

MORDHEIM - The Best Town of Crper



Published on the first Angestag of each Mannslieb.

Mordheim 4 Groats/UK £10 /US \$17.50

NEW RULES

All the rules you need for more bold adventures in Mordheim, including Orc Warbands, Dwarf Treasure-Seekers, two new hired swords, the Imperial Assassin and Tilean Marksman, Random Happenings and new scenarios.

MODELLING

Advice on modelling and converting in the City of the Damned. Scratch building ruins and barricades, converting Chaos mutations and showcasing the best in Mordheim warbands, including the Skaven of 'the Black Shield' and the men of Kislev.

BATTLE REPORTS

Luther's Looters Reiklander warband taken on the Skaven Manflayers and The Unforgiving Witch Hunters face the Cabal of the Scarfed Pit.



Here
Within



Random Happenings. Rules for strange events to add extra mayhem to your games.

Gather rare items and artifacts in Oppulent Goods

Pillaging Orcs rampage through the streets.

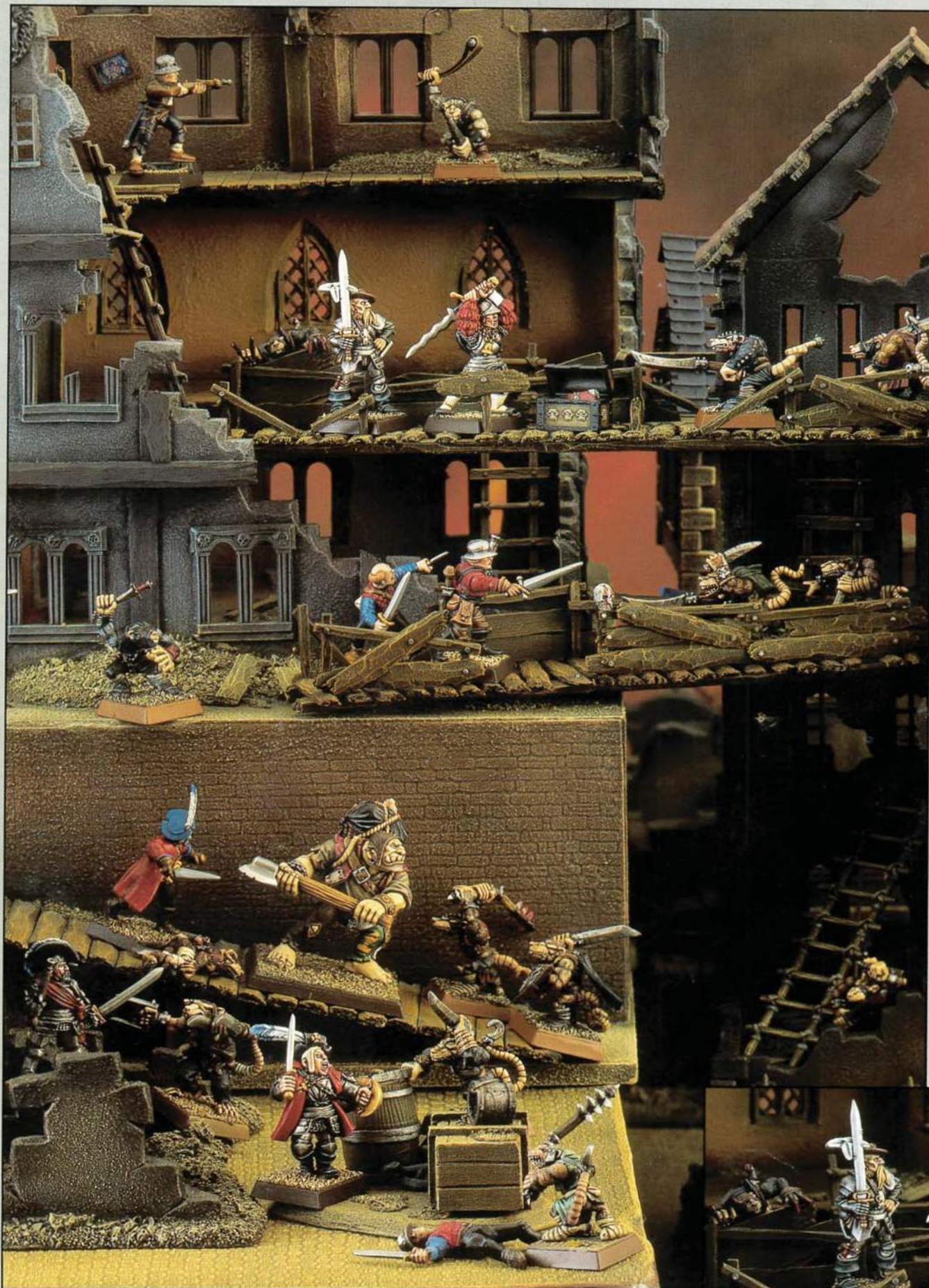
Doughty Dwarfs come to Mordheim in search of treasure.

Rescue the kidnapped Burgermeister's daughter in a special scenario.

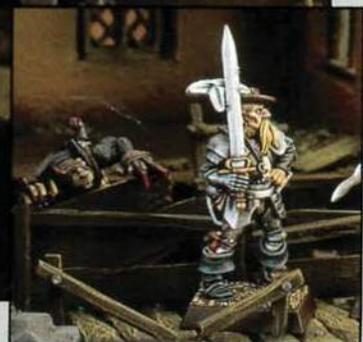
Also, multi-player carnage in Chaos on the Streets.

Building Mordheim terrain.

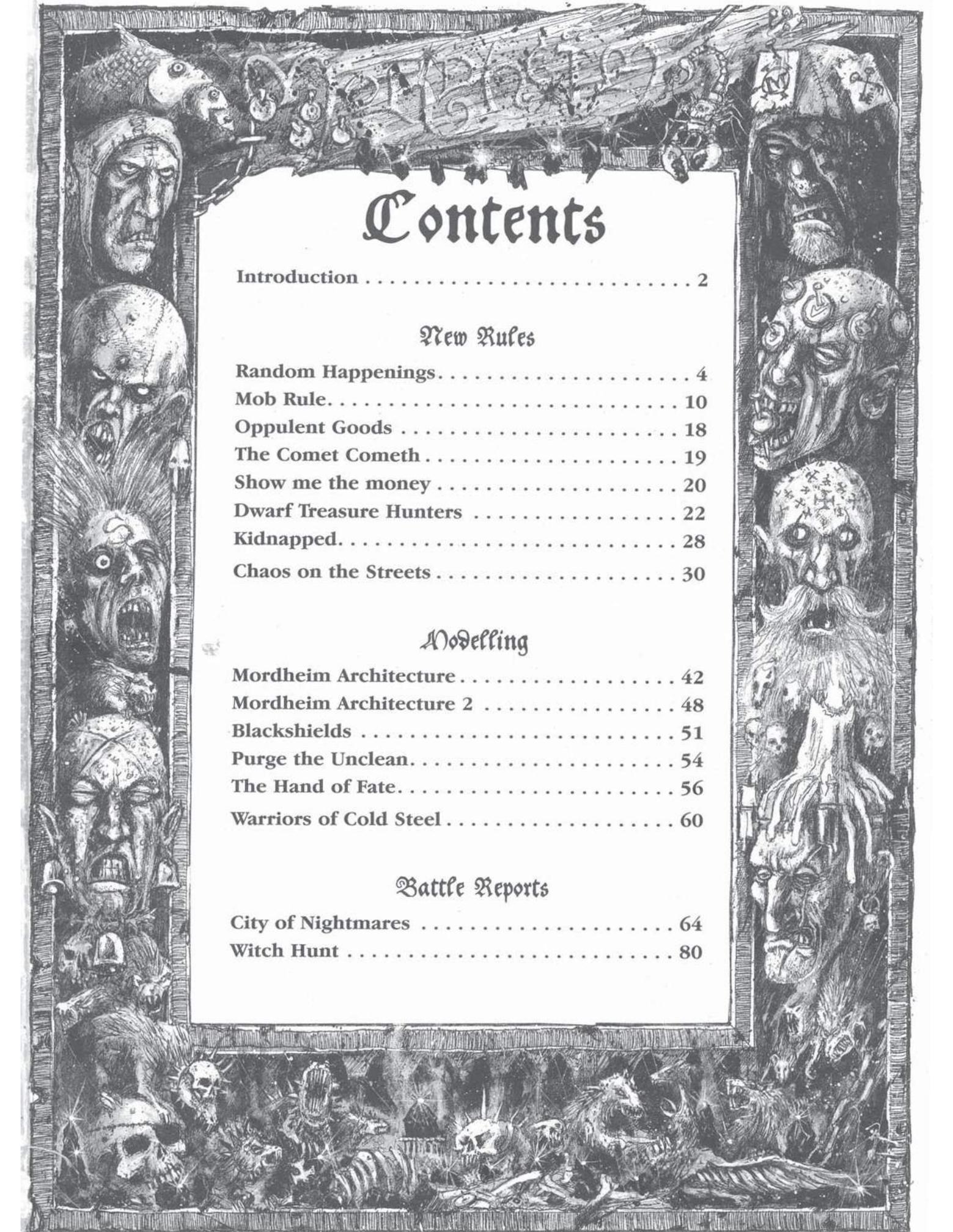
Purge the Unclean. The Black Shields, Warriors of Cold Steel, the Hand of Fate



In the ruins of Mordheim, Reiklander Mercenaries battle with the dread Skaven Warhunters



A stealthy Skaven Assassin prepares to strike.



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The Designer Speaks

Greetings, and well met, pilgrim of the City of the Damned!

When I wrote Mordheim all those many moons ago, I quite never realised how enthusiastically gamers would receive it. The legions of the fans of the game showered me with letters and emails comments and encouragement, ideas and suggestions, scenarios, warband lists and much more. All these had a lot of influence on the development of the game and the continuous support. In fact, when the game was published, I could turn the support of the game almost completely over to the enthusiastic fans. This, in my mind, is

the best way for a game to grow and flourish. In many ways Mordheim has become much more than I initially envisaged it to be – the articles written by the fans have taken the skirmish game from Tombs of Khemri to the hot Jungles of Lustria and beyond.

Collected here are some of the best Mordheim articles published in Town

Cryer. They expand the basic Mordheim with game rules, scenarios and

additional warbands, taking the game beyond the limits of the rulebook. In some cases these articles have been revised or re-edited to correct

few minor errors and inconsistencies that the authors kindly pointed out for us.

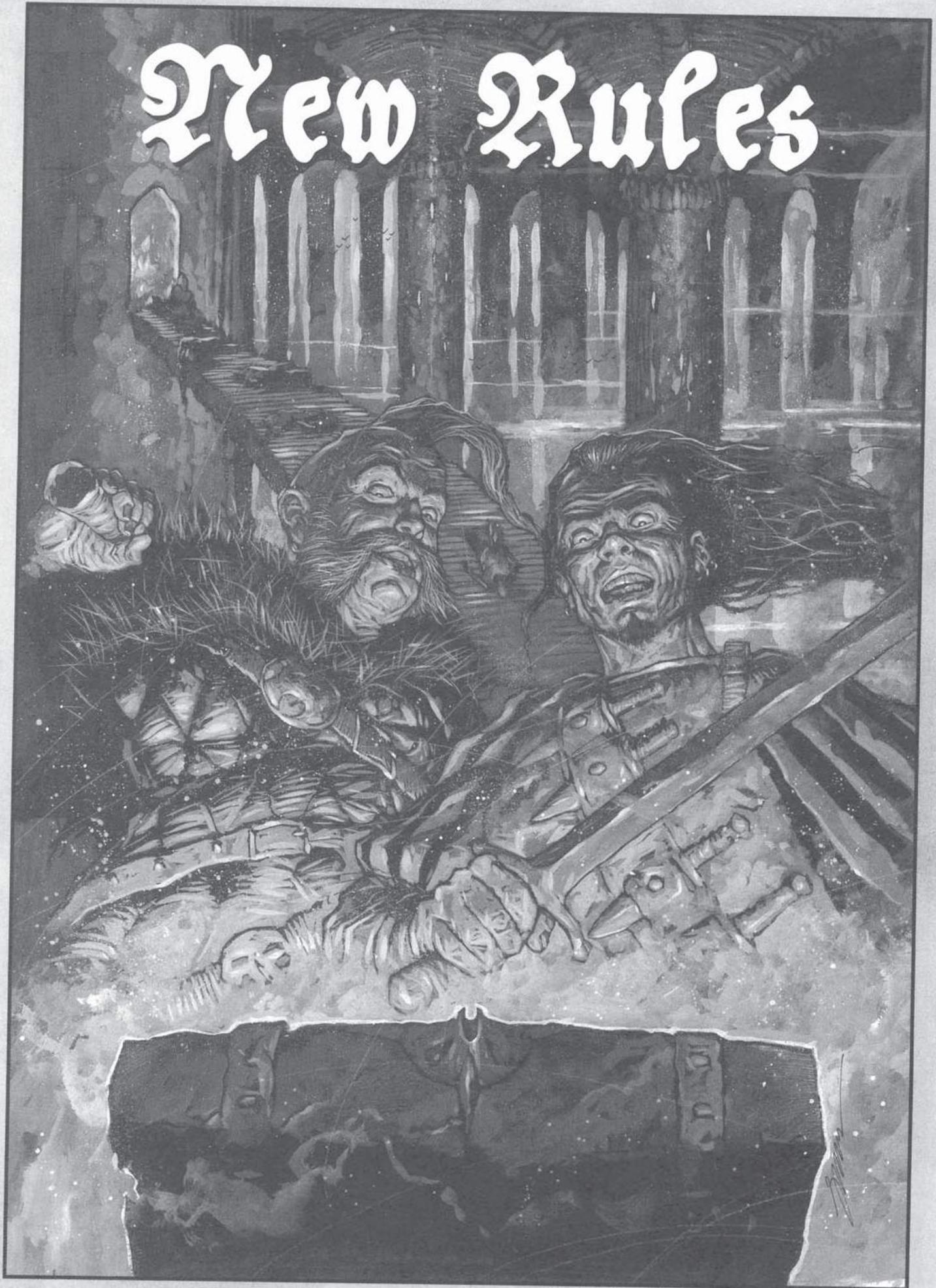
I hope that you will enjoy the Best of the Town Cryer and above all, I hope it will inspire you to write your own articles. Send them in to the

Town Cryer – who knows, maybe next time you will see your name on print!

Yours,

Written somewhere in the nebulous reaches of the Realm of Chaos, October 2000

New Rules



Random Happenings

Mordheim is a dark and sinister city – dangers lurk around every corner. Even the basic laws of nature cannot be relied upon. Mark Havener and Tim Huckelbery explain how these dangers can be introduced to your battles.

These rules represent the weird and wonderful things that can happen in Mordheim which are beyond the control of players. These rules are intended to be optional and should only be used if agreed on by all players taking part. To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart below to see what exactly is encountered and follow the directions.

It was a hot afternoon and sweat was dripping down the back of Reinhold's collar, drenching the shirt he wore under his leather jerkin. "Why can't this damnable place have normal weather? It's the middle of winter, for Sigmar's sake."

His companions ignored him, too caught up in their own misery to spend any time on his. The best way to beat the heat was to concentrate on the task at hand, collecting the precious wyrdstone, and think about what they could buy with the gold if they happened upon a motherlode.

A shadow quickly covered the street and the warband members looked up to determine the nature of their apparent salvation. Dark clouds now covered the sky. Instead of elation at the sight, however, the warband members found themselves filled with dread. These clouds had a sickly, unnatural look to them. They were a putrid green colour and appeared bloated with some foul fluid.

"What now?" Reinhold asked, voicing the question that was in every man's mind.

With a sound like the screams of the damned, the clouds opened up and a yellow rain started to fall. As it touched flesh, the liquid hissed and burned. As one of the warband members ran yelling into the cover of a nearby building, mere steps from the safety of an open doorway the newest member, Manfred, fell to his knees and began screaming, tearing at his flesh. From the building the other members watched as Manfred pitched face forward into the dirt of the road and his screams died.

Klaus, the largest member of the warband, turned to face Reinhold, a pained look on his battle-scarred face. "You had to ask, didn't you?"

directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act). This player is known as the

'Encountering Player',

even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns.

Random Encounters Chart

D66 Result

11 Ogre Mercenary

An Ogre Mercenary (see the Hired Swords section of the Mordheim rules for details on the Ogre Mercenary) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game the Ogre demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

12 Swarm of Rats

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their path. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal 4-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will run right over him. Any model moved over by a swarm of rats will suffer D3 Strength 2 hits, normal armour saves apply.

13 Earthquake

Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many turns the earthquake lasts. While the shaking persists all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

14 High Winds

A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game.

