fragment. Mix the slips up and put into a cup. Each time a rat is charged in close combat or (if killed by missile fire) it's corpse is contacted by a model, pull a slip out for that rat. Trigger event is when the slip with the x is drawn.

4. **Warp Fires** (Treasure Hunt scenario altered). 1-2 Merchant's Quarter, 3-4 Rich Quarter, 5-6 SW-4. Strange black flames are burning an area of Mordheim. One of the fragments may be responsible! Setup as per Treasure Hunt scenario, but with an x marked on the back of one of the shards. Mix them up before placing the shards. Obtaining this shard will be the trigger event. The are burns with black fires; use the rules for fire in Town Cryer issue 8. Randomly choose 3 buildings to be on fire after shards are placed.

5. **The Sisters' Shard** (Assault on the Rock scenario from TC22). The Rock. Rumor is the Sisters have an unusual shard in their possession. It could be one of the five, and the Skaven are likely on their way. Instead of the tome, there will be either a normal shard or one of the fragments in the objective building. Trigger event is touching the shard counter. If the scenario is played, but no warband reaches the shard, roll after the game to see if it was a fragment with no modifiers. If it was one of the five, it is out of play. Sisters of Sigmar warbands may make the normal leadership check described in the scenario to take possession of the shard.

6. **The Duke Must Die** ([The Damned Duke](#) scenario by Andy Tabor). Count Steinhart's Palace. The crazed specter of Duke Steinhart is believed to be in possession of one of the fragments. Trigger event is taking the duke out of action.

Skaven Actions

Each Skaven clan will take one action on each campaign turn that determines what the clan is doing and where they may be encountered on the map. It also determines their recruiting and replacement of fallen heros and henchmen. It is not necessary to track gold or wyrdstone shards across turns for the Skaven warbands, as their action cards remove the need. Track experience earned by Skaven during scenarios normally.

After determining events for the turn and marking any area or warpstone events on the map, the GM should deal one card from the top of each Skaven Action Deck face down. The GM looks at each face down Skaven Action card and

- If there is a warpstone event on the map, roll for each Skaven clan that has four clue tokens. On a roll of 3+ they will participate in the warpstone event. Pay four clue tokens from their pile and place their movement marker on the warpstone event.
- If there are area events on the map, for any remaining Skaven clans roll to see if they participate in the area event. This is done by rolling a d6 for each event, adding a clan modifier to the roll (see table, below), and seeing if the target number is reached. The

target number is 4+ for heavy events and 5+ for moderate events. If an event has two Skaven Attract categories, use the highest modifier possible for each clan. If there are multiple area events roll for each event for a clan and they will interact with the event where they most exceeded the target number (on a tie choose randomly). If a clan interacts with an area event place their movement marker on the event.

- Any remaining clans are at a location indicated by their card. The GM should look at the cards and roll to determine the location of these clans and note them down. It can be very handy to have a second copy of the map for the GM and mark on the map where these hidden Skaven clans are at for the turn.

| | Clues | Treasure | Arcana | Beasts | Shards |
|-----------|-------|----------|--------|--------|--------|
| Eshin | +1 | +1 | | | |
| Pestilens | +1 | +1 | | | |
| Skyre | | | +1 | | +1 |
| Moulder | | | | +1 | +1 |

but the players will not see the card unless someone encounters one of the Skaven Warbands. Many of the actions are in common for all Skaven clans, but each clan has some that are unique to their own tendencies.

Action card items:

- Name
- Map Area (usually a d6 roll determines what area the band is in that turn)
- Description
- Interruptable - if the action indicates that it is interruptable, then the effect will not take place if the Skaven warband participates in a combat this turn.
- Surprise Modifier - if present, this modifier is applied to the roll to determine who surprises whom (see Movement and Combat, below).
- Clues Earned (number of clue tokens the band will gain during the exploration phase.
- New Recruit (if listed, the band hires a new model of this type - must pay for equipment out of gold earned this turn unless card indicates otherwise).
- Replacements (in the form of #/#). The first number is the experience point total for dead henchmen that may be replaced. The second number is the number of dead heroes that may be replaced. This does not cost the Skaven band any gold. However, the models have no equipment. They must be equipped out of the equipment gold listed on the card.
- Gold. This is the amount of gold available to purchase equipment for the band this turn. It does not carry over to the next turn. Any gold earned during a scenario played by the band this turn may be added to this amount, although that will also not carry over to the next turn.
- Attract Modifier.

