

MORDHEIM PLAYSHEET



Turn sequence

1. Recovery
2. Movement
3. Shooting
4. Close combat

Recovery

During the recovery phase you may attempt to rally any of your models that have lost their nerve. To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied. The

model cannot move or shoot for the rest of the turn, but can still cast spells. If the test is failed, the model continues to flee towards the closest table edge.

A model cannot rally if the closest model to him is an enemy model.

During the recovery phase, warriors that have been *stunned* become *knocked down* instead and warriors who have been *knocked down* may stand up.

Movement

In your movement phase, you may move your warriors in the following order:

1. CHARGES
2. COMPULSORY MOVES
3. REMAINING MOVES



RUNNING

A running warrior moves at twice its normal speed. A model may not run if there are enemy models within 8" at the start of the turn.

A running warrior may not hide or shoot that turn, though it may cast spells.

CHARGES

Without measuring the distance, declare that the model is charging and indicate which enemy warrior it is going to attack. Warriors charge at twice their normal speed.

Once opposing models are touching bases, they are engaged in hand-to-hand combat.

You may not charge a model if there is another enemy model within 2" of the most direct charge route.

CLIMBING

A warrior may climb a height equal to its Movement value in a single movement phase. Take an Initiative test. If it fails while climbing up, it cannot move that turn. If it fails while climbing down, it falls (see Falling, below).

JUMPING DOWN

Warriors may jump down from high places, up to a maximum height of 6". Take an Initiative test for each full 2" the warrior jumps down. If it fails any of the tests the model falls down and takes damage as detailed in Falling.

DIVING CHARGE

A warrior may make a diving charge against an enemy who is on a lower level than himself and is within 2" of the place where your warrior lands. Test for jumping down as detailed above. If the model succeeds it gains a +1 Strength bonus and +1 'to hit' bonus in the hand-to-hand combat phase.

JUMPING OVER GAPS

Models may jump over gaps, up to a maximum distance of 3". (You are **not** allowed to measure the distance beforehand.) If your model doesn't have enough movement left it automatically falls.

If the model covers the distance, take an Initiative test. If the model fails to pass the test it falls (see below).

WARRIORS KNOCKED DOWN OR STUNNED

If a warrior is *knocked down* or *stunned* within 1" of the edge of a roof or building, there is a chance it will slip and fall off. Roll a D6. If the score is more than warrior's Initiative, it will fall over the edge and take damage (see Falling, below).

FALLING

Models that fall take D3 hits at a Strength equal to the height in inches of the fall. No armour saves apply.

Shooting

HITTING THE TARGET

Use the shooter's BS to find the D6 score needed to hit.

BS	1	2	3	4	5	6	7	8	9	10
Score	6	5	4	3	2	1	0	-1	-2	-3

HIT MODIFIERS

- 1 Target is in cover
- 1 Moving & shooting
- 1 Long range
- +1 Large target

ROLL TO WOUND

Compare the target's Toughness against the weapon's Strength to find the D6 score required to wound.



Wpn Str.	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

CRITICAL HITS

A wound roll of 6 causes a critical hit. Roll a D6 and consult the Critical Hit chart. A model may only cause one critical hit in each hand-to-hand combat phase.

CRITICAL HIT CHART

- 1-2 **Hits vital part.** 1 wound = 2 wounds. Roll armour saves first.
- 3-4 **Hits exposed spot.** 1 wound = 2 wounds. No armour saves.
- 5-6 **Master Strike!** 1 wound = 2 wounds. No armour saves; +2 to Injury roll(s).

ARMOUR SAVES

Models wearing armour are permitted a saving throw to avoid receiving damage from a wound. Deduct any save modifiers that apply.

Armour	Minimum D6 score required to save
Light armour	6
Heavy armour	5
Gromril armour	4
Shield	Adds +1 to armour save.

INJURIES

As soon as a model loses its last wound roll a D6 on the Injury chart.

INJURY CHART

- 1-2 **Knocked down.** The force of the blow knocks the warrior down. Place the model face up.
- 3-4 **Stunned.** The target falls to the ground, barely conscious. Turn the model face down.
- 5-6 **Out of action.** Remove the model from the game.

Close combat

WHO STRIKES FIRST

The model that charged its enemy strikes first. Otherwise, models fight in order of descending Initiative.

HITTING THE ENEMY

Roll a D6 for each model fighting. If the model has more than 1 Attack roll a D6 for each attack.

Compare the WS of the attacker with the WS of his opponent and consult the following chart to find the minimum D6 score needed to hit.



ATTACKER'S WEAPON SKILL	OPPONENT'S WEAPON SKILL									
	1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	5	5	5	5	5	5
2	3	4	4	4	5	5	5	5	5	5
3	3	3	4	4	4	4	5	5	5	5
4	3	3	3	4	4	4	4	4	5	5
5	3	3	3	3	4	4	4	4	4	4
6	3	3	3	3	3	4	4	4	4	4
7	3	3	3	3	3	3	4	4	4	4
8	3	3	3	3	3	3	3	4	4	4
9	3	3	3	3	3	3	3	3	4	4
10	3	3	3	3	3	3	3	3	3	4

ROLL TO WOUND

Compare the target's Toughness against the weapon's Strength to find the D6 score required to wound (see the To Wound chart in Shooting, above).

ARMOUR SAVE MODIFIERS

The higher a creature's Strength the more easily it can pierce armour.

The chart below shows the reduction in the enemy's armour saving throw compared to the attacker's Strength.

Str	1-3	4	5	6	7	8	9+
Save Mod.	None	-1	-2	-3	-4	-5	-6

WARRIORS KNOCKED DOWN

If an enemy model is fighting a warrior who is *knocked down*, he may attack him to put him *out of action*.

Roll to wound as normal. If any of the attacks wound, take an armour save modified by the Strength of the attacker as normal. If the save is failed, the warrior is automatically *out of action*.