15 Blood for the Blood God!

Unfortunately for the warbands involved, the scent of blood has brought the attention of one of Khorne's minions. Reality is breached as a vicious Bloodletter emerges from the realm of Chaos to shed even more blood for its master. The Bloodletter has the following characteristics and special rules:

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	6	0	4	3	1	6	2+	10

Fear: As monstrous and horrifying creatures, Bloodletters cause *fear*.

Save: 4+ Daemonic armour save.

Psychology: Immune to all psychology tests.

Hellblade: The Bloodletter is armed with a Hellblade which will automatically cause a critical hit if a 4+ is rolled to hit.

The Bloodletter will seek out the nearest close combat and join in, drawn by the clash of steel. The Daemon has a number of Attacks equal to the number of opponents it is fighting (down to a minimum of 2 Attacks). It will split its attacks amongst the opponents, and no matter how many warriors are involved it may roll to hit each one at least once. It will also prevent an opponent from taking any other warrior *out of action* in the massed combat, as they will be too concerned with the Daemon to finish off their other enemy!

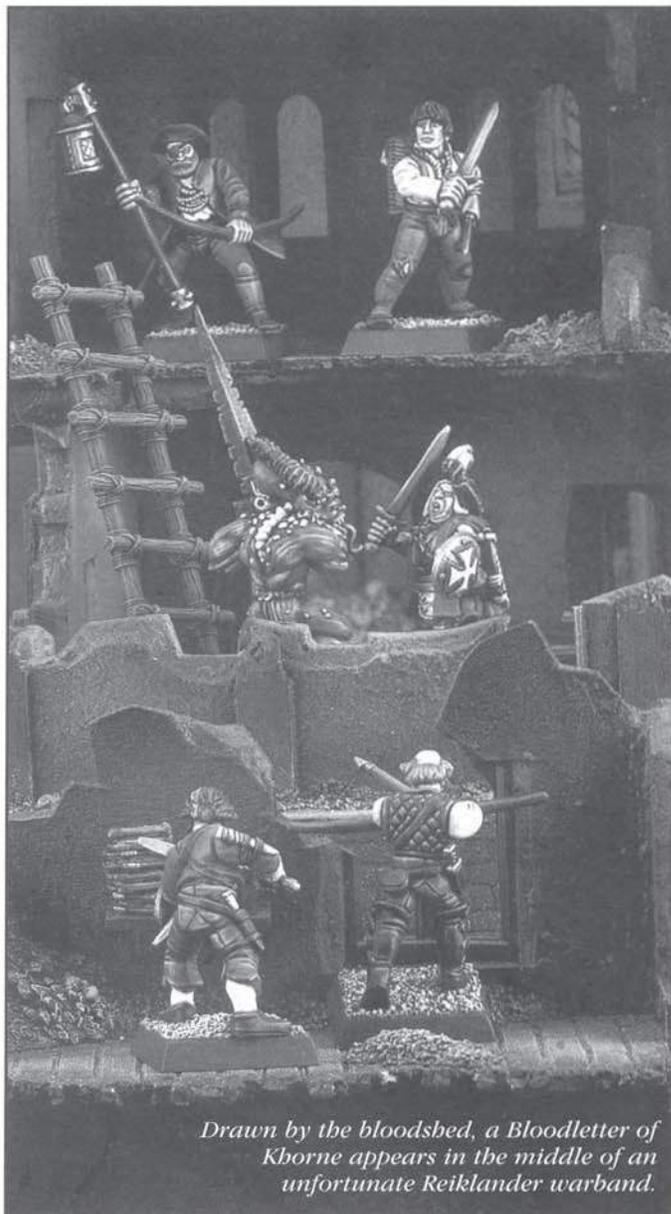
If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, the Daemon will run towards the nearest warrior, eager to do battle. The Daemon will stay for D6 turns after which it will disappear.

16 Lucky Find

One random model, on his feet and not in hand-to-hand combat or fleeing, has stumbled upon a shard of wyrdstone! Assuming he doesn't go *out of action*, this is added to any other shards the warband finds after the game. If he is taken *out of action* in close combat, the enemy model steals the shard away! Note that only non-animal models can find or steal a shard, not Dire Wolves, Hunting Dogs, etc.

21 Restless Spirit

Countless unfortunates have suffered agonising deaths in countless forms since the comet crashed into the city. Not all of these individuals can easily accept their new condition and they refuse to rest. Perhaps they left some important task unfinished or seek revenge on those who did them harm. The warbands have stumbled upon one such ghost. Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. This creature is unable to affect (or be affected by) the physical world, but it is very frightening nonetheless. The spirit moves 4" in a random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior-Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is immediately banished (disappears and does not return) and the priest gains one Experience point.



Drawn by the bloodsbed, a Bloodletter of Khorne appears in the middle of an unfortunate Reiklander warband.

22 Burning Building

Suddenly, one of the buildings (chosen at random) bursts into flames, ignited by smouldering embers from a fire thought extinguished long ago. Any models inside take a S3 hit unless they move outside in that turn and any models within 2" of the walls take a S2 hit from the smoke and heat unless they move farther away as well. For the rest of the game, the building itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear*-causing enemy.

23 Man-Eater

One of the trees growing in the area has been changed into a carnivorous predator by exposure to the Chaos magic inundating the area. Randomly determine which member of the Encountering Player's warband finds the plant. That model is attacked as a large mouth opens up in the trunk of the tree and its branches whip down to grab its unfortunate victim. Place a tree next to the victim. He is now considered to be in close combat with the tree, which has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Tree	0	3	0	4	6	3	3	2	10

The tree automatically passes any Leadership tests it is required to make. Any result on the Injury table will cause the Man-Eater to stop attacking, though it is not possible to actually take it *out of action* or *knock it down*. Opponents are +1 to hit the tree, due to the fact that it is rooted to the spot!

24 Skeletons

While the intense magic of the area rapidly dissolves skeletons to dust, shambling hordes of them spring up at random from the bones of the fallen. Uncontrolled, they roam the city wasteland, blindly attacking everything they find before falling apart. 2D6 Skeletons appear with the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	1	1	10

Fear: The Skeletons cause *fear*.

Psychology: Skeletons are immune to all Leadership-based tests and *Stunned* results.

They are armed with simple weapons or bony fists (treat as daggers in close combat). The skeletons will move towards and attack the closest models as quickly as possible. Roll a D3 when they appear, after that many turns they crumble back to inanimate bones (count the current turn as the first one).

25 The Twisting of the Air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a single D6 at the start of each player's turn. For the next D3 turns, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6". All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging models' perceptions of the distance.

26 Spawn

The warbands have stumbled upon one of the many former inhabitants of the city that got too close to the crater at the centre of the city and as turned into a mindless Spawn. Spawn have the following characteristics:

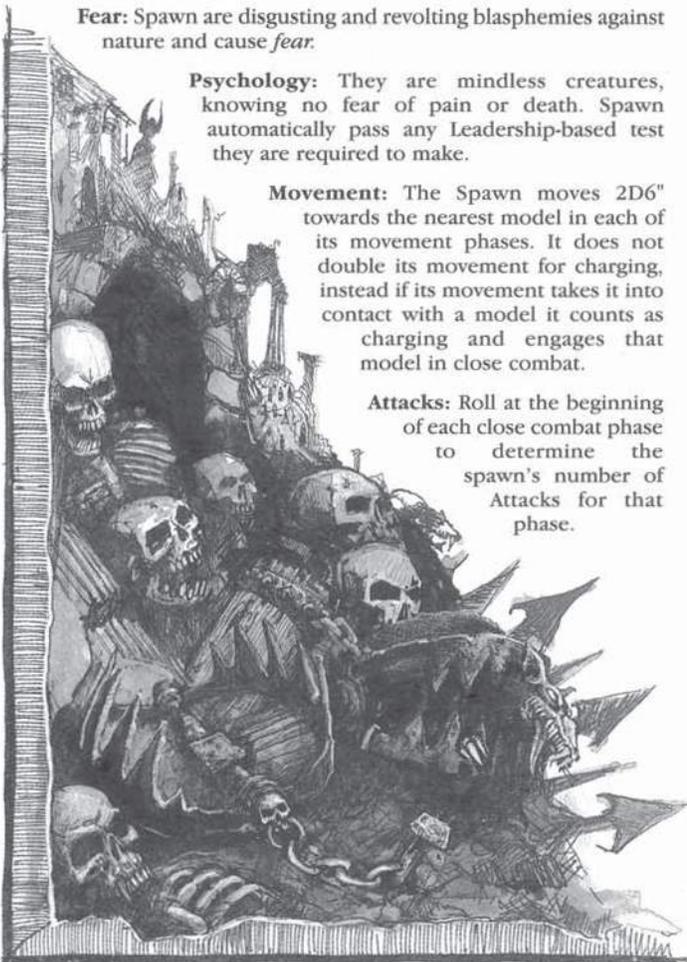
Profile	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	4	2	3	2D6	10

Fear: Spawn are disgusting and revolting blasphemies against nature and cause *fear*.

Psychology: They are mindless creatures, knowing no fear of pain or death. Spawn automatically pass any Leadership-based test they are required to make.

Movement: The Spawn moves 2D6" towards the nearest model in each of its movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Attacks: Roll at the beginning of each close combat phase to determine the spawn's number of Attacks for that phase.



31 Collapsing Building

Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armour saves applying as normal, as the building collapses. Remove the building from the table (replacing with ruins if possible), and place the models back on the table where it stood. Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

32 Scrawlings on a Wall

A randomly determined warband member who is within 4" of a building (if there are no models this close to a building, ignore this encounter), sees writing suddenly appear in blood on the wall closest to him. Roll on the following table to find out what the writing says:

D6 Result

- 1 The writings are a map of the area. The model's warband receives a +1 on the roll to pick the scenario for the next game they take part in.
- 2 Reading the writing accidentally sets off a spell on the reader. The model suffers a minor curse and now has a -1 penalty to all dice rolls for the rest of the game.
- 3 The warband member learns of the remains of some booty inside the building. If he moves inside he finds 1D6 gold crowns.
- 4 The writings reveal all the hiding places in the area. The model can hide even in the open for rest of the game.
- 5 The warband member learns of a secret passage inside the building – if he moves inside, he can pop out next turn in any other building.
- 6 A fun read, but nothing else happens (Veskit was here!).

33 Thick Fog

A fog rolls in, thick as pea soup. Models can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn. The fog lasts for the rest of the game.

34 Hands of Stone

Hands of earth and stone suddenly jut out of the ground in a small area of the battlefield. The Encountering player must pick a spot anywhere on the battlefield and anything within 3" of that spot is affected. The area is now very difficult ground as the hands grasp and attempt to hold anyone passing near them. This encounter lasts one turn, at the end of which the hands sink back into the ground.

35 Dog Pack

Recent events in Mordheim have caused many of the city's dogs to suddenly find themselves without homes. Groups of these animals turn feral and form into hunting packs. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs (use the Hunting Dog stats from the Witch Hunter warband list). The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

36 Possessed!

One randomly-selected member of the Encountering Player's warband is suddenly possessed by a minor spirit. This spirit is far too weak to control the model's entire body, but is instead limited to controlling one of his or her limbs (usually an arm). The model takes an automatic hit at his or her own Strength during each of his or her close combat phases until the possession is over and may do nothing else. The possession lasts 1D3 turns. Note that Sigmarite Matriarchs and Warrior-Priests are immune to this possession, as are non-living warband members. If such a warband member is the object of the spirit's attention, randomly determine another warband member to suffer the effect instead.

41 Fountain of Blood

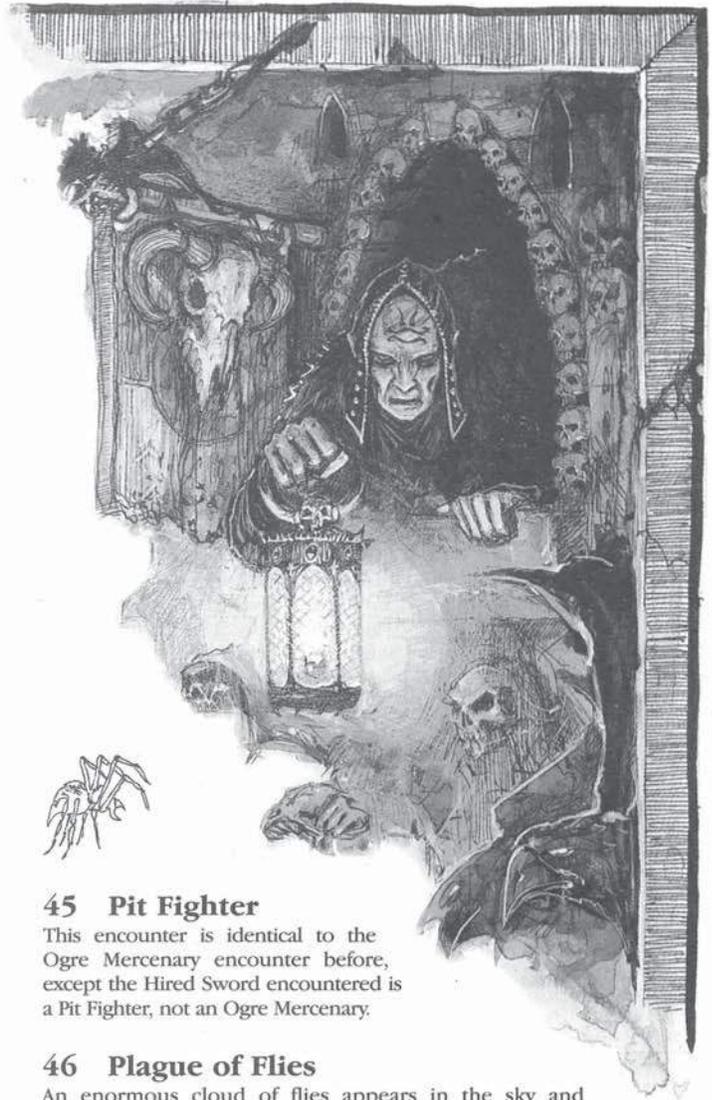
The city itself seems to weep as even more blood is shed on its streets. For the rest of the game, whenever a model is taken *out of action* in close combat, the model that did the deed must take a Strength test or be *knocked down* as he is hit by a torrent of blood pouring from the ground. If there were others involved in the combat they are not affected, as the steaming liquid seems to be directed only at those who have called it into being by their bloodthirsty actions.

42-44 Storm of Chaos

Clouds rapidly gather above the city in an unnatural, sickly yellow-green mass and warp lightning begins to dance from one cloud to another. Thunder rocks the air, screaming out in almost intelligible noises. The clouds themselves seem to take on the shapes of monstrous creatures and both warbands in the conflict look at each other with fear on their faces. Roll a D6 to see what the storm manifestation will bring:

D6 Result

- 1 Warp lightning begins to strike the ground in search of a victim! It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible. If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.
- 2 Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.
- 3 Wyrdstone dust has mixed with the water vapour in the area and produced the strange-looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover. The rain lasts 1D3 turns.
- 4 A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells: each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.
- 5 A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air brings warriors to their knees as if they had been hit by cannonballs of solid air. D6 randomly selected models are *knocked down* by the air bursts. If any of these models are in close combat, all other members of that melee are *knocked down* as well.
- 6 Tendrils of smoke drift down from the clouds, winding around the heads of members of each warband. Randomly select one Hero from each warband – these warriors have been chosen by rival storm gods as their champions. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains (the combat will end when one of the models puts his rival *out of action*). If a warband does not have any Heroes left in play when the storm gods choose their champions, a random Henchman will be chosen from that warband instead.



45 Pit Fighter

This encounter is identical to the Ogre Mercenary encounter before, except the Hired Sword encountered is a Pit Fighter, not an Ogre Mercenary.