Clan Eshin Action Deck



- **Set Traps x 3.** 1-2 Middle Bridge, 3-4 NW-6, 5=Count Steinhardt's Palace, 6=SE-11. The Eshin clan lays many traps in the targeted area. Place a trap token in the area. Any warband entering the area must select a model at random that takes d3 hits at d3+1 strength. The traps remain until cleared by a player warband. interruptable. surprise -1. 1 clue. Replacements: 4/1. Gold: 40 g.c.
- **Tunnels x 2.** 1=Count Steinhardt's Palace, 2= SW-7, 3=SW-4, 4=Sw-5, 5=Cemetery of St. Voller, 6=SE-11. The clan builds tunnels in the targeted area. Mark the area with a tunnel token. If they fight a combat here, they may select up to three models to place anywhere on the board after all other players have setup, no closer than 12" to another model. interruptable. 0 clues. New Recruit: 1-2 Giant Rats. Replacements: 3/1. Gold: 30 g.c.
- **Assassination.** 1-2 NW-6, 3-4 Count Steinhardt's Palace, 5-6 SE-11. The Eshin clan attempts to eliminate an enemy hero! Counts as ambush, but in addition select one hero at random from first encountering warband, who suffers d3 str 3 hits (luck charms etc. may apply) with no armor save allowed. If wounded but not OOA, the model must miss the upcoming combat but counts in exploration phase. surprise +1. 1 clue. Replacements: 4/1. Gold: 45 g.c.
- Under Contract x 2.
- **Heavy Help.** 1-2 SW-3, 3-4 SW-4, 5-6 SW-5. Clan Eshin hires some heavy help. 1 clue. New Recruit: 1 Rat Ogre, Replacements: 4/1. Gold: 40 g.c.
- **Barricade x 2.** 1-2 SW-6, 3-4 Count Steinhardt's Palace, 5-6 SE-11. The clan attempts to prevent movement through it's territory. Any encountering warband must win a barricade scenrio against the clan or spend their next movement returning to their previous area and lose the ability to enter the clan area for the remainder of their movement turn. 1 clue. Replacements: 4/1. Gold: 40 g.c.
- **Ambush x 3.** 1=NW-6, 2=SW-7, 3=Steinhardt Memorial Gardens, 4=NW-4, 5=Count Steinhardt's Palace, 6=SE-11. The clan lurks in ambush. The first player warband to encounter them is ambushed automatically. 1 clue. Replacements: 4/1. Gold: 30 g.c.
- **Explore x 4.** 1=Cemetery of St Voller, 2=Temple of Morr, 3=Executioner's Square, 4=The Gaol, 5=SW-2, 6=SW-5. The clan carefully explores an area for clues and loot. 2 clues. Replacements: 5/1. Gold: 60 g.c.
- **Patrol x 4.** 1=NW-6, 2=SW-7, 3=Rich Quarter, 4=Count Steinhardt's Palace, 5=SE-11, 6=Steinhardt's Memorial Gardens. Out looking for clues and trouble. surprise + 1. 3 clues. Replacements: 4/1. Gold: 40 g.c.

- **Supplies x 2.** 1=SW-1, 2=SW-2, 3=SW-3, 4=The Gaol, 5=NW-4, 6=SE-11. The clan lays in supplies. surprise - 1. 1 clue. Replacements: 4/1. Gold: 100 g.c.
- **Recruit x 2.** 1-2=The Gaol, 3-4=SW-3, 5-6=SW-2. The clan recruits new paws. 1 clue. New Recruit: 1 Verminkin. Replacements: 10/2. Gold: 70 g.c.

Clan Pestilens Action Deck



- **The Creeping Rot x 2.** 1=NW-6, 2=Steinhardt Memorial Gardens, 3=Count Steinhardt's Palace, 4=Middle Bridge, 5=Statue of Count Gotthard, 6=Quayside. Clan Pestilens infects the area with a contagion that rots away skin. The rot will persist in the area for d3 turns. Any warband entering the area will have d3 random members exposed. Exposed members take a STR 3 hit (no lucky charms, armor saves, but rabbits foot may be used to reroll to wound). If wounded, they are infected and taken out of action immediately. Regardless of the result of their injury roll, they will miss the next turn as well. interruptable. surprise - 1. 1 clue. Replacements 4/1. 40 g.c.
- **Rat Infestation x 2.** 1=Rich Quarter, 2=Quayside, 3=Steinhardt Memorial Gardens, 4=Raven Barracks, 5=Status of Count Gotthard, 6=NW-5. Clan Pestilens keeps a nest of vile rats in this area. For any scenario they play in this area for the remainder of the game, they will receive d3 extra giant rats that do not count against them for rout check purposes. interruptable. 1 clue. Replacements: 4/1. Gold: 40 g.c.
- **Tunnels x 2.** 1=Rich Quarter, 2=Quayside, 3=Statue of Count Gotthard, 4=Steinhardt Memorial Gardens, 5=Raven Barracks, 6=NW-4. The clan builds tunnels in the targeted

area. Mark the area with a tunnel token. If they fight a combat here, they may select up to three models to place anywhere on the board after all other players have setup, no closer than 12" to another model. interruptable. 0 clues. New Recruit: 1-2 Giant Rats. Replacements: 3/1. Gold: 30 g.c.

