

Nordheim Post Battle Sequence

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1 Injuries

HENCHMEN: Roll D6: 1-2 Dead, 3-6 Alive | HEROES: Roll 2D6, one for tens, one for units

SERIOUS INJURIES CHART

11-15	DEAD!	34	HAND INJURY: Permanent -1 WS
16-21	MULTIPLE INJURIES: Take D6 more rolls, ignoring Dead, Captured, and Multiple injuries	35	DEEP WOUND: Miss next D3 games
22	LEG WOUND: Permanent -1 to movement characteristic	36	ROBBED: Loses all weapons, armour and equipment
23	ARM WOUND: Roll D6: 1 = arm amputated (limited to 1 onehanded weapon): 2-5 = miss next game	41-55	FULL RECOVERY
24	MADNESS: Roll D6: 1-3 = stupidity: 4-6 = frenzy	56	BITTER ENEMY: Roll D6, Hates: 1-3 hero who injured them, 4 enemy leader: 5 whole enemy warband: 6 all warbands of that type
25	SMASHED LEG: Roll D6: 1 = warrior may not run: 2-5 = miss next game	61	CAPTURED: Prisoner of the enemy warband. Buy back at ransom set by enemy. Enemy can sell to slavers for D6x5gc. Undead may kill for a zombie, Possessed may sacrifice for +1 XP to leader.
26	CHEST WOUND: -1 Toughness	62-63	HARDENED: Immune to fear
31	BLINDED IN ONE EYE: -1 Ballistic Skill	64	HORRIBLE SCARS: The hero causes fear
32	OLD BATTLE WOUND: Roll D6 before every scenario: on a "1" the hero cannot play in the scenario	65	SOLD TO THE PITS: See p119
33	NERVOUS CONDITION: Permanent -1 initiative	66	SURVIVES AGAINST THE ODDS: +1 XP

2 Experience

HENCHMEN: Roll on 2, 5, 9, 14 | HEROES: Roll on 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83, 90

HENCHMEN		
Roll	Henchman Advancement**	
2-4	+1 Initiative	** Henchman may receive each improvement only once
5	+1 Strength	
6-7	+1 WS or BS (Choose)	*** Reroll if the warband has maximum number of heroes
8	+1 Attack	
9	+1 Leadership	
10-12	Lad's Got Talent***	

HEROES		
Roll	Hero Advancement	
2-5	New Skill	*Roll D6; 1-3 = first stat, 4-6 = second stat
6	+1 Strength or Attack*	
7	+1 WS or BS (Choose)	
8	+1 Initiative or Leadership*	
9	+1 Wound or Toughness*	
10-12	New Skill	

SKILLS

COMBAT SKILLS

- Strike to Injure:** +1 on injury roll
- Combat Master:** +1 attack if fighting two or more opponents
- Weapons Training:** May use any hand-to-hand weapon
- Web of Steel:** On a critical, add +1 to roll when determining type of critical
- Expert Swordsman:** If charging, re-roll all missed sword attacks
- Step aside:** 5+ ward save in meleé.

SHOOTING SKILLS

- Quick Shot:** Fire twice per turn if he did not move (pivots allowed)
- Pistolier:** A brace of pistols may fire both per round
- Eagle Eyes:** +6" range to all missile weapons
- Weapons Expert:** May use any missile weapon
- Nimble:** May move and fire weapons that normally move or fire
- Trick Shooter:** Ignore all "to hit" modifiers for target's cover
- Hunter:** May fire every-other-turn weapons every turn
- Knife-Fighter:** Can throw three knives; multiple targets allowed

ACADEMIC SKILLS

- Battle Tongue:** Leader's leadership ability range increased by 6"
- Sorcery:** +1 to Spell casting roll (not available to SoFS and warrior priests)

- Streetwise:** +2 to roll for finding rare objects
- Haggle:** Deduct 2D6 gold from the cost of one item per post-game session
- Arcane Lore:** Learn lesser magic with Tome of Magic (no SoFS, warrior-priests, WHs)
- Wyrdstone Hunter:** If not out of action, may re-roll one shard search die.
- Warrior Wizard:** Spellcaster can wear armor and still cast spells

STRENGTH SKILLS

- Mighty Blow:** +1 Strength in close combat (not pistols)
- Pit Fighter:** +1 WS and +1 attack inside buildings and ruins
- Resilient:** -1 strength to all attacks against the warrior (effectively, +1 toughness)
- Fearsome:** Causes fear
- Strongman:** Can use double-handed weapons w/o automatically going last
- Unstoppable Charge:** +1 to WS when charging

SPEED SKILLS

- Leap:** May add a single D6" leap to movement each movement phase
- Sprint:** Triples rather than doubles base move for runs and charges
- Acrobat:** Jump down 12" w. 1 initiative test; may re-roll failed diving charge
- Lighting Reflexes:** If charged, order of attack goes on basis of initiative
- Jump Up:** Ignore knocked down, unless as a result of a helmet save
- Dodge:** Save of 5+ vs. ranged weapons (take after hit, before rolling to wound)
- Scale Sheer Surfaces:** Climb twice normal move; without initiative check

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3 Exploration

Roll 1D6 for each Hero that wasn't taken out of action (+1 extra dice if you won), plus any extra dice from skills / equipment. Pick a maximum of six dice out of all the dice you roll, even if you are allowed to roll seven dice or more.