46 Plague of Flies

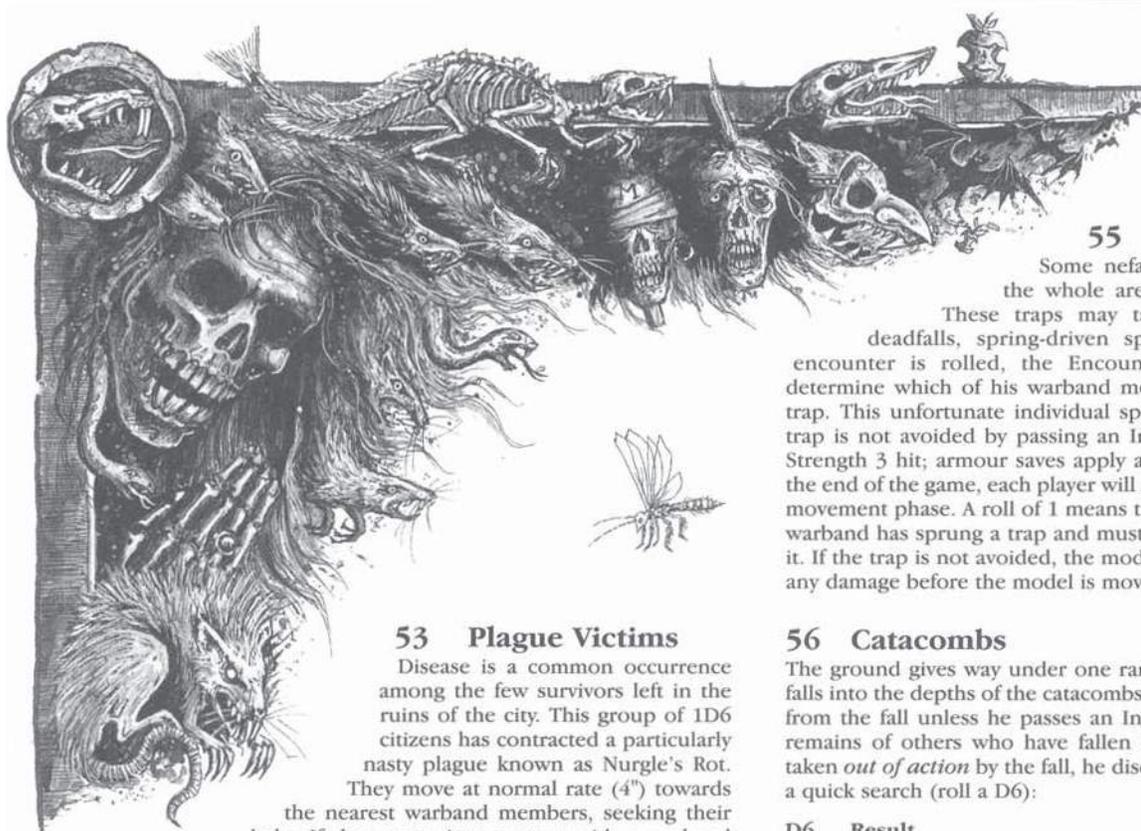
An enormous cloud of flies appears in the sky and swoops down on the warbands below. All models have an extra -1 to hit penalty when shooting or fighting in close combat as flies buzz around them and into open orifices. The flies remain for D3 turns and then fly away.

51 Sinkhole

An enormous mouth suddenly opens up under the feet of one randomly-determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is sucked underground and taken *out of action*. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being *knocked down* for the rest of the game, though he may not move at all.

52 The Horror in the House

Randomly select one warrior lurking alone inside a building (if there are no warband members inside a building, ignore this result and re-roll on the Random Encounters table). Unfortunately for him, he's not as alone as he thought. He hears a slight ripping sound as if the air itself is being torn apart and something manifests itself behind him. The warrior must make a Fear test and if he fails in his next movement phase he will run screaming 2D6" from the building towards the nearest table edge and can do nothing else in that turn. If he passes the test, the unnatural presence still forces him D6" outside, but he suffers no other effects. At the start of his subsequent turn a fleeing model can try to recover from his ordeal by passing a Leadership test, but at a -1 penalty. If he does, he stops, but cannot do anything else that turn other than catch his breath. If he fails, he again moves 2D6", trying in vain to erase the terrifying images from his memory. For the rest of the game, the building itself will cause *fear*, and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear*-causing enemy.



55 Booby Traps

Some nefarious individuals have trapped the whole area the warbands are searching.

These traps may take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 3 hit; armour saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her movement phase. A roll of 1 means that one member of that player's warband has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S3 hit as above; apply any damage before the model is moved.

53 Plague Victims

Disease is a common occurrence among the few survivors left in the ruins of the city. This group of 1D6 citizens has contracted a particularly nasty plague known as Nurgle's Rot.

They move at normal rate (4") towards the nearest warband members, seeking their help. If they come into contact with a warband member, they will not attack, but will instead cling

to him as they beseech his aid, hindering him greatly. A model with Plague Victims in contact with him acts as if he had just recovered from being *knocked down* (moves at half rate, may not charge or run, etc. See the Mordheim rules for details). If one or more of the Plague Victims is charged, shot at, or otherwise attacked, these pitiful victims will rout immediately. At the end of the game, roll a dice for each warband member in play when the Plague Victims appeared and on a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

D6 Result

- 1 Major Symptoms: The plague races through the victim's system, producing horrible disfiguring lesions before killing him. If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring *Robbed*, *Bitter Enmity*, *Captured* and *Sold to the Pits* results) to determine the long term effects of the disease.
- 2-5 Minor Symptoms: The plague takes its toll on the victim as it takes its course. Without proper bed rest the victim will die. The warband member must miss the next game as he recovers.
- 6 Full Recovery! The victim has an especially hardy constitution or gets an extremely mild case of the disease. The victim suffers no ill effects.

54 Last One Standing

The horrors of Mordheim can drive even the strongest mind past the point of madness. This Sigmarite Matriarch (for stats see the Sisters of Sigmar section of the Mordheim rules) has seen her entire warband cut down around her and the experience has proven too much for her. She now seeks revenge and is not particular about who she gets to pay! She is armed with a sword and steel whip and wears heavy armour and a helm. She carries Blessed Water and a Holy Relic on her person as well. She knows the prayers *The Hammer of Sigmar* and *Armour of Righteousness* (see the Prayers of Sigmar chart in the Mordheim rules for details). Roll randomly to determine which she casts on herself each turn. She has the skills Absolute Faith, Jump Up and Step Aside. The Matriarch will move as quickly as possible towards the nearest model and engage them in close combat if able. She will not rout and must be taken *out of action* to make her stop. If the Matriarch is taken *out of action*, leave her body where it fell, any non-animal warband member may loot her body by moving into contact with it during their movement phase. If this warrior is later taken *out of action* as well, place a counter where the warrior fell to represent the Matriarch's equipment. This it can then be picked up by a different model, as above.

56 Catacombs

The ground gives way under one randomly selected warrior and he falls into the depths of the catacombs below the city. He takes a S3 hit from the fall unless he passes an Initiative test, and lands near the remains of others who have fallen before him. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6 Result

- 1 A helmet
- 2 A small pouch containing 2D6 gold crowns
- 3 A lantern
- 4 A net
- 5 A vial of Black Lotus
- 6 A sword

Unless he has a rope & hook, the warrior is stuck in the catacombs and cannot rejoin the game. He will count as being *out of action* for Rout purposes, but will rejoin his warband after the game with no other untoward effects. If he does have a rope & hook, he can climb out D3 turns later, appearing inside a randomly determined building.

61 Forbidden Fruit

Ghostly white flowers suddenly open on a tree in the area and emit a powerful fragrance. Randomly determine a member of the Encountering Player's warband who happens to be standing next to the tree when it comes to life. Place the tree within 2" of this model. Any warband members within 8" of the tree must make a Leadership test at the start of each of their turns or move as quickly as possible towards the tree. If within 1" of the tree, a spellbound model will pick and eat one of the swollen, blood-red fruit hanging from its branches. Any model eating one of the fruit is automatically taken *out of action*, as powerful poisons incapacitate him or her. A non-spellbound warband model may keep another model from moving toward the tree by moving into base to base contact with him or her and holding him back. Neither model may do anything else while the spellbound model attempts to move to the tree and the restraining model attempts to prevent him from doing so. Both spellbound and restraining models can react normally if attacked in close combat and a restraining model can give up his attempts at any time. This encounter lasts the remainder of the game. Close inspection of the tree reveals the bones of several animals overgrown with grass and leaves lying at its base.

62 The Lost

Many view the destruction of Mordheim as a sign that the world is coming to an end. Groups of these lunatics are often drawn to the city where they attack anyone they come across, certain that they are in some way helping to avert this cataclysm. This group of 1D3 Flagellants (see the Witch Hunter section of the Mordheim rules for stats and special rules) will move as quickly as possible towards the nearest warband members and engage them in close combat as soon as they are able. They are armed with flails.

63 Reflecting Pool

One warrior on the ground (selected at random from the Encountering Player's warband) notices a small pool of what looks to be still water. Reflecting the gloomy sky above, it appears to be liquid metal or unnaturally deep silvery water, rippling only slightly with the dank breeze blowing through the city. He can ignore it, or bend quickly to peer into its depths. If he's brave enough to gaze into the murky liquid, roll a D6:

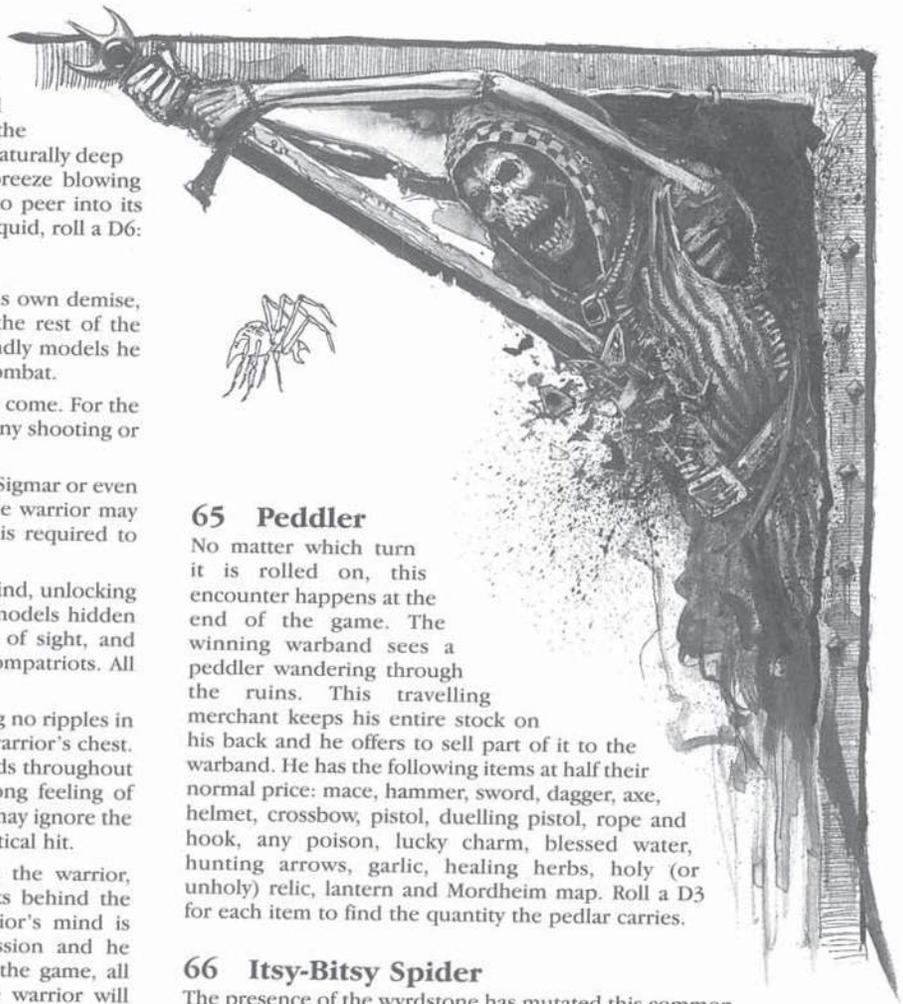
D6 Result

- 1 The water reflects back nightmare images of his own demise, filling him with fear for his own safety. For the rest of the game, no matter how far away he is from friendly models he will always count as being *all alone* in close combat.
- 2 The warrior glimpses an image of what is yet to come. For the rest of the current turn he may re-roll (once!) any shooting or close combat rolls to hit.
- 3 A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Leadership-based tests he is required to make for the rest of the game.
- 4 The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden that turn, even those not in his normal line of sight, and passes the information on to the rest of his compatriots. All enemy models lose their hidden status.
- 5 A slender arm reaches out from the pool, leaving no ripples in the smooth liquid, and pale fingers touch the warrior's chest. The soft caress causes a faint glow, which spreads throughout his body. Though it quickly dims away, a strong feeling of strength and vitality is left behind. The warrior may ignore the next wounding hit he receives, even if it is a critical hit.
- 6 The city chooses to reveal its true visage to the warrior, unveiling the monstrous intelligence that lurks behind the facade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For the rest of the game, all enemy models count as causing *fear* and the warrior will refuse to enter any buildings or get within 2" of any walls or ruins. After the game the effects will wear off, though he will always hesitate slightly before entering an unlit room from now on...

Note: Only warriors who can gain in experience can choose to look into the pool, all others simply lack the curiosity to bother!

64 Screaming Walls

Faces appear in the walls of one randomly-determined building and start to emit a piercing shriek. Any warband members within 8" of the building takes a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Spellcasters are even more sensitive to the noise than others and so no spells may be cast from within this radius. Roll a D3 to determine how many turns the screaming lasts.



65 Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband sees a peddler wandering through the ruins. This travelling merchant keeps his entire stock on his back and he offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, duelling pistol, rope and hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern and Mordheim map. Roll a D3 for each item to find the quantity the pedlar carries.

66 Itsy-Bitsy Spider

The presence of the wyrdstone has mutated this common household pest into a monster of titanic proportions! This Gigantic Spider has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	3	0	5	4	4	1	2	10

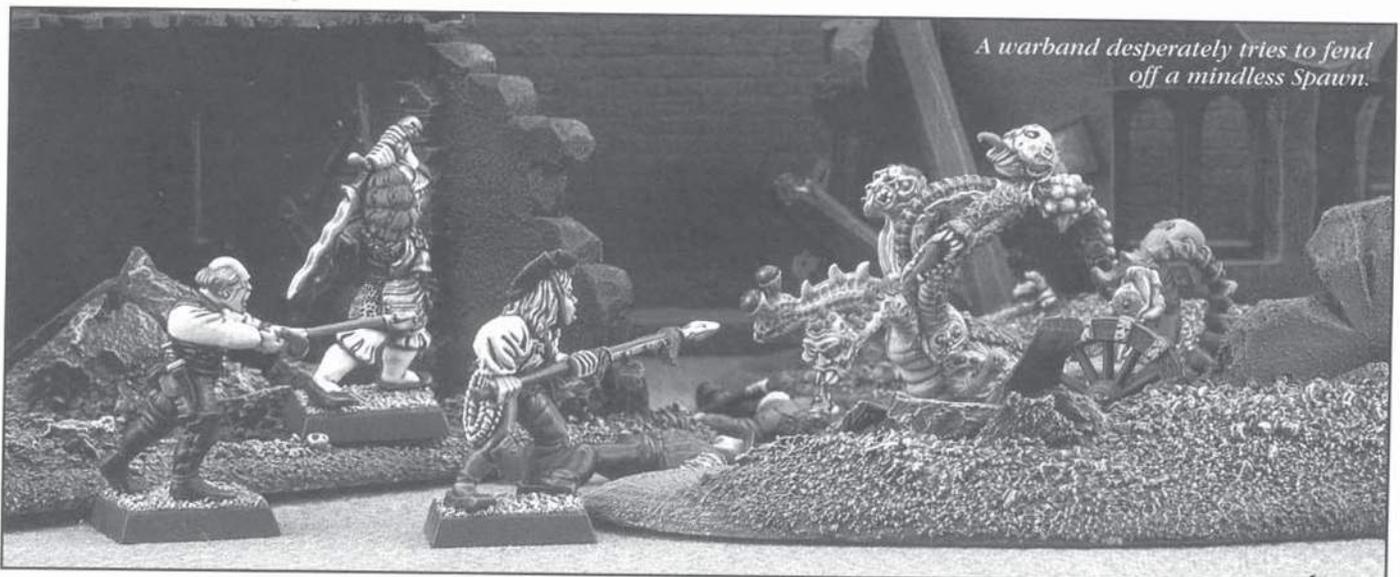
Fearsome Beast: The Gigantic Spider causes *fear*.