- **Choking Fumes x 2.** 1=Quayside, 2=Middle Bridge, 3=SE-11, 4=NW-6, 5=Statue of Count Gotthard, 6=Rich Quarter. Clan Pestilens releases noxious gases in this area which will affect any encounters here for d3 turns. If any scenarios are fought in this area, all missile fire is at an additional -1 to hit penalty and all warriors that are not of clan Pestilens must make a toughness test (equal or under their toughness) at the beginning of each turn or miss the turn with a coughing fit (cannot strike in close combat, parry, fire missiles or spells, may use rabbit's foot, armor, lucky charms). In addition the area requires 2 movement points to enter until the fumes dissipate. interruptable. 1 clue. Replacements: 4/1. Gold: 40 g.c.
- **RotPuss the Abomination.** 1-3=NW-7, 4-6=NW-4. Clan Pestilens hires some heavy help. 1 clue. New Recruit: 1 Rat Ogre, Replacements: 4/1. Gold: 40 g.c.
- **Barricade x 2.** 1-2 Statue of Count Gotthard, 3-4 Count Steinhardt's Palace, 5-6 NW-6. The clan attempts to prevent movement through its territory. Any encountering warband must win a barricade scenrio against the clan or spend their next movement returning to their previous area and lose the ability to enter the clan area for the remainder of their movement turn. 1 clue. Replacements: 4/1. Gold: 40 g.c.
- **Ambush x 2.** 1=NW-6, 2=Statue of Count Gotthard, 3=Steinhardt Memorial Gardens, 4=NW-4, 5=Count Steinhardt's Palace, 6=Quayside. The clan lurks in ambush. The first player warband to encounter them is ambushed automatically (Surprise Attack scenario). 1 clue. Replacements: 4/1. Gold: 30 g.c.
- **Explore x 4.** 1=NW-4, 2=NW-7 (opp. Quayside), 3=Statue of Count Gotthard, 4=Rich Quarter, 5=NW-3, 6=Quayside. The clan carefully explores an area for clues and loot. 2 clues. Replacements: 5/1. Gold: 60 g.c.
- **Patrol x 3.** 1=NW-6, 2=Raven Barracks, 3=NW-1, 4=Count Steinhardt's Palace, 5=Quayside, 6=Steinhardt's Memorial Gardens. Out looking for clues and trouble. surprise + 1. 3 clues. Replacements: 4/1. Gold: 40 g.c.
- **Supplies x 2.** 1=NW-4, 2=NW-7, 3=Statue of Count Gotthard, 4=Quayside, 5=NW-1, 6=Raven Barracks. The clan lays in supplies. surprise - 1. 1 clue. Replacements: 4/1. Gold: 100 g.c.
- **Recruit x 2.** 1-2=Raven Barracks, 3-4=NW-1, 5-6=NW-7 (opp. Quayside). The clan recruits new paws. 1 clue. New Recruit: 1 Plague Novice. Replacements: 10/2. Gold: 70 g.c.

Clan Skyre Action Deck



- **Warp Lightning x 2.** 1=Quayside, 2=NE-7, 3=Market Square, 4=City Hall, 5=NE-4, 6=NE-1. Skyre experiments with a bizarre weapon and the very air is charged with warp energy. Last for d3 turns, any warband entering the area must select one model at random to suffer a Str 3 hit (lucky charm etc. may be used). Also, any combat in the area will require a similar random selection at the beginning of each participating warband's turn. interruptable. 1 clue. Replacements: 4/1. Gold: 30g.c.
- **Slave Pens x 2.** 1=Merchant's Quarter, 2=NE-5, 3=Great Library of Mordheim, 4=NE-6, 5=NE-7, 6=Temple of Sigmar. Skyre establishes a pen of slaves in the area. In any combat the clan fights in this area for the remainder of the game they gain d3 slaves that do not count against them for rout check purposes. interruptable. 0 clues. Replacements: 4/1. Gold 30 g.c.
- **Slave Gathering x 2.** 1-2=Quayside, 3-4=SE-7, 5-6=Count Steinhardt's Palace. Clan Skyre gathers slaves to throw at its enemies. 1 clue. New Recruit: 1-2 Slaves. Replacements: 4/1. Gold: 45 g.c.
- **Weapons Delivery.** 1-2=Quayside, 3-4=SE-11, 5-6=NE-3. Skyre adds a powerful weapon to it's arsenal! 1 clue. New Recruit: Weapons Specialist with free Ratling Gun, Warfire Thrower, or Jezztail (choose). Replacements: 4/1. Gold: 30 g.c.
- **It Lives!** 1-2=Great Library of Mordheim, 3-4=Merchant's Quarter, 5-6=NE-6. Skyre powers up an abomination! 1 clue. New Recruit: Add a Clan Skyre Rat Ogre to the pack with no cost for upkeep. Replacements: 4/1. Gold: 30 g.c.
- **Barricade x 2.** 1-2 SE-11, 3-4 SE-7, 5-6 Market Square. The clan attempts to prevent movement through it's territory. Any encountering warband must win a breakthrough scenrio against the clan or spend their next movement returning to their previous area and lose the ability to enter the clan area for the remainder of their movement turn. 1 clue. Replacements: 4/1. Gold: 40 g.c.
- **Ambush x 2.** 1=SE-11, 2=Market Square, 3=SE-7, 4=NE-6, 5=City Hall, 6=Temple of Sigmar. The clan lurks in ambush. The first player warband to encounter them is ambushed automatically. 1 clue. Replacements: 4/1. Gold: 30 g.c.
- **Explore x 4.** 1=Merchant's Quarter, 2=NE-6, 3=Great Library of Mordheim, 4=NE-3, 5=NE-5, 6=NE-4. The clan carefully explores an area for clues and loot. 2 clues. Replacements: 5/1. Gold: 60 g.c.