SHARDS FOUND	Dice Result	1 - 5	6 - 11	12 - 17	18 - 24	25 - 30	31 - 35	36+
	Shards Found		1	2	3	4	5	6

DOUBLES

- 1 Well:** Roll toughness or under on D6 and find shard: fail and miss next game
- 2 Shop:** Roll D6: 1-5 = D6 gold, 6 = Lucky Charm
- 3 Corpse***
- 4 Straggler:** +1 next exploration roll (2D6 gold skaven: +1 ex pt leader of possessed)
- 5 Overturned Cart***
- 6 Ruined Hovels:** D6 gold

TRIPLES

- 1 Tavern:** Capt. Make Ldrshp roll for 4D6 gold: otherwise D6 gold
- 2 Smithy***
- 3 Prisoners:** 2D6 gold + free henchman (undead, skaven, possessed see p. 137)
- 4 Fletcher***
- 5s Market Hall:** 2D6 gold
- 6s Returning a Favor:** Free hired sword

FOUR OF A KIND

- 1 Gunsmith***
- 2 Shrine:** 3D6 gold (SofS and WH get gold & blessed weapon, see p. 138)
- 3 Townhouse:** 3D6 gold
- 4 Armourer***
- 5 Graveyard:** loot for D6x10 gold, but hated in next game against SofS or WH (SofS & WH get D6 experience for sealing graves)
- 6 Catacombs:** in next game up to 3 warriors can be positioned anywhere on board at ground level, more than 8" from enemy

FIVE OF A KIND

- 1 Moneylender's House:** D6x10 gold
- 2 Alchemist's Laboratory:** 3D6 gold & one hero can now choose academic skills
- 3 Jewelsmith***
- 4 Merchant House:** 2D6x5 gold, but doubles means symbol of Order of Freetraders instead (haggle skill)

- 5 Shattered building:** D3 shards & successful leadership test gets wardog
- 6 Entrance to catacombs:** may re-roll one exploration die after every game

SIX OF A KIND:

- 1 The Pit:** Exploring optional. Roll D6, with a 1=character dead and gone, anything else = D6+1 shards
- 2 Hidden Treasure:** 5D6x5 gold, D3 shards 3+, D3x10 gold 4+, Holy relic 5+, Heavy Armor 5+, Elven Cloak 5+, Holy Tome 5+, Magical Artifact 5+
- 3 Dwarf Smithy***
- 4 Slaughtered Warband:** 3D6x5 gold, D6 daggers, D3 shields 2+, D3 Helmets 2+, D3 swords 3+, D3 Lt Armor 4+, D3 bows 4+, Mordheim Map 4+, Heavy Armor 5+, D3 Halberds 5+
- 5 Fighting Arena:** Training manual worth 100 gold, if read gives hero combat skill choices and will allow his WS to go 1 point above racial max;
- 6 Noble's Villa***

* TREASURE

Roll	Corpse	Overturned Cart	Smithy	Fletcher	Gunsmith	Armourer	Jewelsmith	Dwarf Smithy	Noble's Villa
1	D6 gc	Map	Sword	D3 shortbows	Blunderbuss	D3 shields or bucklers	D6x5 gc	D3 2H axes	D6x10 gc
2	D6 gc	Map	2H weapon	D3 shortbows	2x pistols	D3 shields or bucklers	D6x5 gc	D3 Heavy Armour	D6x10 gc
3	Dagger	2D6 gc	Flail	D3 bows	2x Duelling pistols	D3 helmets	20 gc	Gromril Axe	D6 Crimson Shade
4	Axe	2D6 gc	D3 Halberds	D3 longbows	D3 handguns	D3 Light Armour	20 gc	Gromril Hammer	D6 Crimson Shade
5	Sword	Jewelled Sword + Dagger	Lance	Hunting arrows	D3 Superior Black Powder	D3 Heavy Armour	50 gc	2H Gromril Axe	Magical Artefact
6	Light Armour	Jewelled Sword + Dagger	2D6 gc	D3 crossbows	Hochland Long Rifle	Ithilmar Armour	D6x15 gc	Gromril Armour	Magical Artefact

4 Sell Wyrdstone

Number of Warriors in Warband		1-3	4-6	7-9	10-12	13-15	16+
Shards Sold	1	45	40	35	30	25	20
	2	60	55	50	45	40	35
	3	75	70	65	60	55	50
	4	90	80	70	65	60	55
	5	110	100	90	80	70	65
	6	120	110	100	90	80	70
	7	145	130	120	110	100	90
	8+	155	140	130	120	110	100

5 Check available veterans

Roll 2D6 to see how much Experience worth of veterans is available for hire (your XP pool)

6 Rare item rolls

Heroes may roll 2D6 to search for a specific item

7 Dramatis Personae

Heroes may roll an Initiative test to find Personae

8 Hire & buy common items

If adding to existing henchmen groups that have acquired XP, check you have enough in your XP pool.

9 Reallocate equipment

10 Update warband rating