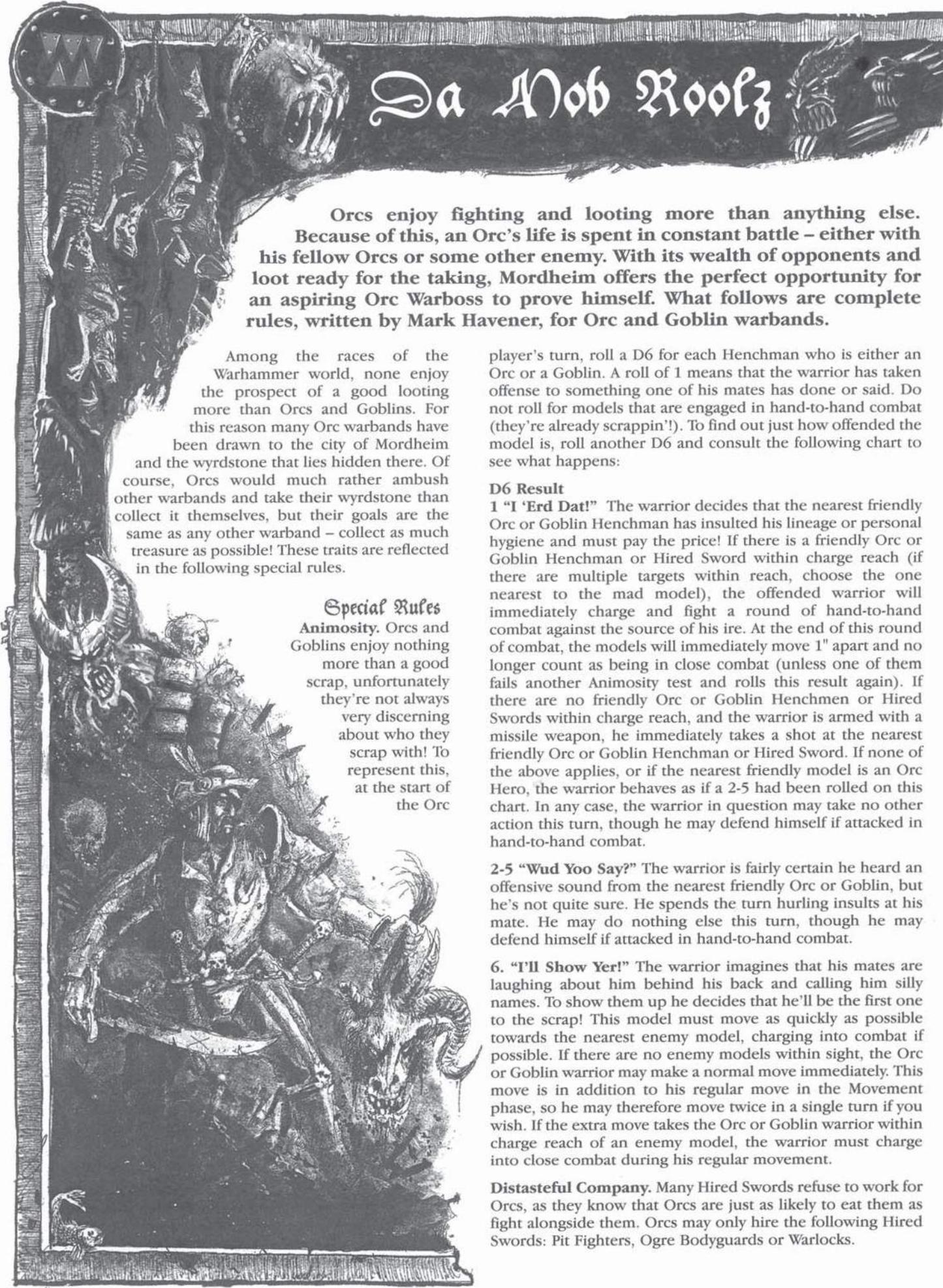
Chitinous Hide: The Spider has an armour save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

The Gigantic Spider moves from the table edge it starts from to the opposite table edge, attacking any warband members that get in its path.

A warband desperately tries to fend off a mindless Spawn.





Da Nob Koolz

Orcs enjoy fighting and looting more than anything else. Because of this, an Orc's life is spent in constant battle – either with his fellow Orcs or some other enemy. With its wealth of opponents and loot ready for the taking, Mordheim offers the perfect opportunity for an aspiring Orc Warboss to prove himself. What follows are complete rules, written by Mark Havener, for Orc and Goblin warbands.

Among the races of the Warhammer world, none enjoy the prospect of a good looting more than Orcs and Goblins. For this reason many Orc warbands have been drawn to the city of Mordheim and the wyrdstone that lies hidden there. Of course, Orcs would much rather ambush other warbands and take their wyrdstone than collect it themselves, but their goals are the same as any other warband – collect as much treasure as possible! These traits are reflected in the following special rules.

Special Rules

Animosity. Orcs and Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with! To represent this, at the start of the Orc

player's turn, roll a D6 for each Henchman who is either an Orc or a Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Orc or Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Orc Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Orc or Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Distasteful Company. Many Hired Swords refuse to work for Orcs, as they know that Orcs are just as likely to eat them as fight alongside them. Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks.

Orc skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Boss	✓	✓		✓	✓	✓
Shaman				✓		✓
Big 'Un	✓	✓		✓		✓

Choice of warriors

An Orc warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Boss: Each Orc warband must have one Boss: no more, no less!

Shaman: Your warband may include up to one Shaman.

Big 'Uns: Your warband may include up to two Big 'Uns.

Orc Boyz: Your warband may include any number of Orc Boyz.

Goblin Warriors: Your warband may include any number of Goblin Warriors, though it may not have more than two Goblins for each Orc in the warband (including Orc Heroes).

Cave Squigs: Your warband may include up to five Cave Squigs. You may never have more Cave Squigs in your warband than you have Goblin Warriors.

Troll: Your warband may include up to one Troll.

Starting experience

A **Boss** starts with 20 experience.

A **Shaman** starts with 10 experience.

Big 'Uns start with 15 experience.

All **Henchmen** start with 0 experience.

Characteristic increase

Orc characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc	4	6	6	4	5	3	5	4	9

Orc equipment lists

The following lists are used by Orc warbands to pick their equipment.

Orc equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Battle axe	5 gc
Morning star	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile weapons

Crossbow	25 gc
Bow	10 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Goblin equipment list

Hand-to-hand combat weapons

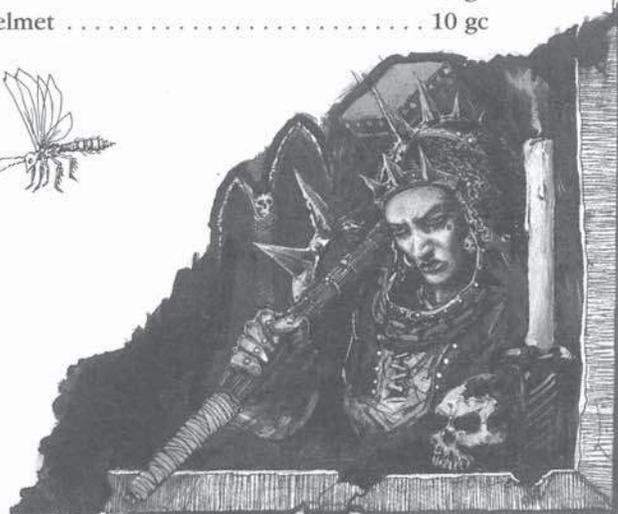
Dagger	1st free/2 gc
Sword	10 gc
Spear	10 gc

Missile weapons

Short bow	5 gc
-----------	------

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc



The lithe figures peered through the foliage at the group in the clearing below. The pair of Wood Elf scouts had been shadowing the Orcs for days, attempting to determine if the small band of creatures was an isolated warband or the scouting party of a larger army. While most beings would not be able to hear the guttural Orc speech from 100 yards away, the keen ears of the Elves allowed the scouts to discern what the creatures were saying. Most of it was nonsense of course, squabbling over some scraps of meat or pretty rocks, but the Elves patiently awaited the words that would reveal the purpose of the foul creatures.

Members of the band loitered about the clearing. Goblins scampered around ceaselessly, attempting to avoid the annoyed grasp of their larger Orc cousins. A single Troll slowly wandered around aimlessly in a small circle, digging a groove into the ground where it had been dragging its feet for hours. As the Elves watched, a solidly built Orc with blood covering his arms up to the elbows approached a much larger Orc who was seated on a primitive 'throne' of bones and hides. The scouts had already determined that the seated Orc was the leader of the motley group.

"How'd da huntin' go?" asked the Orc Boss.

"Ran inta some 'umies. All dey 'ad was some black rocks."

"Where's da loot den?" asked the Orc Boss. "All 'umies got loot!"

"Dat's what I asked 'em!" replied the Big 'Un, "Dey tried to tell me dat da rocks WAS da loot! Den after I leans on 'em a bit, dey tells me dat some big boss 'umies pay loads for dis stuff!"

"Loads?"

"Dat's what dey sed," the Big 'Un replied, disbelief plain on his face, "dey told me da rocks wuz from dis place called More-ty...Mordh...Mork...well, dey drew us dis map."

The larger Orc grabbed the scrap of parchment his lieutenant had been holding and scanned it for a few quick seconds, then began barking orders. Goblins squealed and ran about the encampment, frantically packing up the warband's gear. Four huffed and strained as they picked up their leader on his throne and carried him aloft. The Orc warriors were much more composed about the whole affair, and calmly packed up their kits and prepared for the journey ahead.

The scouts faded back into the forest, secure in the knowledge that these Orcs were no threat. They too had heard stories about the human city that had treasure supposedly lying on the streets for easy picking. But they had also heard other stories about the city. The Orcs would be dead within a fortnight.



Heroes



1 Orc Boss

80 gold crowns to hire

An Orc Boss is a tough and brutal warrior, who will throw his lads into any fight that he thinks he can profit from. He is the strongest, toughest and most barbaric member of the warband and if any of his Boyz think otherwise, the band may soon find itself with one less member!

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

Weapons/Armour: An Orc Boss may be equipped with weapons and armour chosen from the Orc equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Orc Boss may use his Leadership characteristic when taking Leadership tests.

0-1 Orc Shaman

40 gold crowns to hire

Orc Shamans are outcasts from Orc society. They are gifted by the Orc gods Gork and Mork with powers they can neither understand nor completely control. Many join roaming Orc warbands where they are no longer shunned for their abilities, but respected for them.

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

Weapons/Armour: An Orc Shaman may be armed with weapons chosen from the Orc equipment list. An Orc Shaman may never wear armour.

SPECIAL RULES

Wizard: An Orc Shaman is a wizard and uses Waaagh! Magic. See Waaagh! Magic overleaf for his spell list.

0-2 Orc Big 'Uns

40 gold crowns to hire

Orc society is a savage hierarchy where only the toughest survive and rise through the ranks (often atop the bodies of other challengers). Big 'Uns are such rising stars, and they carry out the orders of the Orc Boss. If the Boss ever falls, it is up to the Big 'Uns to decide on a new leader (usually through personal combat).

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

Weapons/Armour: Big 'Uns may be equipped with weapons and armour chosen from the Orc equipment list.



Henchmen (Bought in groups of 1-5)



Orc Boyz

25 gold crowns to hire

Orc Boyz are savage and tough. They fear nothing that they can get their bare hands on, though they are even more ignorant and superstitious than most other beings in the Warhammer world. They form the core of any Orc warband.

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

Weapons/Armour: Boyz may be equipped with weapons and armour chosen from the Orc equipment list.

SPECIAL RULES

Animosity: Orc Boyz are subject to the rules for Animosity (see Special Rules for details).

Goblin Warriors

10 gold crowns to hire

Goblins are often used as cannon fodder (as well as a food source in lean times!) by their larger Orc cousins. They are usually not as well equipped as Orc Boyz, having to make do with whatever the Orcs do not want or cannot use.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	5

Weapons/Armour: Goblins may be armed with weapons and armour chosen from Goblin equipment list.

SPECIAL RULES

Animosity: Goblin Warriors are subject to the rules for Animosity (see Special Rules for details). **Note:** A Goblin Warrior who fails his Animosity test and rolls a 1 for the result will never charge an Orc Henchman, though he will still use any missile weapons to attack as normal. Goblins are far too afraid of Orcs to challenge them individually.

Not Orcs: Orcs don't expect much from non-Orcs, and are therefore not unsettled if Goblins or Cave Squigs break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior or Cave Squig taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

Useless Gits: Goblins never gain experience.

0.5 Cave Squigs

15 gold crowns to hire

Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns, and a nasty temperament.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	4	0	4	3	1	4	1	5

Weapons and Armour: Big gob and brutality! Cave Squigs never use or need weapons or armour.

SPECIAL RULES

Movement: Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Goblin Warrior, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Orcs & Goblins player's control until the end of the game.

Not Orcs: See Goblin Warriors entry for rules.

Animals: Cave Squigs are animals of a sort and so do not gain experience.

0.1 Troll

200 gold crowns to hire

Trolls are not intelligent enough to recognize the value of gold, but large amounts of food can often instill a certain loyalty in them.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters which cause *fear*.

Stupidity: A Troll is subject to the rules for *stupidity*.

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing two Goblin Warriors or Cave Squigs to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Orc special equipment

Squig Prodder

15 gold crowns

Availability: Common (Goblins only)

This item is a long pole with a trio of spikes at the end. It is used by Goblin Squig herders to keep their livestock in line. Cave Squigs will recognize a Squig prodder and automatically give the bearer more respect, as they've all been on its pointy end more than once! To represent this, a Goblin with a Squig prodder can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule under the Cave Squig entry). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.

Mad Cap Mushrooms

25 gold crowns

Availability: Common (if warband includes Goblins)

Mad Cap Mushrooms (see the rules in the Mordheim rulebook for more information on Mad Cap Mushrooms) are a necessity for someone wishing to wield a ball and chain (see below). Fortunately for Orc warbands, Mad Cap Mushrooms are cultivated by the Night Goblins of the Worlds Edge Mountains, and they are much more willing to trade these to other Goblins. Though normally a rare item in Mordheim, Mad Cap Mushrooms are a common item that costs 25 gold crowns for an Orc warband that includes one or more Goblins.



Ball and Chain

15 gold crowns

Availability: Common (Goblins only)

This is a huge iron ball with a chain attached, used by the dreaded Night Goblin Fanatics to deal out whirling death. Enormously heavy, it can only be used when combined with Mad Cap Mushrooms.

Range	Strength	Special Rule
Close Combat	As user +2	Incredible Force, Random, Two-handed, Cumbersome, Unwieldy

SPECIAL RULES

Incredible Force: Because the ball and chain is so heavy, normal armour does very little to protect against it. No armour saves are allowed against wounds caused by a ball and chain. In addition, any hit from a ball and chain is very likely to take off

someone's head (or at least break some ribs!). Therefore, any hit that successfully wounds will do 1D3 wounds instead of 1.

Random: The only way to wield a ball and chain is to swing it around in large circles, using your body as a counter-weight. Unfortunately this is not a very controllable fighting style, and as soon as he starts swinging his ball and chain a warrior starts to lose control. The first turn he starts swinging the ball and chain, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does:

D6 Result

1 The model trips and strangles himself with the chain. The model is taken *out of action*. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.

2-5 The model moves 2D6" in a direction nominated by the controlling player.

6 The model moves 2D6" in a random direction. If the player owns a Scatter dice (available from Games Workshop stores), roll that to determine direction. If not, then roll a D6: 1 - Straight Forward, 2-3 - Right, 4-5 - Left, 6 - Straight Back.

If the ball and chain wielding model moves into contact with another model (friend or foe), he counts as charging into close combat, and will engage in close combat until his next movement phase. Opponents wishing to attack a ball and chain wielding model suffer a To Hit penalty of -1, as they must dodge the whirling ball to get close enough to strike. The ball and chain wielder cannot be held in close combat and will automatically move even if he starts the Movement phase in base contact with another model. If the model moves into contact with a building, wall, or other obstruction, he is automatically taken *out of action*. In addition, a ball and chain wielding Goblin is much too busy trying to control the spinning weapon to worry about what others are saying about him behind his back, so ignores the special rules for Animosity.

Cumbersome: Because the ball and chain is so heavy, a model equipped with one may carry no other weapons or equipment. In addition, only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.

Unwieldy: The great weight of the ball and chain can easily tear ligaments or pull a wielder's arms out of their sockets. While someone under the influence of Mad Cap Mushrooms will not notice such effects, when the drug wears off he will be in great pain. To represent this, at the end of the battle the controlling player must roll for Injury for each model that used a ball and chain, just as if the model had been taken *out of action*. If the model was actually taken *out of action* normally, just roll once for Injury - there is no need to make a second roll.



Orc special skills

Orc Heroes may use the following Skill list instead of any of the standard Skill lists available to them.

'ard ead

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).

waaagh!

Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

'ere we go!

Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

Da cunnin' plan

Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not *out of action*.

well 'ard

The Orc has a thick, dark-green skin, possibly indicating Black Orc blood. Such is the toughness of the Orc that he may add +1 to any armour saves.

'eadbasber

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any *knocked down* results which the Orc causes in hand-to-hand combat as *stunned* results instead.

Waaagh! Magic

Waaagh! spells are used by Orc Shamans. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork.

D6 Result

1 Led'z go.

The Shaman's howling invigorates the tadz to fight even harder for Gork and Mork.

Any Orc or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances.

Difficulty: 9

2 Oil Gerroff!

A huge, green ectoplasmic hand pushes an enemy away.

Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. **Note:** very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.

Difficulty: 7

3 Zzap!

A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent.

Range 12". Causes D3 S4 hits on the closest enemy target, with no armour saves allowed.

Difficulty: 9

4 Fooled Ya!

The Shaman disappears in a green mist, confusing his enemies.

No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.

Difficulty: 6

5 Clubba.

A huge, green club appears in the hand of the Shaman.

The ectoplasmic club counts as a normal club with +2 Strength bonus and gives the Shaman +1 attack as well. This spell lasts until the Shaman suffers a wound.

Difficulty: 7

6 Fire of Gork.

Two bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model.

Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets.

Difficulty: 8

Kruk the Orc Shaman bursts forth from a building to attack the Reiklanders.