- **Patrol x 3.** 1=Quayside, 2=SE-11, 3=SE-8, 4=SE-7, 5=Middle Bridge, 6=Wizard's Mansions. Out looking for clues and trouble. surprise + 1. 3 clues. Replacements: 4/1. Gold: 40 g.c.
- **Supplies x 3.** 1=Quayside, 2=NE-1, 3=NE-2, 4=Merchant's Quarter, 5=Great Library of Mordheim, 6=Temple of Sigmar. The clan lays in supplies. surprise - 1. 1 clue. Replacements: 4/1. Gold: 100 g.c.
- **Recruit x 2.** 1-2=Quayside, 3-4=NE-1, 5-6=NE-2. The clan recruits new paws. 1 clue. New Recruit: 1 Verminkin. Replacements: 10/2. Gold: 70 g.c.

Clan Moulder Action Deck



- **Tunnels x 2.** 1=Ampitheater, 2=SE-1, 3=Poor Quarter, 4=Clock Tower, 5=SE-5, 6=Wizard's Mansions. The clan builds tunnels in the targeted area. Mark the area with a tunnel token. If they fight a combat here, they may select up to three models to place anywhere on the board after all other players have setup, no closer than 12" to another model. interruptable. 0 clues. New Recruit: 1-2 Giant Rats. Replacements: 3/1. Gold: 30 g.c.
- **Rat Warrens x 2.** 1=SE-8, 2=SE-6, 3=Ampitheater, 4=Poor Quarter, 5=SE-1, 6=Wizard's Mansions. Clan Moulder keeps a nest of vile rats in this area. For any scenario they play in this area for the remainder of the game, they will receive d3 extra giant rats that do not count against them for rout check purposes. interruptable. 1 clue. Replacements: 4/1. Gold: 40 g.c.
- **Mutation! x 2.** 1-2=Poor Quarter, 3-4=SE-5, 5-6=SE-3. Experiments result in a stunning mutation! Select a Moulder hero or Rat Ogre at random and roll a mutation from the Possessed table for that model. 1 clue. Replacements: 4/1. Gold: 40 g.c.
- **Creature from the Vats x 2.** 1-2=Ampitheater, 3-4=SE-8, 5-6=SE-6. A creature is berthed from the vats! 1 clue. New Recruit: Rat Wolf or Rat Ogre (Ogre only if the clan currently has no Rat Ogre). Replacements: 4/1. Gold: 30 g.c.
- **Barricade x 2.** 1-2 SE-11, 3-4 SE-7, 5-6 SE-1. The clan attempts to prevent movement through it's territory. Any encountering warband must win a breakthrough scenrio against the clan or spend their next movement returning to their previous area and lose

the ability to enter the clan area for the remainder of their movement turn. 1 clue. Replacements: 4/1. Gold: 40 g.c.

- **Ambush x 2.** 1=SE-1, 2=SE-7, 3=SE-11, 4=SE-3, 5=Middle Bridge, 6=Market Square. The clan lurks in ambush. The first player warband to encounter them is ambushed automatically. 1 clue. Replacements: 4/1. Gold: 30 g.c.
- **Explore x 4.** 1=Ampitheater, 2=SE-2, 3=SE-4, 4=Clock Tower, 5=SE-5, 6=Wizard's Mansions. The clan carefully explores an area for clues and loot. 2 clues. Replacements: 5/1. Gold: 60 g.c.
- **Patrol x 4.** 1=SE-11, 2=SE-9, 3=SE-10, 4=Market Square, 5=SE-7, 6=City Hall. Out looking for clues and trouble. surprise + 1. 3 clues. Replacements: 4/1. Gold: 40 g.c.
- **Supplies x 2.** 1=Clock Tower, 2=SE-2, 3=SE-4, 4=Poor Quarter, 5=SE-5, 6=Wizard's Mansions. The clan lays in supplies. surprise - 1. 1 clue. Replacements: 4/1. Gold: 100 g.c.
- **Recruit x 2.** 1-2=Ampitheater, 3-4=Poor Quarter, 5-6=Clock Tower. The clan recruits new paws. 1 clue. New Recruit: 1 Clan Rat. Replacements: 10/2. Gold: 70 g.c.

Movement and Battle

Player warband movement

After the Clan Action phase is completed and the GM has taken note of where any hidden Skaven warbands are located, player warbands may begin moving. Each warband has a Campaign Movement Rate (CMR) equal to twice the movement rate of the slowest model they include in their warband this turn plus two, or:

- warband CMR = (slowest move x 2) + 2

Models may be left at camp if desired, but only one party for a given player may go out per turn. For instance, an undead warband venturing into the city with a vampire, ghouls, dire wolves, and zombies is limited to a CMR value of 10 - double that of their slowest model (note that in this case, even though zombies may not run, their campaign movement is 8 nevertheless) plus two.