Thogskin's Thrashers

Sean Cutler has made his Orc & Goblin warband from the Orc and Goblin Regiments plastic sprues combined with the Mordheim accessory sprue. The versatility of these sprues makes modelling your warband's weaponry very easy.



Reinhold walked among the buildings, hunting for more of the precious wyrdstone. The Reiklander Captain was alone, as he had spread his warband throughout this quarter. They had stumbled upon an unusually large concentration of the stone shards, and were hoping to find and gather as much treasure as possible before any rivals got wind of their find.

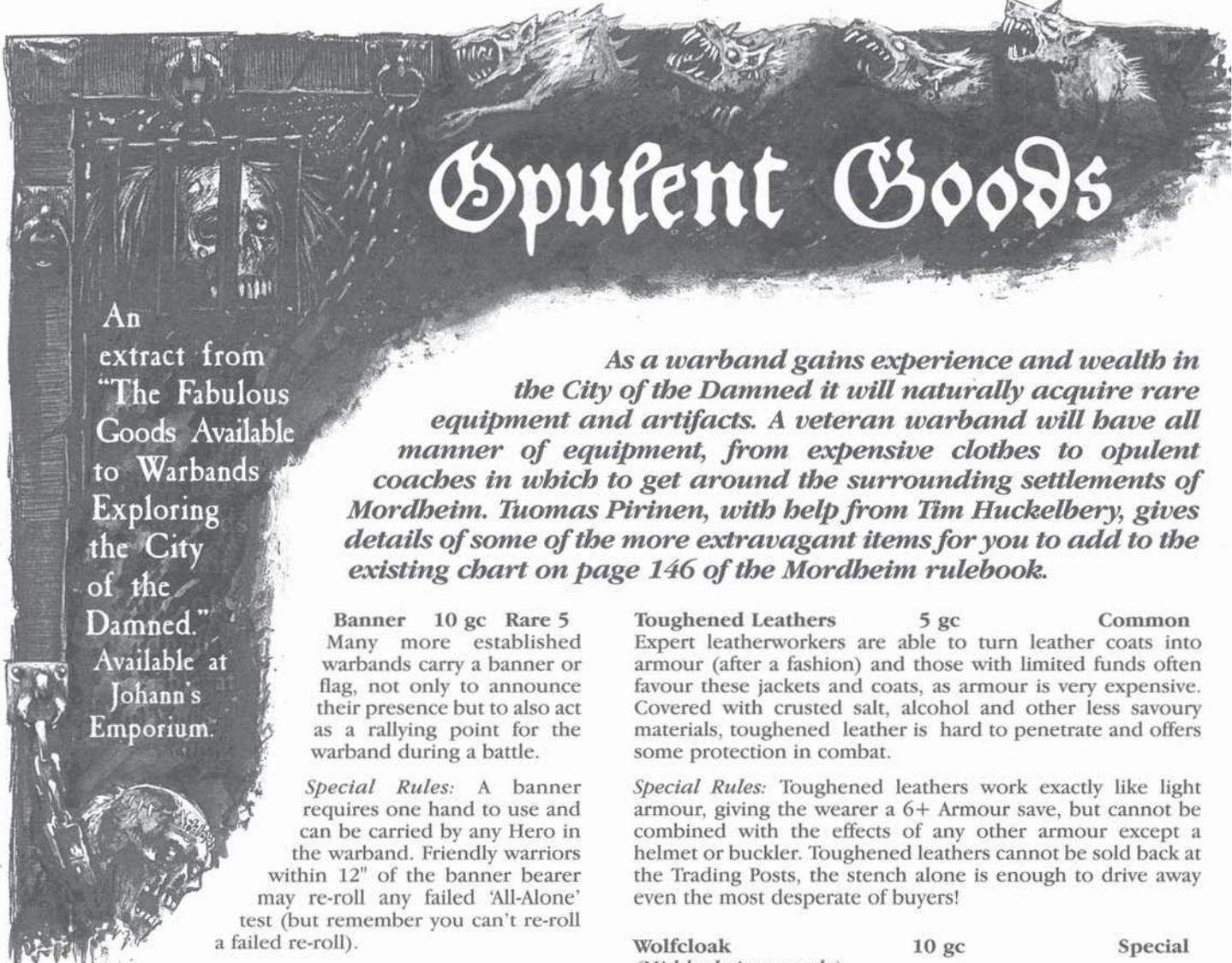
Movement at the end of the street brought him out of his reverie. Three bandy green midgets dressed in black were prodding forward what looked like enormous orange balls with legs. 'Goblins', thought the mercenary to himself. 'damn!' But wasn't the figures in black that worried him, it was the creatures they were herding. As they came closer, Reinhold could see the enormous mouths that occupied most of the creatures' bodies. Cave Squigs, all teeth and bad temper, and three of them were more than a match for a single human, no matter how skilled. Just as he started to duck into the nearest doorway to avoid being spotted, one of the Goblins looked him straight in the eyes. The little creature's face split into an evil gap-toothed grin, and he prodded his Cave Squig forward more quickly. The other Goblins followed suit, and soon all of the creatures were running down the narrow street toward Reinhold, the Squigs bounding forward on powerful legs, and the Goblins running behind.

Grim determination set in his features as Reinhold resolved to sell his life dearly. The familiar weight of the buckler on his arm and his family sword in his hand

reassured the scarred veteran somewhat, and he limbered up his sword arm with a few practice swings in anticipation of the coming conflict. The Goblins were closer now, little more than a block away. 'It's been a good life,' thought the old warrior proudly.

Suddenly one of the Goblins stumbled on a loose stone in the street, jostling one of his companions. The second creature hissed his displeasure at this mistreatment and swung his spear at his clumsy neighbour, narrowly missing him. Both Goblins had stopped now and faced each other in the street, spears at the ready, jabbering away at each other in their evil tongue. The third continued his run a few paces, but after noticing that his comrades were no longer keeping up, he stopped as well and swung around to see what all the commotion was about. The noise stopped the Cave Squigs, and as they turned, the large-toothed monsters began to whine in excitement. In the next moment all six creatures were involved in a swirling melee. As Reinhold watched one of the Goblins thrust his spear into the right arm of his mate, only to suffer a huge bite on his leg from a Cave Squig.

Experience told Reinhold that while such fights often broke out among the green skinned folk, they rarely proved to be fatal or long lasting. Deciding to take advantage of his good luck while it lasted, the mercenary ducked into the doorway he'd moved towards earlier. "Praise Sigmar for bad tempers," breathed the warrior under his breath as he made good his escape.



Opulent Goods

An
extract from
"The Fabulous
Goods Available
to Warbands
Exploring
the City
of the
Damned."
Available at
Johann's
Emporium.

As a warband gains experience and wealth in the City of the Damned it will naturally acquire rare equipment and artifacts. A veteran warband will have all manner of equipment, from expensive clothes to opulent coaches in which to get around the surrounding settlements of Mordheim. Tuomas Pirinen, with help from Tim Huckelbery, gives details of some of the more extravagant items for you to add to the existing chart on page 146 of the Mordheim rulebook.

Banner 10 gc Rare 5
Many more established warbands carry a banner or flag, not only to announce their presence but to also act as a rallying point for the warband during a battle.

Special Rules: A banner requires one hand to use and can be carried by any Hero in the warband. Friendly warriors within 12" of the banner bearer may re-roll any failed 'All-Along' test (but remember you can't re-roll a failed re-roll).

Opulent Coach 250 gc Rare 10
Truly successful warband leaders are quite willing to waste their money on extravagant excesses such as rare wines, jewel-encrusted weapons and armour and Cathayan spices. The height of such indulgence is an opulent coach, which the warband leader can use for driving around the settlements surrounding Mordheim. There are few things that will impress commoners, or incur the wrath and envy of other, less successful leaders, as much as an opulent coach.

Special Rules: The opulent coach impresses even the most suspicious merchant and they will flock to offer their most exotic wares to the obviously rich warband leader. The warband leader gains +3 to any rolls to locate rare items.

Hammer of Witches 100 gc Rare 10
(Witch Hunters only)

The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.

Special Rules: A Hero with the Hammer of Witches will *bate* all models in Possessed, Skaven or Sigmarite Sister warbands.

Wyrdstone Pendulum 25+3D6 gc Rare 9
Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.

Special Rules: If he was not taken out, the Hero using the wyrdstone pendulum may make a Leadership test after the battle. If he is successful, you may re-roll any one dice in the Exploration phase.

Toughened Leathers 5 gc Common
Expert leatherworkers are able to turn leather coats into armour (after a fashion) and those with limited funds often favour these jackets and coats, as armour is very expensive. Covered with crusted salt, alcohol and other less savoury materials, toughened leather is hard to penetrate and offers some protection in combat.

Special Rules: Toughened leathers work exactly like light armour, giving the wearer a 6+ Armour save, but cannot be combined with the effects of any other armour except a helmet or buckler. Toughened leathers cannot be sold back at the Trading Posts, the stench alone is enough to drive away even the most desperate of buyers!

Wolfcloak 10 gc Special
(Middenheimers only)

In Middenheim it is still considered to be the feat of a true man to slay a great wolf single-handed. Warriors who accomplish such a deed will command the respect of their peers, and their cloaks will be blessed by the High Priest of the Cult of Ulric, the god of winter, war and wolves.

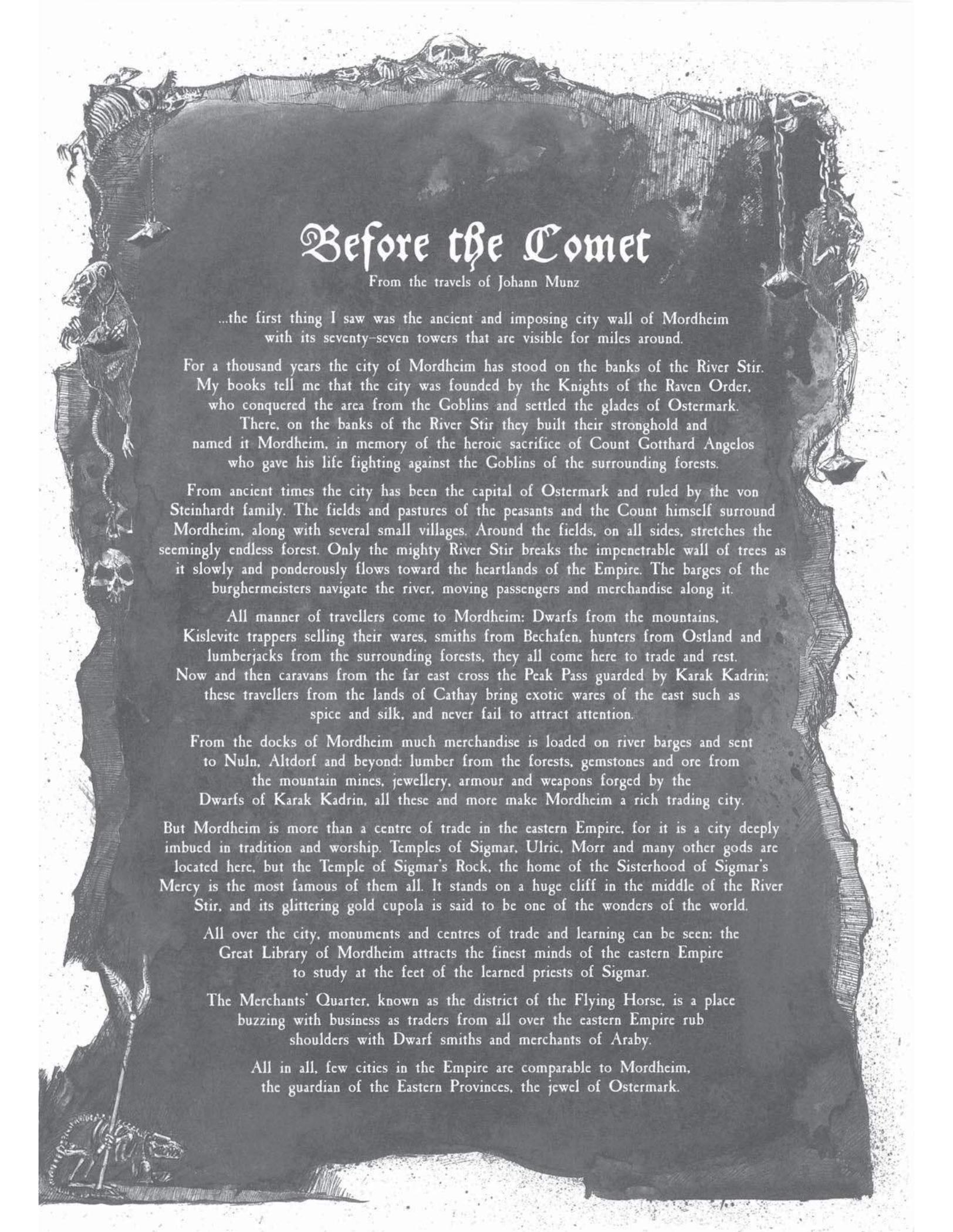
Special Rules: To acquire a wolfcloak a Hero must pay 10 gc (to represent the expense of travelling to Middenheim and taking part in a hunt). In addition, the Hero must roll equal to or under his Strength on a D6. If successful, the Hero finds and slays the wolf and can wear its cloak as a mark of his skill and prowess. Note that Middenheimers may buy wolfcloaks when starting their warband without making a test for availability.

A model wearing a wolfcloak will gain +1 to his armour saves against all shooting attacks.

Tarot Cards 50 gc Rare 7
(Not available to Witch Hunters or Sisters of Sigmar)

Though declared blasphemous and illegal by the Grand Theognist, the Tarot of Stars is said to foretell the future for those who dare to consult it.

Special Rules: A Hero with a deck of tarot cards may consult them before each game. Make a Leadership test. If successful, the Hero gains a favourable insight into the future and you may modify the result of any one dice in the Exploration phase by -1/+1 (even if the Hero with the cards is taken *out of action*). If the Leadership test fails by three or more (ie, a Hero with Ld of 8 rolls 11 or 12) the cards show a portent of doom and despair and the Hero refuses to fight in the following battle and must miss the next game.



Before the Comet

From the travels of Johann Munz

...the first thing I saw was the ancient and imposing city wall of Mordheim with its seventy-seven towers that are visible for miles around.

For a thousand years the city of Mordheim has stood on the banks of the River Stir. My books tell me that the city was founded by the Knights of the Raven Order, who conquered the area from the Goblins and settled the glades of Ostermark.

There, on the banks of the River Stir they built their stronghold and named it Mordheim, in memory of the heroic sacrifice of Count Gotthard Angelos who gave his life fighting against the Goblins of the surrounding forests.

From ancient times the city has been the capital of Ostermark and ruled by the von Steinhardt family. The fields and pastures of the peasants and the Count himself surround Mordheim, along with several small villages. Around the fields, on all sides, stretches the seemingly endless forest. Only the mighty River Stir breaks the impenetrable wall of trees as it slowly and ponderously flows toward the heartlands of the Empire. The barges of the burghermeisters navigate the river, moving passengers and merchandise along it.

All manner of travellers come to Mordheim: Dwarfs from the mountains, Kislevite trappers selling their wares, smiths from Bechafen, hunters from Ostland and lumberjacks from the surrounding forests, they all come here to trade and rest. Now and then caravans from the far east cross the Peak Pass guarded by Karak Kadrin: these travellers from the lands of Cathay bring exotic wares of the east such as spice and silk, and never fail to attract attention.

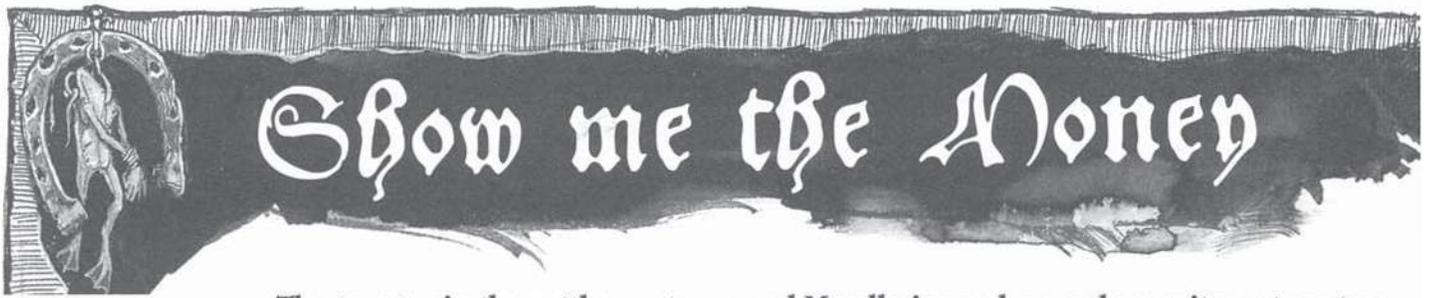
From the docks of Mordheim much merchandise is loaded on river barges and sent to Nuln, Altdorf and beyond: lumber from the forests, gemstones and ore from the mountain mines, jewellery, armour and weapons forged by the Dwarfs of Karak Kadrin, all these and more make Mordheim a rich trading city.

But Mordheim is more than a centre of trade in the eastern Empire, for it is a city deeply imbued in tradition and worship. Temples of Sigmar, Ulric, Morr and many other gods are located here, but the Temple of Sigmar's Rock, the home of the Sisterhood of Sigmar's Mercy is the most famous of them all. It stands on a huge cliff in the middle of the River Stir, and its glittering gold cupola is said to be one of the wonders of the world.

All over the city, monuments and centres of trade and learning can be seen: the Great Library of Mordheim attracts the finest minds of the eastern Empire to study at the feet of the learned priests of Sigmar.

The Merchants' Quarter, known as the district of the Flying Horse, is a place buzzing with business as traders from all over the eastern Empire rub shoulders with Dwarf smiths and merchants of Araby.

All in all, few cities in the Empire are comparable to Mordheim, the guardian of the Eastern Provinces, the jewel of Ostermark.



Show me the Money

The taverns in the settlements around Mordheim make good recruitment centres for warriors to sell their services to the highest bidder. Here, Mark Havener describes two more Hired Swords that can be recruited by your warband.

Imperial Assassin

40 gold crowns to hire + 20 gold crowns upkeep

Politics is a dangerous game and not all dangers are found on the battlefield. The Assassin specializes in removing 'obstacles' with discretion. He will hire himself out to the highest bidder and satisfaction is guaranteed. The Assassin calmly dispatches his rather distasteful duties with fastidiousness and finesse. In between jobs, such a man will often join a wandering warband in order to hone his skills; assassination is not a profession for the slow or dull-witted!

May Be Hired: Any warband except Witch Hunters, Sisters of Sigmar or Skaven may hire the Assassin.

Rating: An Imperial Assassin increases the warband's rating by +22 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin	4	4	4	3	3	1	5	2	8

Weapons/Armour: Sword, dagger, throwing daggers and a crossbow pistol.

SPECIAL RULES

Weapons Master: The Assassin is a master of weapons and may use any weapon he finds. You may purchase weapons for the Assassin just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give an Assassin is his to keep – he will not give it to another warband member later. In addition, although he knows how to use them, an Assassin will never

use a blackpowder weapon as such devices are far too conspicuous in their use for someone in his profession.

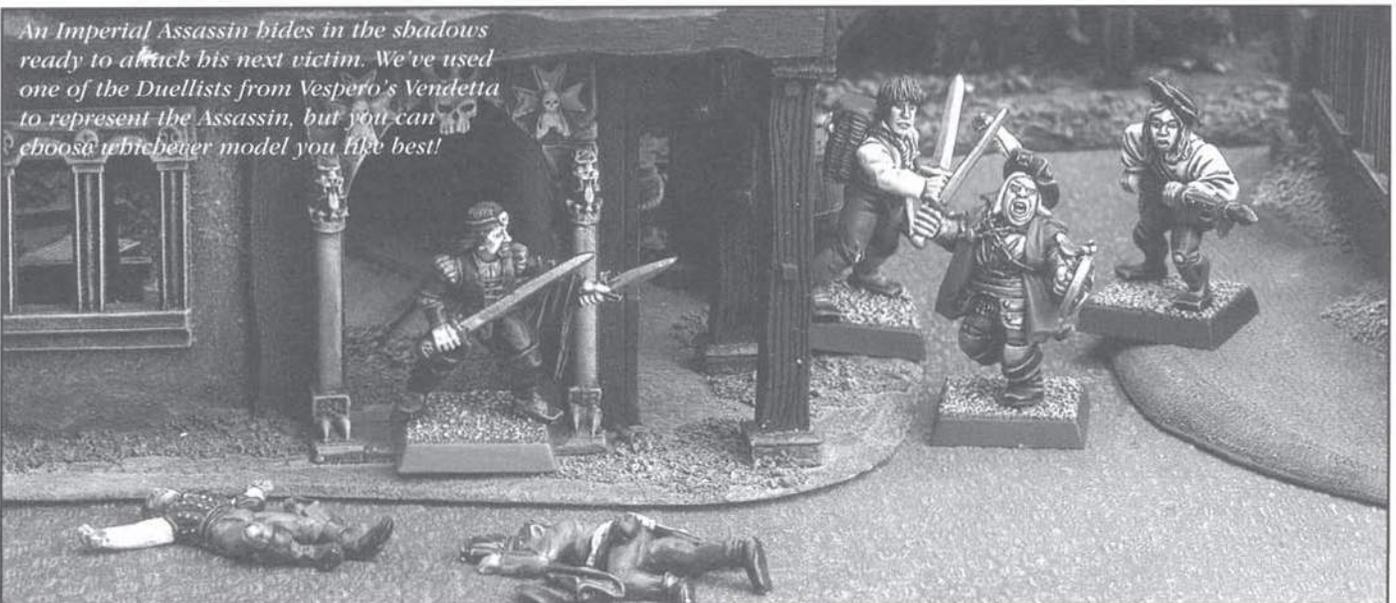
Poisoner: Assassins specialize in the use of poisons. The Assassin starts each game with his weapons poisoned with either Black Lotus or Dark Venom. The controlling player decides which poison the Assassin is armed with before the game starts, and this poison does not need to be traded for. And no, the Assassin cannot poison other warband members' weapons, nor will he loan his out!

Skills: An Assassin may choose from Combat, Speed, Shooting skills or Unstoppable Charge from the Strength skills list when he gains a new skill. He may also choose from the special Assassin skills below.

ASSASSIN SKILLS

Backstabber: The Assassin specializes in attacking his targets when their back is turned. The Assassin may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. This bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

Hide in Shadows: The Assassin can blend into the shadows so that his opponents will not see him. As long as he is within 1" of a wall or other linear obstacle (hedge, fence, well, etc.), opposing models must pass an Initiative test in order to charge or shoot at him.



An Imperial Assassin bides in the shadows ready to attack his next victim. We've used one of the Duellists from Vespero's Vendetta to represent the Assassin, but you can choose whichever model you like best!

Tilean Marksman

30 gold crowns to hire + 15 gold crowns upkeep

The Empire is not the only place that breeds mercenaries. The constant warring among the city-states of Tilea provides many opportunities for a man who knows how to use a weapon. Still, sometimes the fighting dies down in Tilea and many of these mercenaries are forced to seek employment in other lands. Many of these temporarily unemployed mercenaries have heard of the trouble brewing in Mordheim and have come seeking a new patron.

May Be Hired: Any warband except Skaven, Orcs or Undead may hire the Tilean Marksman.

Rating: A Tilean Marksman increases the warband's rating by +16 points, plus 1 point for each experience point he has.

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

Weapons/Armour: Light armour, sword, dagger and crossbow.

SPECIAL RULES

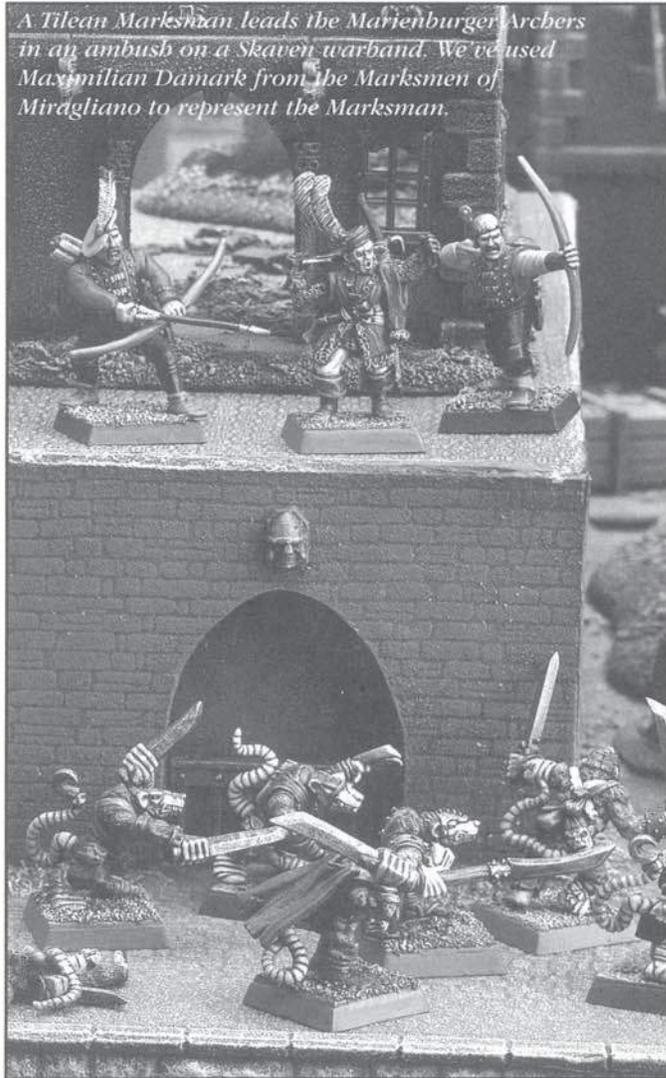
Steady Hands: The Tilean Marksman's aim never wavers. He ignores 'to hit' modifiers for long range when shooting his crossbow.

Dead Eye Shot: The Marksman has the eyes of an eagle and can hit the smallest target. He ignores 'to hit' modifiers for cover when shooting his crossbow.

Skills: A Tilean Marksman may choose from Shooting skills when he gains a new skill.



A Tilean Marksman leads the Marienburger Archers in an ambush on a Skaven warband. We've used Maximilian Damarck from the Marksmen of Miragliano to represent the Marksman.



"And I say we were here first; you'd better leave!"

The argument had been going for a solid fifteen minutes, with neither party budging from their position. Reinhold stooped to press his face close to his scarlet-faced adversary, the leader of the Dwarf warband. Dwarfs were infamous for their stubbornness, and this individual seemed to be out to prove that his reputation was well founded. Both warband leaders had warriors scattered throughout the ruins of the big hall. Crossbows were nocked and aimed on both sides, and the stress was showing on several of the Human faces. The Dwarfs seemed strangely calm.

Suddenly the door burst open, slamming one of the members of Reinhold's band into the wall. Through the doorway, barely able to enter the room because of his incredible bulk, strode an Ogre mercenary. The creature stopped as soon as it was fully in the room. It was indeed a frightening sight, and the man to the Ogre's left scarcely reacted when the monster grabbed the crossbow from his hands and crushed it in a huge fist.

"Ah, there you are Ronch!" cried the Dwarf warband leader, a smile springing into his normally dour features, "I was wondering when you'd get here. These

gentlemen want to force us to leave. Convince them that we should stay."

"RONCH SMASH!" bellowed the Ogre. He threw the remnants of the crossbow across the room and brought up his enormous sword preparing to cut the ex-crossbowman in two. His poor victim was frozen in shock, and could do nothing to stop his fate.

Fortunately for him, he didn't need to, for in the next instant the Ogre froze, a look of shock and horror fixed to his face. The creature's mouth moved slowly, but no sound escaped. Then the hulking brute toppled forward and fell face down into the dust that covered the floor. Out of his back protruded a dagger.

Standing in the doorway was a man, somewhat smaller than average in height, with nondescript looks and the barest hint of a smile on his face. He would have looked like any nobleman's foppish son, if it were not for the utilitarian look to his night-black clothing and the utter lack of emotion in his eyes.

"Miss me?" asked Dirk, the assassin that Reinhold had hired. The warband leader just smiled. It looked like they would get to stay after all...



Dwarf Treasure Hunters

Dwarfs are a grim and exceptionally proud people. They respect three things above all others: age, wealth and skill. It is no surprise then that these grim warriors can be found in Mordheim searching for fame and fortune. Mark Havener gives full rules for including Dwarf warbands in Mordheim.

Occasionally a Dwarf noble will find himself in desperate times. His family hold may have been overrun by Goblins or Skaven, or he may have somehow disgraced himself and been banished. Other Dwarfs know these warriors as the Dispossessed. Dwarfs are a proud race and it is against a Dwarf's nature to lose himself in despair. Instead, a noble who finds himself in such dire straits will gather together a group of his closest friends and kin and go treasure hunting, hoping to accumulate a large enough hoard to establish his own holding. At this time, the largest source of wealth in the Known World is rumoured to be a city in the Empire. The city is known as Mordheim...

Special Rules

All Dwarfs are subject to the following special rules.

Hard to Kill. Dwarfs are tough, resilient individuals who can only be taken *out of action*

on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as *knocked down*, 3-5 as *stunned*, and 6 as *out of action*.

Hard Head. Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Armour. Dwarfs never suffer movement penalties for wearing armour.

Hate Orcs and Goblins. All Dwarfs *bate* Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

Grudgebearers. Dwarfs hold an ancient grudge against Elves from the days when the two races fought for supremacy in the Old World. A Dwarf warband may never include any kind of Elven Hired Sword.

Incomparable Miners. Dwarfs spend much of their lives underground searching for precious minerals, and they are the best in the world at this kind of work. In the city of Mordheim they apply similar skills to the search for wyrdstone. When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.

Absoloute silence hung over the feasting hall like a burial shroud. The celebration had lasted for days, ever since the invading Goblin tribes had been repulsed. The people of Karak Azar had not had much cause for rejoicing over recent decades so all were making the most of this rare occasion; songs were sung that had not been heard in these halls for a generation, and legendary quantities of the most precious Dwarf ales were being drunk.

That was until young Lord Orrick had entered the hall. Orrick was the youngest son of King Kurdan, ruler of Karak Azar. To say the two sometimes clashed would be an understatement.

"What did you say, lad?" asked the aged king in a steady voice. "My old ears must have misheard you."

"I merely asked what we are celebrating for," slurred the younger Dwarf. He lacked his father's ability to appear sober regardless of the amount of drink he had imbibed. "We beat them this time, but they'll be back, mark my words. And next time we might not be so lucky."

"Lucky?" roared the enraged king, half rising from his chair. His heartguard seated to either side exchanged worried looks yet rose with him. Would noble blood be spilled in the hall this night?

"How dare you speak to me of luck? It was Dwarf courage and fighting skill that drove off those green-skinned hordes. This hold has never fallen to invaders, and never will! Not while I draw breath!"

"All I am saying is that times are changing, and we must change with them! You speak of skill - but the age-old tactics that our ancestors employed are the same ones we still use today. Eventually a canny foe will figure out our methods, and this kingdom will fall!"

"Do you not have any pride in your ancestors, lad?" The Dwarf king was nearly silent now, his voice barely above a whisper. Those who knew him well realised that this was a dangerous sign, and more worried looks were exchanged throughout the room.

"Ancestors be damned!" the young prince exclaimed, slamming his fist into the bard stone of the feasting table. "Over the last generation half a dozen Dwarf holds have fallen to their enemies. I'm quite sure their rulers thought just as highly about the outdated strategies of their forefathers. We must abandon the old ways, before it is too late for us all!"

Though he had been flushed with drink before, the ancient ruler's face had been drained by his son's last outburst. To his ears, the words his offspring had spoken were the worst desecration imaginable - disrespect of the ancestors.

"Get out." The words were barely audible, even in the silent hall. "Leave this kingdom never to return. Your name shall be stricken from all records. You are no longer the son of King Kurdan of Karak Azar."

Dwarf equipment lists

The following lists are used by Dwarf warbands to pick their equipment.

Dwarf Warrior Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Dwarf axe	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc
Gromril weapon*	3 times the cost

Missile Weapons

Pistol	15 gc
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Armour

Light armour	20 gc
Heavy armour	50 gc
Gromril armour**	75 gc
Shield	5 gc
Helmet	10 gc



Thunderer Equipment List

Hand-to-hand Combat Weapons

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

Missile Weapons

Crossbow	25 gc
Handgun	35gc
Pistol	15 gc

(30 for a brace)

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

*Any weapon a Dwarf may normally purchase may be bought as a Gromril weapon instead. This multiplies the cost of the weapon by 3. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarfs outfitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the price chart in the Mordheim rules.

**The price of a suit of Gromril armour is cheaper for a starting warband to represent the relative ease with which Dwarfs can find such items in their own stronghold. Later purchases of Gromril armour must be done using the normal price chart in the Mordheim rules.

Dwarf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Noble	✓	✓		✓		✓
Engineer	✓	✓				✓
Troll Slayer	✓			✓		✓

Choice of warriors

A Dwarf warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Noble: Each Dwarf warband must have one Noble: no more, no less!

Engineer: Your warband may include up to 1 Engineer.

Troll Slayers: Your warband may include up to 2 Troll Slayers.

Dwarf Clansmen: Your warband may include any number of Dwarf Clansmen.

Dwarf Thunderers: Your warband may include up to 5 Dwarf Thunderers.

Beardlings: Your warband may include any number of Beardlings.

Starting experience

A **Noble** starts with 20 experience.

An **Engineer** starts with 10 experience.