Movement takes place using the following chart, which breaks the movement phase up into individual segments. Go through the segments in order, and any warband whose CMR indicates that they may take a movement action (an X on the chart) if they are not paused. If multiple warbands are eligible for a movement action, take them in order by the captain's initiative value. Some movement actions take multiple movement points to complete. When a given warband first executes such an action, they should mark on the movement chart sufficient pause segments to include all the movement points needed for the action.

| Sequence | CMR 8 | CMR 10 | CMR 12 | CMR 14 |
|----------|-------|--------|--------|--------|
| 1 | X | X | X | X |
| 2 | | X | X | X |
| 3 | X | | X | X |

| | | | | |
|----|---|---|---|---|
| 4 | | X | X | X |
| 5 | X | X | X | X |
| 6 | | | X | X |
| 7 | X | X | | X |
| 8 | | X | X | X |
| 9 | X | | X | X |
| 10 | | X | X | X |
| 11 | X | X | X | X |
| 12 | | | X | X |
| 13 | X | X | | X |
| 14 | X | X | X | X |

Players may want to print their own copy of the chart to track their movement, or the GM may want to use one central chart. In the latter case, covering the chart in a plastic sleeve and marking it with different colored markers may help the GM keep track of warband pauses due to multi-point movement actions.

Example: Warbands A and B both have a CMR of 8. Warband A's leader initiative is 4, Warband B's is 3. On sequence 1, the GM informs A that they may execute an action. A decides to move into an unexplored area, which costs two movement points. The movement marker for A is placed in the new area, and the X's for sequences 1 and 2 for A are circled to remind everyone that A will not get another movement action in sequence 2. Then B is allowed their sequence 1 action, and elects to move into a previously explored area. This costs only one movement point, so there is no need to circle anything on the chart. Then the GM advances to sequence 2. A is still paused, and so may take no action. B is allowed another action, and elects to move into another previously explored area.

Skaven clan warband movement and Skaven intercept

Skaven warbands do not move using the above chart. Rather, their location on the board is dictated by their Skaven action card for the turn, which the GM should look at prior to player movement. There is one exception: If a player warband moves adjacent to a Skaven warband (only the GM will know this), the Skaven may elect to intercept the warband. The Skaven clan must pay two clue tokens to intercept a player warband, and the GM immediately places their movement marker on the board in the area where the player just moved. When the Skaven intercept in this manner, any action they were taking is considered to be interrupted, if their action card indicates it is an interruptable action. The Skaven will need clue tokens to participate in warpstone events, and also their action for the turn may be to their benefit, so the GM may not wish to intercept even when it is possible.

Combat

A combat scenario is initiated whenever one of the following occurs:

- A player warband enters an area where an area scenario event or warpstone event is occurring this turn.
- A player warband enters an area where a Skaven warband is located, or is intercepted by an adjacent Skaven warband.
- A player warband enters an area where a non-allied player warband is located and elects to engage that warband.

Once a combat is initiated, the GM should circle four movement segments on a movement chart for the combat. This will represent the duration of the combat in campaign movement segments. Note that there is no correspondence between campaign movement segments and turns in the combat. A scenario that takes twelve combat turns to end would still occupy four campaign movement segments.

Initiated combats should begin at the end of the campaign movement segment in which they were initiated. So all player warbands will have an opportunity to move during that segment before the combat scenario is begins play. Any warband that ends the segment in an area with an initiated combat will participate in that combat scenario from the beginning of the scenario. Other warbands may be able to move additionally in following segments and join the scenario late, see late combat entry, below.

Determining Combat Scenario

When a combat scenario is first initiated, determine the scenario to play. Do this before warbands other than the initiating warband move subsequently in the same campaign movement segment. Basically, as soon as two opposing warbands are present, the scenario is determined.

If the area includes an area event or warpstone event, that is the scenario that will be played, and no Skaven action or player action card can change the scenario. If the area does not contain an event, determine scenario played as follows:

- If a Skaven warband is present, did not intercept, and is in ambush based on their action card, then play the Surprise Attack scenario. This can only be cancelled if the initiating warband plays an Avoid Ambush card. In that case play a Street Brawl scenario.
- If a Skaven warband is present, did not intercept, and is in barricade based on their action card, then play the Barricade scenario. Any other non-Skaven warbands that join the scenario beside the Skaven clan and the initiating warband will enter the fray on the attacker board edge and will have their campaign movement affected based on the outcome just as the initiating warband will. No player action cards can change this scenario.
- If a Skaven warband intercepted a player warband, roll to determine surprise (see below). If the Skaven surprise the player warband, play the Surprise Attack scenario with the player warband defending. Otherwise play Street Brawl (note that even if player out-rolls Skaven enough to surprise the Skaven, Street Brawl is still played in this case).
- If a Skaven warband is present, did not intercept, and is in neither barricade nor ambush action, then determine if one party has surprised the other (see below). If either party achieves surprise, play Surprise Attack with the surprised band as the defender. A surprised player warband can transform this into a Street Brawl scenario with the Avoid Ambush card. Note that in this case, the Skaven warband applies any surprise modifier

indicated by their action card to their die roll. If neither party surprises the other, play Street Brawl. A player warband may play an Ambush card to force a Surprise Attack scenario with the Skaven as defender without making a surprise roll.

- If a player warband encounters another hostile player warband, the player with the highest initiative has the option of playing an Ambush card, which the lower initiative player can counter with Avoid Ambush. If the highest initiative player has no Ambush card or does not wish to play one, then the lower initiative player has this option. If initiatives are tied, roll off to determine who has the right to play an action card first. If neither player forces an ambush via action card, then roll to determine if one of the warbands is surprised. If one surprises the other, play Surprise Attack, otherwise play Street Brawl.

Surprise: Each side rolls a d6 using their captain's initiative and adding the d6 value. If there are two warbands on a side (which could be the case in competitive play only), choose the highest initiative value captain. If the higher roll exceeds the lower roll by three points or more, the side with the higher roll has surprised the side with the lower roll.

Late Combat Entry

While there is no correspondence between the duration of a combat scenario and the campaign segments it takes place over (always four), it is possible for a player warband to enter a combat scenario late. Before beginning play for a combat scenario, the GM should ask if any other player warbands intend to attempt to reach the area. Any warbands with enough movement points left to reach the area where the scenario is being played within the scenario's four movement segment duration may announce their intent to try to reach the scenario late.

If any warbands are attempting late entry, play through the next campaign movement segment for all player warbands at the end of the first, second, and third scenario turns. If a player warband initiates another separate combat scenario during one of these segments, circle four movement segments for that warband and play the scenario subsequent to the one being played currently. If a player warband manages to reach the current combat scenario, allow them entry to the scenario as follows:

- 2nd scenario turn entry. Starting at the beginning of scenario turn 2, and each subsequent turn, the late arriving warband may choose to either roll a d6 for their entire warband, or for each individual model. If rolling for the entire warband, they will enter scenario play on a roll of 6. If rolling for each individual model, that model will enter play on a roll of 5+. Each subsequent scenario turn the same choice may be made, but there is a +1 to the die roll for each passing turn regardless of rolling for entire band entry or per model entry.
- 3rd scenario turn entry. As above, but rolling starts from the beginning of scenario turn 4.
- 4th scenario turn entry. As above but rolling starts from the beginning of scenario turn 6.

Late entering warbands must choose a board edge not originally chosen at the beginning of the scenario by another warband. They may not take advantage of bolt holes for deployment, or any other special rule or effect that would allow them to setup anywhere other than on their entering board edge. Normal rout check threshold applies, even if not all their models are on the board yet.

Movement Actions

Player warbands spend campaign movement points both to move and to accomplish other

activities. An activity that takes multiple movement points to accomplish (such as exploring an area or establishing a bolthole) can be interrupted in competitive play if a enemy warband enters the area before all movement points needed to accomplish the activity are spent. The effect of a multi movement point action occurs immediately upon the last movement point needed being spent.

Multi point movements or actions should be tracked on a movement segment chart by circling the segments needed to accomplish the action. The action will not take place until the last movement point in the circled area occurs. For example, on segment one player warband A with CMR 10 announces intent to move across a city wall into a previously unexplored area. This action would take three movement points to complete. Player A or the GM circles segments 1 through 4 on a segment chart. When warband A moves in segment 4, if their action has not been interrupted, they will move their marker into the new area.

- 1 point: **Move into previously explored area.** Simply move the movement marker for the warband into the new area. Exiting the city into a non-area or into an encampment is also a 1 point move.
- 1 point: **Hold position** (pause on purpose). The movement marker for the warband stays in its current location - Skaven interception cannot occur.
- 1 point: **Cross a city wall.** This can only be used in conjunction with either a move into a explored area or a move into an unexplored area, and has the effect of making the movement take an extra point to accomplish.
- 2 points: **Move into unexplored area.** Move the marker for the warband into the new area when the second movement point is spent.
- 2 points: **Clear traps in an area.** Remove or erase the traps indicator on the area after the second movement point is spent.
- 3 points: **Explore an area.** Mark the area as explored for the player warband doing the activity when the third movement point is spent. In all subsequent turns this area counts as explored for that warband only.
- 3 points: **Establish a bolthole.** When the third movement point is spent mark a bolthole on the map for the warband accomplishing this action. A bolthole can only be established in previously explored areas, and a warband may keep a maximum of four boltholes. If the player warband fights a combat scenario in this area on subsequent turns, they may reserve d3 models to place anywhere on the map (at least 12" from other models) after all other participating warbands have placed models according to the normal scenario rules. In addition the bolthole may aid a player unable to exit the city before the end of campaign movement (see below).

Getting out of Mordheim

Player warbands would like to leave the city before nightfall. Nobody likes Mordheim in the day, much less at night. Player warbands start a campaign movement sequence in their chosen encampment, but may leave the city anywhere. Regardless of where they exit the city, they will start the next turn at their current encampment. For example, if a warband's encampment is the Black Pit Settlement, and they enter the city there at the beginning of movement, they will start the next campaign turn from the Black Pit Settlement even if they exited the city into Brigandsburg the previous turn. Warbands may cross walls to exit the city, and also do not have to exit the city into one of the four encampments. For example, a warband in the Temple of Morr may exit the city by spending two movement points to cross the wall to the south of the temple.

Warbands that exit the city completely before the end of campaign movement will suffer no penalties during the Exploration and Recruiting and Trading phases of the campaign turn. Warbands that do not make it out of the city will suffer some penalties for the remainder of the campaign turn, as follows:

- A warband that ends its campaign movement in an area adjacent to the outside of the city (i.e. Temple of Morr, Quayside, NW-6, etc.) or in an area with a bolthole will lose one exploration dice during the exploration phase but suffer no recruiting or trading penalties.
- In any other case, if a warband fails to exit the city they suffer the following:
 - loss of one exploration dice
 - loss of one roll for purposes of locating rare items
 - may not hire new heros
 - may roll only one d6 instead of 2d6 for purposes of replacing experienced henchmen
 - cannot get as good a deal selling shards (not enough time) - count them as one column to the right on the wyrdstone price chart.

Experience and Injuries

Allocate experience and injuries as per normal for both Skaven and player warbands.

Exploration

During the exploration phase of the campaign turn, player warbands make their normal exploration rolls. If a warband fought multiple scenarios (unlikely, but possible) and won any of them, they get a bonus exploration dice for each scenario they won. If a player warband did not exit the city during movement, they lose one exploration dice. In addition to the normal results of exploration, player warbands gain clues during this phase of the campaign turn as follows:

- doubles: gain one clue for each double rolled.
- triple: gain two clues for each triple rolled.
- quadruple: gain three clues for each quadruple rolled.
- quintuple: gain four clues for each quintuple rolled - this is the maximum number of clues that can be gained as a result of a single exploration roll.

Skaven warbands do not get exploration rolls.

Recruitment and Trading

During this phase player warbands sell shards, recruit and trade as per normal Mordheim campaign rules. Note that a warband that failed to exit the city may have penalties during this phase (see Getting out of Mordheim, above). Skaven warbands do not trade or recruit at this time.

Complete Skaven Actions

Any Skaven actions that were not interrupted by combat go into effect during this phase. If the effect lasts a number of turns, begin counting from this phase (i.e. if the effects lasts one turn, it will cease during this phase in the next campaign turn).

Skaven are awarded clues, new recruits, and gold during this phase as indicated by their card. These rewards occur regardless of whether or not the Skaven action was interrupted by combat. In addition, any loot gained by a Skaven warband as a result of a scenario is awarded to them during this phase. Note that Skaven do not accumulate gold, so any gold they don't spend during this phase is lost. Also, Skaven do not accumulate wyrdstone shards, so there is no need to track shards for them. If they gain shards as loot, ignore it. The Skaven are considered to have limitless shards for use on their weapons, the tradeoff is that any shards they gain as scenario loot cannot gain them any cash during this phase.

Skaven may replace fallen warriors during this phase according to the replacement value on their action card. Skaven pay no cost for replacing the model itself, but must re-equip any models hired to replace fallen models. This makes the loss of an expensive model that gains no experience or equipment (like a Rat Ogre) a bit too cheap. For this reason, if a model costs more than 100 g.c. on the hire cost, the Skaven must pay 50 g.c. to hire a replacement for that model.

Skaven may purchase equipment and search for rare items like player warbands during this phase.

Player Warband Action Card Draw

Each player begins the campaign with a hand of three Player Action Cards from his or her deck of twenty-four (one Look Out, Sir! and two random cards). They may play one or more of these cards at any time during a campaign turn, as stated by the cards. When a card is played, it is put into a discard pile for that player.

During this phase, players each draw their hand back up to three cards. In addition, before drawing, a player may elect to discard one card. Once the last card in the deck is drawn, shuffle all cards not in the player's hand and continue.

Standard Player Action Cards

All warbands share some common types of action cards, described below.

- **Look Out, Sir!** Cost: 1 clue token. Play this card to re-roll any hero serious injury chart result.
- **A Shortcut.** Cost: 1 clue token. Play this card to move through a previously explored area for free, into an adjacent unexplored or explored area (1 movement point = 2 explored areas, 2 movement points = 1 explored area+ 1 unexplored area). Skaven may intervene due to movement into either area.
- **What's that Over There?** Cost: 1 clue token. After taking an exploration roll, a warband may elect to use this card to gain an extra exploration dice or change the result of one of the dice rolled.
- **Greener Flea Pit.** Cost: 2 clue tokens. Play this card before any campaign movement phase to change the encampment for the warband.
- **Feet, Don't Fail Me Now.** Cost: 1 clue token. Play this card to exit the city at the end of campaign movement phase regardless of where the warband currently is in the city.
- **Avoid Ambush.** Cost: 2 clue tokens. Play this card to avoid being ambushed by an enemy warband (see scenario determination rules).

- **Ambush.** Cost: 2 clue tokens. Play this card to ambush an enemy warband (see scenario determination rules).
- **Lady Luck.** Cost: 1 clue token. Play this card to reroll any die for a warrior during a combat scenario (acts as a rabbit's foot, but can be used for any model in addition to any rabbit's foot the model has).
- **Healer.** Cost: 2 clue tokens. Play this card during the Recruitment and Trading phase to give the playing warband only access to a healer as per the global event.
- **Rat News.** Cost: 1 clue token. Play this card at the end of the Clan Action phase to take a peek at all Skaven action cards. The warband player should not tell other players what the Skaven are doing, unless a warband is starting in the same encampment.
- **Avoid Traps.** Cost: 1 clue token. Play this card during movement to avoid the movement effects of Set Traps, Creeping Rot, and Warp Lightning for a single area just entered. Any combat scenario effects will still apply if a scenario is played in the area.
- **I'm Not Quite Dead Yet, Sir.** Cost: 2 clue tokens. Play this card to automatically pass a single henchman injury check which was just failed.
- **Fleet of Feet.** Cost: 1 clue token. Play this card before campaign movement starts to gain an extra two CMR for that turn, to a maximum of 14.
- **Bazaar of the Bizarre.** Cost: 2 clue tokens. Play this card during trading to gain a +2 to all hero rolls when searching for rare items for the turn.
- **The Slip.** Cost: 1 clue token. Avoid a Skaven warband barricading an area - the player may move his warband through the area as if the Skaven were not present.
- **No Retreat!** Cost: 2 clue tokens. Play to re-roll a failed rout check.

Player Action Card Decks by Warband Type

Warband Player Action Card deck compositions for each warband type are described below (incomplete as yet, we'll add more as campaigns are played!).

Reiklanders

Standard Cards

- 1 x Look Out, Sir! 2 x A Shortcut. 2 x What's that Over There? 2 x Greener Flea Pit. 1 x Feet, Don't Fail Me Now. 1 x Avoid Ambush. 1 x Ambush. 2 x Lady Luck. 1 x Healer. 1 x Rat News. 1 x Avoid Traps. 1 x I'm Not Quite Dead Yet, Sir. 1 x Fleet of Feet. 1 x Bazaar of the Bizarre. 1 x The Slip. 1 x No Retreat!

Warband Specific Cards

- 2 x **Increased Range.** Cost: 1 clue token. Play this card during a scenario to gain an extra d3" range to all bow shots.
- 2 x **Inspired Leadership.** Cost: 2 clue tokens. Play at the beginning of a scenario to gain a +1 leadership to the Reiklander Captain and extend his leadership range to 15" instead of 12".

Middenheimers

Marienburgers

Bretonnians

Standard Cards

- 1 x Look Out, Sir! 2 x A Shortcut. 2 x What's that Over There? 2 x Greener Flea Pit. 1 x Feet, Don't Fail Me Now. 1 x Avoid Ambush. 2 x Lady Luck. 1 x Healer. 1 x Rat News. 1

x Avoid Traps. 1 x I'm Not Quite Dead Yet, Sir. 1 x Fleet of Feet. 1 x Bazaar of the Bizarre. 1 x The Slip. 1 x No Retreat!

Warband Specific Cards

- 2 x **Lady's Boon**. Cost: 2 clue tokens. Play this card during a scenario to extend the Lady's Blessing to Squires and to all allied warband heroes.
- 2 x **A Quest**. Cost: 1 clue token. Play at the beginning of a scenario. If the Bretonnian warband counts as a winning warband leader at the end of the scenario, they have fulfilled a quest and are awarded 2 clue tokens.
- 1 x **Holy Steed**. Cost: 3 clue tokens. The Lady shows her favor by rewarding the Questing Knight with a Warhorse with Barding at no cost. Play during the trading phase.

Lizardmen

Standard Cards

- 1 x Look Out, Sir! 2 x A Shortcut. 2 x What's that Over There? 2 x Greener Flea Pit. 1 x Feet, Don't Fail Me Now. 1 x Avoid Ambush. 2 x Ambush. 2 x Lady Luck. 1 x Healer. 1 x Rat News. 1 x Avoid Traps. 1 x I'm Not Quite Dead Yet, Sir. 1 x Fleet of Feet. 1 x Bazaar of the Bizarre. 1 x The Slip. 1 x No Retreat!

Warband Specific Cards

- 2 x **Old Ones Boon**. Cost: 1 clue token. Play this card to allow purchase of a mark for a new hero during the recruitment phase at half price.
- 1 x **River Crossing**. Cost: 2 clue tokens. It takes awhile to adapt to the waters of Mordheim for these foreigners, but once they pay the cost of this card they may cross the river freely (no movement point required) for the remainder of the campaign.

Adventurers

Standard Cards

- 1 x Look Out, Sir! 2 x A Shortcut. 2 x What's that Over There? 2 x Greener Flea Pit. 1 x Feet, Don't Fail Me Now. 1 x Avoid Ambush. 1 x Ambush. 2 x Lady Luck. 1 x Healer. 1 x Rat News. 1 x Avoid Traps. 1 x I'm Not Quite Dead Yet, Sir. 1 x Fleet of Feet. 1 x Bazaar of the Bizarre. 1 x The Slip. 1 x No Retreat!

Warband Specific Cards

- 2 x **John Wayne Day**. Cost: 2 clue tokens. Play this at the beginning of a scenario after leader is determined. The leader is having a very good day. Depending on which it is, the following bonus applies for the scenario. The wizard: +1 to all spell checks. The dwarf: +1 to str. The barbarian: +1 to WS. The elf: +1 to toughness. The Imperial Noble: +1 str.
- 2 x **A Nose for Loot**. Cost: 1 clue token. Play this card at the end of a scenario where the adventurers were on the winning side and there are probability tables for loot. Add a +1 to all dice rolls for loot for that scenario.