Troll Slayers start with 8 experience.

Dwarf Clansmen start with 0 experience.

Dwarf Thunderers start with 0 experience.

Beardlings start with 0 experience.





1 Dwarf Noble

85 gold crowns to hire

Dwarf Nobles are fortune seekers who have recruited a band of like-minded Dwarfs and set off from their stronghold in search of riches. A Dwarf Noble is well respected by the members of his warband. Often he is a member of one of the noble families of the lost Dwarf strongholds, dreaming of collecting enough treasure to restore the former glory of the Dwarf Kingdoms.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	4	1	2	1	9

Weapons/Armour: A Dwarf Noble may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Dwarf Noble may use his Leadership instead of their own.

0-1 Dwarf Engineer

50 gold crowns to hire

Dwarf Engineers are respected members of Dwarf society. It is they who design and build the complex war machines and devices which have made the Dwarfs famous.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Dwarf Engineer may be armed with weapons chosen from Dwarf Thunderer equipment list.

SPECIAL RULES

Expert Weaponsmith: A Dwarf Engineer is a master of mechanical devices. By using stronger construction materials and time-tested secrets of Dwarf engineering, a Dwarf Engineer can increase the distance the warband's missile weapons can shoot. All the warband's missile weapons have 6" added to their range, as long as the Dwarf Engineer is in the warband (the modifications require constant maintenance).

0-2 Dwarf Troll Slayers

50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind. Troll Slayers are insanely dangerous individuals, psychopathic and violent. There are however few better fighters in the Known World, so they are much sought after by Dwarf treasure hunters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Troll Slayers may be equipped with weapons chosen from the Dwarf Warrior equipment list. Slayers may never carry or use missile weapons or any form of armour.

SPECIAL RULES

Deathwish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

Slayer Skills: Troll Slayers may choose a skill from the Troll Slayer Skill table instead of the normal skill tables when they gain a new skill.

TROLL SLAYER SKILLS

Dwarf Slayers may use the following Skill table as well as any of the standard Skill tables available to them.

Ferocious Charge: The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 'to hit' penalty on that turn.

Monster Slayer: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc.) would mean that a lower roll than this is needed.

Berserker: The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges.



Matthew Hulson's Dwarf warband Cragbrow's Steelfists defend their treasure horde from the foul Undead.

Splinters flew toward his face as another crossbow bolt embedded itself into the door frame that Reinhold was using as cover. Damn but those stunts were good shots! As he quickly glanced outside, he could see that both Dieter and big Klaus lay prone in the middle of the street. They might have appeared to be sleeping if their poses weren't so awkward, and of course there was that bolt through Klaus' right eye socket. If the big man was still alive, he'd not be using that eye again.

The worst part of the whole situation was that it was all the result of a silly argument. Reinhold and his mates had met the Dwarfs at the Halfling Hotpot, a local tavern and well-known meeting place for those of Reinhold's occupation. The two groups had actually gotten along quite well at first. Klaus had been able to keep up with the incredible drinking capacity of the smaller Dwarfs, and this caused them to accord him a certain measure of respect. Of course, with strong drink comes lack of judgement, and Klaus was no exception. He began to make fun of the Dwarfs' small stature and overall dour appearance, which was bad enough, but then he made a very unfriendly remark about the Dwarf leader's mother, and that was all the diminutive warriors could stand. The Dwarfs had not made a scene at the tavern, as such locations were regarded as holy ground to groups like themselves, but they had not forgotten Klaus' words, and had called out Reinhold and his warband in the street the next day.

And now here they were, with Reinhold's band occupying buildings (or the dirt!) at one end of the street, and the Dwarfs occupying the other. Most of Reinhold's band were holed up in a building on the other side of the street – he could see Gunter, their hired Warlock, attempting to cast something at their adversaries through one of the windows. A second later there was an explosion somewhere down the street and Reinhold could hear curses and a few muffled screams of pain. Gunter was not given much time to enjoy his handiwork, as suddenly three crossbow bolts struck him in the chest. Reinhold could see the mage look down in shock and surprise at the deadly quarrels protruding from his body, and then he slumped down out of the old veteran's sight. 'Damn' thought Reinhold, 'I always told him he gawked too much!'

"This is bad, very bad," the mercenary muttered under his breath. As he looked around at his surroundings, he noticed something he had not seen when he first entered this building – another door. He took a look back out in the street at the warriors he had fought with through a dozen battles. Most were dead or dying. The dwarfs had begun moving down the street, looting the dead and taking prisoners. They were moving cautiously now, but soon they would be at this doorway, entering this building, and he would be at best their prisoner. "Time to disband this warband," whispered Reinhold as he backed to the other doorway and safety.



Genchmen (Bought in groups of 1-5)



Dwarf Clansmen

40 gold crowns to hire

These are Dwarf warriors in their prime: tough, stubborn and brave warriors who can be relied on to hold their own against any foe.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Dwarf Warriors may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

0-5 Dwarf Thunderers

40 gold crowns to hire

Dwarf Thunderers are experts at using missile weapons. Many an Orc or Goblin has died by the sting of a crossbow bolt or a roaring handgun bullet shot by a Dwarf Thunderer.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Thunderers may be armed with weapons and armour chosen from the Dwarf Thunderer equipment list.

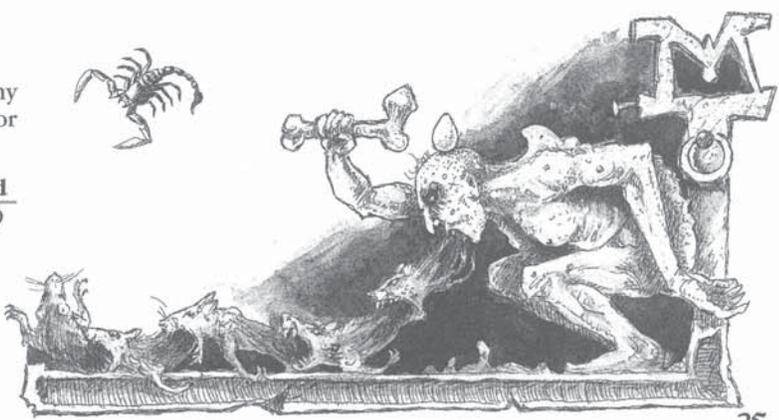
Beardlings

25 gold crowns to hire

These are young Dwarfs who have joined the retinue of an experienced Dwarf treasure hunter hoping to make their fortune.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

Weapons/Armour: Beardlings may be armed with weapons and armour chosen from the Dwarf Thunderer equipment list.



Special weapons

Dwarf axe

15 gold crowns

Availability: Rare 8 (Dwarfs only)

Dwarf axes are smaller-hafted weapons made of lighter (but stronger) materials than normal axes. Dwarf Warriors are specially trained in their use and are able to use them as deftly as a Human warrior might wield a sword.

Range	Strength	Special Rule
Close Combat	As user	Cutting Edge, Parry

SPECIAL RULES

Cutting Edge: Dwarf axes have an extra save modifier of -1, so a model with Strength 4 using a Dwarf axe has a -2 save modifier when he hits an opponent with the axe in close combat.

Parry: Dwarf axes offer an excellent balance of defence and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll 1d6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. A model may not parry more than one attack in a single close combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc) does not get to parry two attacks but may instead re-roll a failed parry.

Dwarf special skills

Dwarf Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Master of Blades

This Dwarf's martial skills surpass those of a normal warrior; he has fought unscathed against hordes of Orcs and Goblins. When using a weapon that has a Parry special rule, this hero parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry

two attacks (if his two dice match or beat the two highest attack dice against him) instead of the normal maximum of one.

Note that if this Dwarf has two Dwarf axes (as detailed above) he can re-roll any failed parries.

Extra Tough

This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury chart for this Hero after a game in which he has been taken *out of action*, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

Resource Hunter.

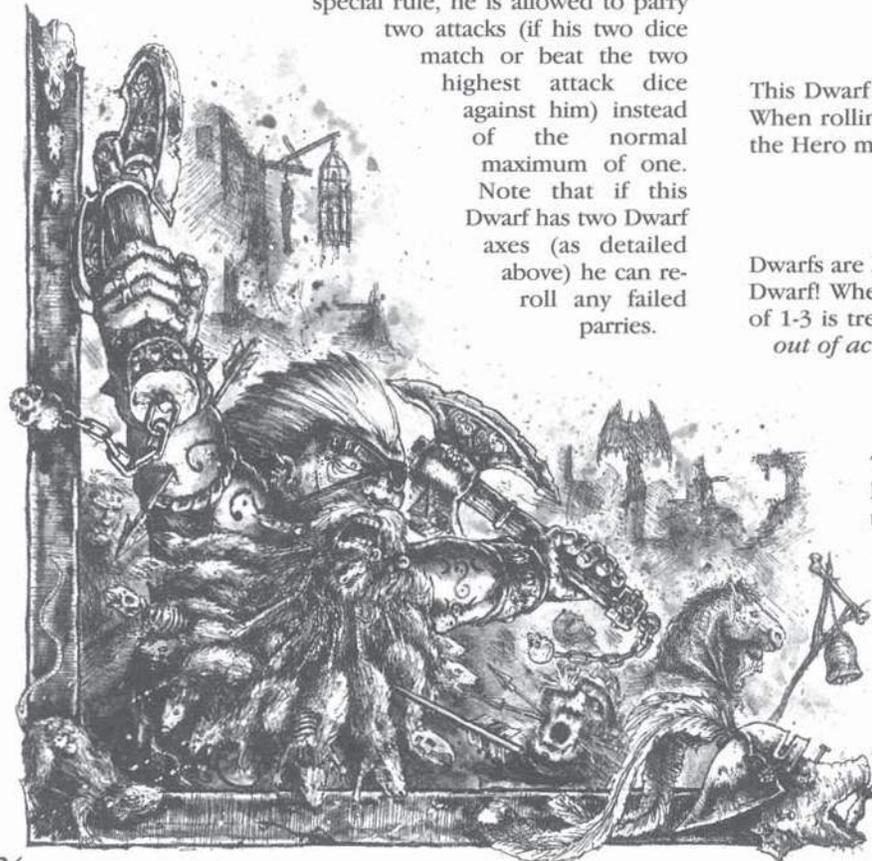
This Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the Hero may modify one dice roll by +1/-1.

True Grit

Dwarfs are hardy individuals and this hero is hardy even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as *knocked down*, 4-5 as *stunned*, and 6 as *out of action*.

Thick Skull

The Hero has a thick skull, even for a Dwarf. He has a 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).



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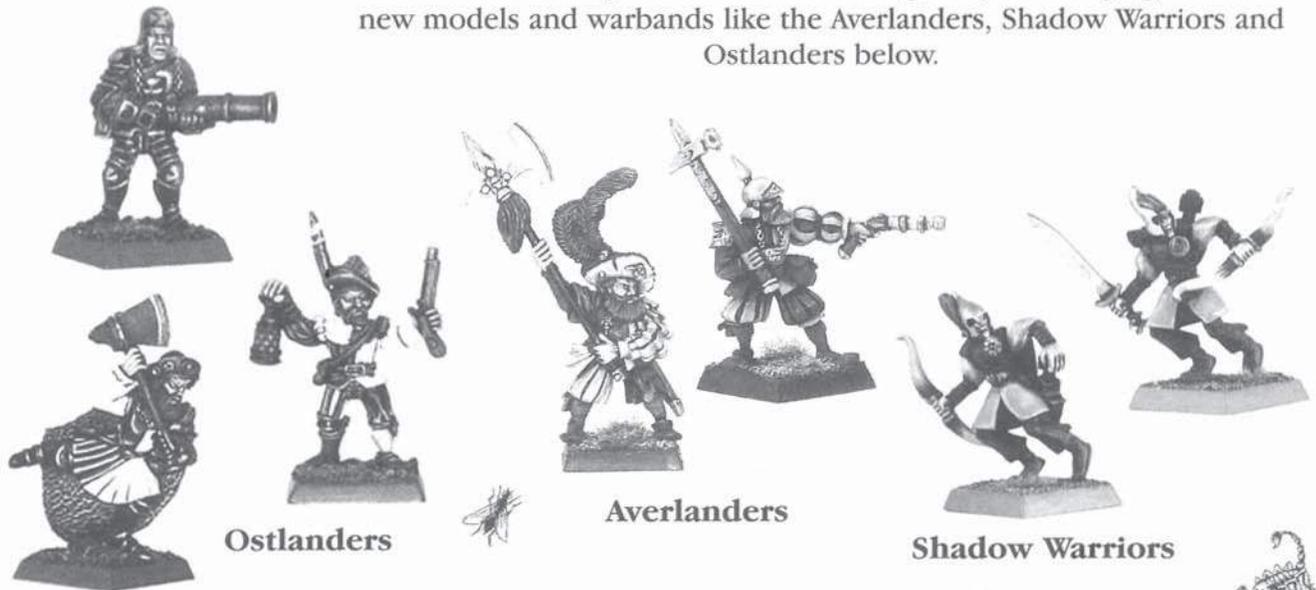
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While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you think you can write then give it a go, here's a few helpful points to keep in mind:

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Kidnapped!

For Tuomas' playtest campaign he concocted a special scenario for two of the main protagonists, Paul Sawyer's Possessed and Jim Butler's Marienburgers. The scenario has the Marienburgers trying to rescue the Burghermeister's kidnapped daughter from the Possessed, who intend to sacrifice her to their foul gods. It was such a great scenario that we asked Tuomas to write it up for everyone to have a go. Incidentally, the Marienburgers did rescue the poor girl from Fat Bloke's clutches.

During the dark hours of Geheimnisnacht, the Possessed cultists revel in an orgy of violence and sacrifice. It is the custom of these warped followers of the Shadowlord to sacrifice a victim for the greater glory of Chaos during the thirteenth hour of Geheimnisnacht. Sometimes they steal away a victim who will be missed by relatives, patrons or masters and a rescue attempt will be made to save the victim from the sacrificial knife.

In this scenario a warband is attempting to rescue the sacrificial victim from the Possessed, while the Possessed are fighting to complete the ritual sacrifice.

Thus one of the warbands in this scenario should be a Possessed warband. The other warband could be of any type, even another Possessed warband!

Terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building, tower or other major piece of terrain. It is suggested that the terrain is set up within an area roughly 4'x4'. In the middle of the playing area you should set up a piece of scenery representing the sacrificial altar. There should be at least 6" of empty space between the sacrificial altar and the closest building.

A suitable model representing the sacrificial victim should be placed on the altar.

Warbands

The Possessed warband is deployed first and they can be placed anywhere on the table except within 8" of any of the table edges. The warband attempting the rescue must place all its models within 4" of a table edge, out of the sight of any of the Possessed models, with at least one model next to each of the four sides of the table.

Starting the game

The warband attempting to rescue the sacrificial victim automatically has the first turn.

Freeing the sacrificial victim

As long as at least one model in the Possessed warband is in base contact with the victim, the ritual carries on and the sacrificial victim may not move. Note that models *knocked down* or *stunned* do not count.

If there are no standing Possessed models in base-to-base contact with the sacrificial victim, he (or she) may try to escape. The victim can move freely, controlled by the player of the warband that is attempting the rescue. The victim may make an immediate move as soon as there are no Possessed models in base contact and after this will move normally in the movement phase of the rescuing warband. The victim escapes if he (or she) moves off any table edge. In this case the game ends (see Ending the game).



A brave warband of Marienburgers attempts to rescue the Burghermeister's daughter from the foul Possessed.

A thesis on the infamous kidnapping of the Burghermeister's daughter by the evil Brotherhood of the Dark Moon.

By ye honourable Editor of this august journal, Tuomas Pirinen.



Recapturing the sacrificial victim

If any Possessed model moves into base contact with the sacrificial victim (via charge, normal move or running) then the Possessed player has recaptured the victim and may move the model alongside the warrior who recaptured him/her.

Note that when trying to recapture the sacrificial victim the normal interception rules apply, so the Possessed may not charge the sacrificial victim if there are other enemies in the way.

If the Possessed manage to recapture the sacrificial victim and move him (or her) back to the centre of the altar then the victim is sacrificed and the Possessed win the game.

Sacrificial victim

In our own Dark Moon campaign the sacrificial victim was the beautiful daughter of a rich Burghermeister, but the victim could equally well be an important Dwarf Runemaster, a Skaven Warlock, the chosen bride of a Vampire, rich merchant, or any other suitable character from your own campaign.

The profile below represents the weakened state of the victim as well as the understandable desire to escape as quickly as possible! Note that neither warband will try to attack the victim with missile fire, spells or by any other means – the victim is too valuable to both of them!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	0	7

Equipment: None.

Ending the game

If at the end of the sixth turn the victim has not yet been freed then the Possessed warband automatically wins as the victim is sacrificed.

Otherwise the game ends after both players have completed 12 turns, when either warband is wiped out, the victim is recaptured and sacrificed, or the sacrificial victim escapes via any of the table edges. Note that neither warband routs in this scenario – the stakes are too high!

Experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

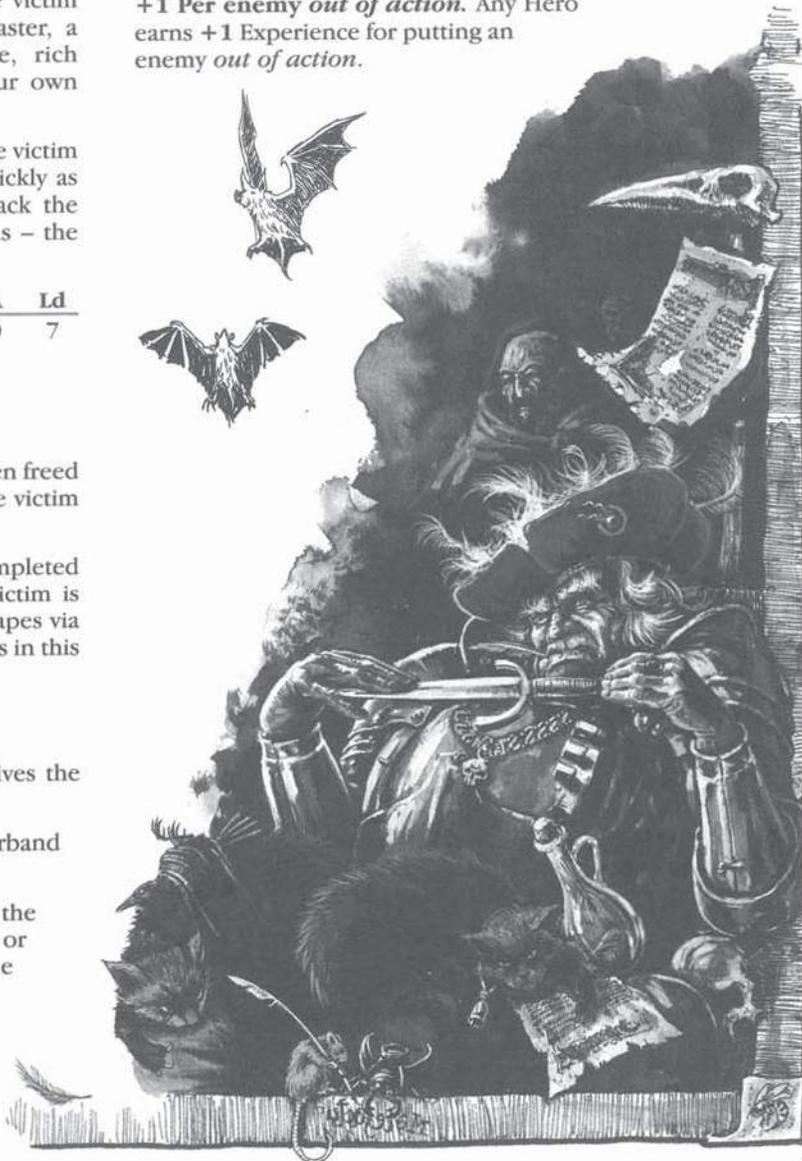
+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

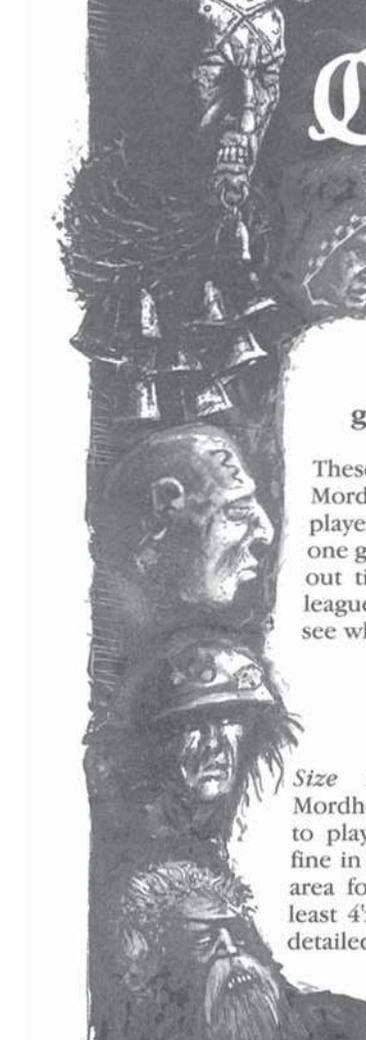
+1 For the possession of the sacrificial victim. If the game ends before the sacrificial victim is killed or escapes, then whichever warband is controlling the sacrificial victim at the end of the game gains +1 Experience point which can be given to any Hero in the warband.

+D6 If the victim is sacrificed. If the Possessed manage to sacrifice the victim, the warband gains +D6 Experience points to be freely distributed between the Heroes of the warband. In addition you may roll for the Rewards of the Shadowlord (see optional rules on page 160 of the Mordheim rulebook) for any two Heroes in the Possessed warband if you wish.

+D6 If the sacrificial victim escapes. If the rescuers manage to move the victim off the table then the warband gains D6 experience points distributed freely amongst the Heroes of the warband. In addition the warband will gain a reward of 50 gold crowns added directly into the treasury of the warband.

+1 Per enemy out of action. Any Hero earns +1 Experience for putting an enemy out of action.





Chaos on the Streets

Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. Mark Havener has written full rules for fighting larger games of Mordheim involving several players, as well as seven new scenarios.

These rules are designed for games of Mordheim that are not restricted to two players. Got an odd number of players one game night? Or just itching for an all-out titanic bash (perhaps the end of a league)? Try multiplayer Mordheim, and see what fun a truly chaotic game can be!

Rules for playing multiplayer games

Size of playing area: Multiplayer Mordheim obviously requires more room to play. While Mordheim normally plays fine in a 4'x4' area, the size of the playing area for multiplayer games should be at least 4'x6'. This is important for set-up as detailed below.

Reinhold stared down the rubble-strewn street. It looked clear, but in this city looks could be deceiving. He let a minute pass, and then another. It was cold today, and he could see his breath and the breath of his companions hang in the air as they awaited the word that would send them forward to search this area of the city for the precious wyrdstone. Reinhold pondered the vagaries of fate that had led him to this place, in this company. There was Klaus, a huge ox of a man with brains to match the self-appointed champion of the warband. The spearmen Hans, Bertram, Leopold and old Otterman stood or squatted around Klaus. Behind the champion, as if seeking his protection, were the two youngbloods, Anna and Karl. Reinhold wondered if these two would last longer than any of their predecessors. Lack of experience often meant death in this place of the damned. Dorfmann and Dagobert, the two crossbowmen, crouched behind a pile of stones in the centre of the street, their eyes constantly scanning the ruined buildings for targets. The Snake, their new Warlock hired sword, sat hunched over to one side. None of the men liked the old crone. She was undoubtedly insane and smelled like something had crawled up her skirt and died, but they respected her power.

Reinhold saw nothing and so he waved his band forward. The warriors picked their way cautiously down the street, scanning the ground for wyrdstone shards as they went, but ever-conscious of their surroundings just the same. Sudden movement down the street caught the warband's attention. Three bandy-legged ratmen turned a corner a stone's throw away. The Skaven appeared to be just as

Attackers and defenders: In scenarios where attackers and defenders are defined, the defender is the player whose warband has the highest rating. If more than one warband have the same highest rating, the defender will be the one among them whose warband includes the most models. If there is still a tie, roll a dice to determine who gets to be the defender. There is only ever one defender, all the other warbands are the attackers.

Setting up the warbands: In scenarios where there is a defender, that player sets up his warband first. To determine who among the attacking warbands sets up next (or among all the warbands in a scenario without defined attackers and defenders), each player rolls a D6. The player with the highest roll sets up next and the remaining players set up in order of descending dice rolls.

Example: Phil, Bob, and Devin are playing Scenario 1, 'Treasure Hunt'. This scenario has no attackers or defenders

shocked at the appearance of the humans as the mercenaries were of them, and all three suddenly stopped in the middle of the street. Behind them their comrades had not noticed the humans and blundered into the lead rats, causing a slight commotion and several chattering shrieks of rage.

"Looks like we're going to have a fight today after all lads." Reinhold muttered to his men. The warriors readied their weapons and prepared for a skirmish.

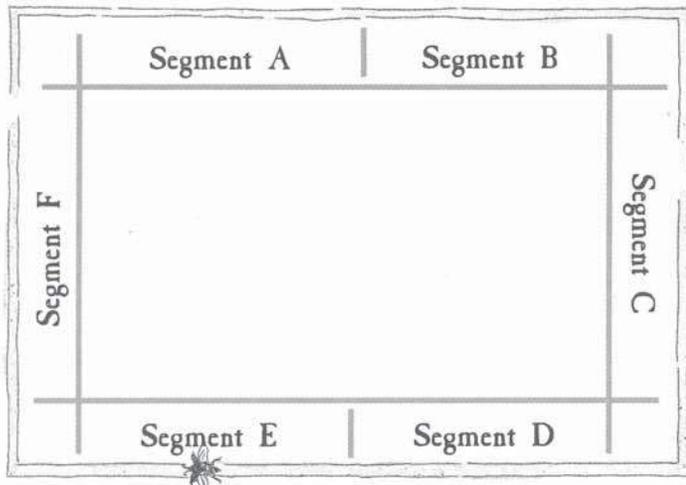
A sharp intake of breath and the clattering of a dropped weapon caused Reinhold to whirl around. Karl's dagger lay on the ground and Reinhold was about to berate him for his carelessness when he noticed that the young warrior was staring open-mouthed at something to the rear of the warband. The mercenary looked to see what had shocked the young man so, and then he saw them, two of the accursed Possessed and an enormous Ogre lumbering down the street towards them, followed by a Magister and several less recognisable members of the blasphemous Cult of the Possessed.

It was unusual, though not unheard of, for Skaven to make alliances with members of one of the dark covens that operated secretly within the cities of the Empire. They were all worshippers of the mad gods of Chaos, after all. However, one look over his shoulder at the furry denizens of the sewers convinced Reinhold that such was not the case this time, for the Skaven seemed surprised to see the cultists as well. The first fragments of a plan began to form in Reinhold's mind. Perhaps he could turn this unexpected situation into an advantage.

defined so all three roll a D6. Phil rolls a 3, Bob rolls a 5, and Devin rolls a 1. Bob must set up his warband first, then Phil, and finally Devin.

When it is his turn to set up his warband, each player must choose one segment of table edge (see the diagram below for what constitutes a 'segment') and set up his warband within 6" of it. No player may start a member of his warband within 6" of a member of another warband.

Diagram 1



Example: Continuing our example above, Bob places his warband first and chooses Segment D (bottom right corner). Phil sets up next and chooses Segment F (left side). Now Devin could choose any of the remaining edge segments, though he would probably be well advised to steer clear of Segment E as this places him right in the midst of his enemies (with a potentially constrained set-up area as well, if Bob and Phil placed any of their models close to that region!). Devin wisely chooses Segment B and sets his warband up there.

Note that some scenarios will have special set-up rules (usually for the defender) which are different from the above. Any such variation will be noted in the rules for that scenario.

Order of play: After all warbands have been set up, players must determine the order of play. Players should be arrayed about the table by their set-up segment (see above). Each player rolls a D6. The player with the highest roll gets the first turn. Play proceeds clockwise around the table from there.

Example: Our three friends have their warbands set up on the table and are ready to determine who goes first. This time Devin rolls a 6, Bob rolls a 1 and Phil rolls a 2. Devin won the roll, so his warband will go first. Devin's models were set up in Segment B and the next warband clockwise is Bob's, so even though Bob got a lower dice roll than Phil, Bob's warband goes second and Phil's will go last.

Underdogs: In multiplayer Mordheim, the underdog is not so clear. Any warband can be an underdog if it is attacked by two or more of its rivals! Still, there may be cases where one warband is simply playing out of its league. To determine if a warband is an underdog in multiplayer Mordheim, simply take the warband with the lowest warband rating and compare it to the warband with the next highest rating. Use the difference in ratings and the chart from the Experience section of the Mordheim rules to determine if any experience bonus is justified for the lower warband, just as you would for the lower of two warbands in a two-player game.

Example: Phil's Skaven has a warband rating of 176, Bob's Witch Hunters a rating of 195 and Devin's Mercenaries a rating of 123. Devin's warband has the lowest rating, so if there is an underdog, his warband will be it. To find out, we

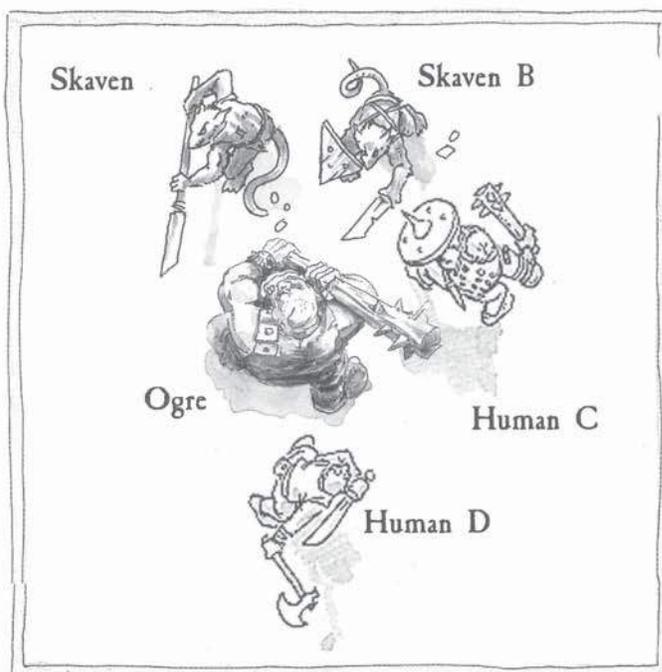
compare his rating to the next highest rating, 176 (Phil's Skaven). The difference is 53 ($176 - 123 = 53$), which according to our chart in the Mordheim rulebook warrants a +1 experience bonus. If any of Devin's Mercenaries survive this fight, they'll have a good chance of gaining an Advance!

Shooting into close combat: Unlike in the regular Mordheim rules, it is possible to shoot into close combat in multiplayer games, just as long as the shooters belong to a different warband than the models involved in the close combat. Shooters must still fire at the closest enemy model as normal (unless they are in an elevated position, as per the normal rules). However, if the shooter hits a model involved in a close combat, the shot may well hit one of his opponents and not the model itself. Randomise any missile hits between the target and any models in close combat with him.

Close combat involving multiple warbands: In multiplayer Mordheim it is quite possible that one warband member gets charged by models from two or more opposing warbands. When this occurs, a model will fight during the close combat phase of each model it is fighting. This can give a model many attacks during a cycle of player turns but any model that has been ganged up on in this way is probably done for in any case!

Example: Bob's Ogre mercenary has been attacked by two of Devin's Humans and two of Phil's Skaven warriors. Phil's Skaven fight during his and Bob's close combat phases, Devin's Humans fight during his and Bob's close combat phases and Bob's Ogre attacks in each player's close combat phases. If one of Phil's Skaven (Skaven B) was in contact with one of Devin's Humans (Human C) (they are at the same corner of the Ogre's base, for example) and one of them decided to attack something a little easier, they could fight in each other's close combat phases as well. Note that a model that is attacking in another player's turn must attack one of that player's models. So in our example Phil's Skaven B could not use his extra attack during Devin's turn to attack Bob's Ogre – he must use it to attack Devin's Human C.

Diagram 2



Routing warbands: Unlike normal games of Mordheim, one warband failing its Rout test (or having all of its models taken out of action) does not necessarily end the game. Unless there are special victory conditions noted in the rules for the scenario you are using, a multiplayer game will last until there



The Sisters of Sigmar make a last stand against an evil coalition of Undead and the Possessed.

is only one warband left on the table. The player whose warband stays on the table for the longest is normally the winner, though in some scenarios the winner might be the warband leaving the table first, as it achieves its objective and leaves the scene!

Allies: Normal games of Mordheim involve one warband competing or fighting against another. Obviously, in this environment alliances are not normally possible. However, in multiplayer games, alliances are not only possible, they are a necessity for the completion of some scenarios! A single warband attempting to take out a dragon will find itself fighting an uphill battle with very little chance of success, indeed, it may well find itself lacking a few members after failing to complete its objective! Alliances can last until the end of the game (for example, two warbands can decide to ally against a third, and split whatever booty exists at the end), or they can be very temporary (often falling apart quite suddenly and violently!).

To form an alliance, a player must declare that he is doing so at the start of his turn. He must declare (to all players) which warband(s) he wants to ally with and if they agree, the alliance is formed. There is no limit to the number of warbands a player can ally with. The following special rules apply to a warband and its allies:

Members of allied warbands do not count each other as enemies. Members of a warband may freely run within 8" of members of any warbands they are allied to. Models forced to charge enemy models due to some special rule

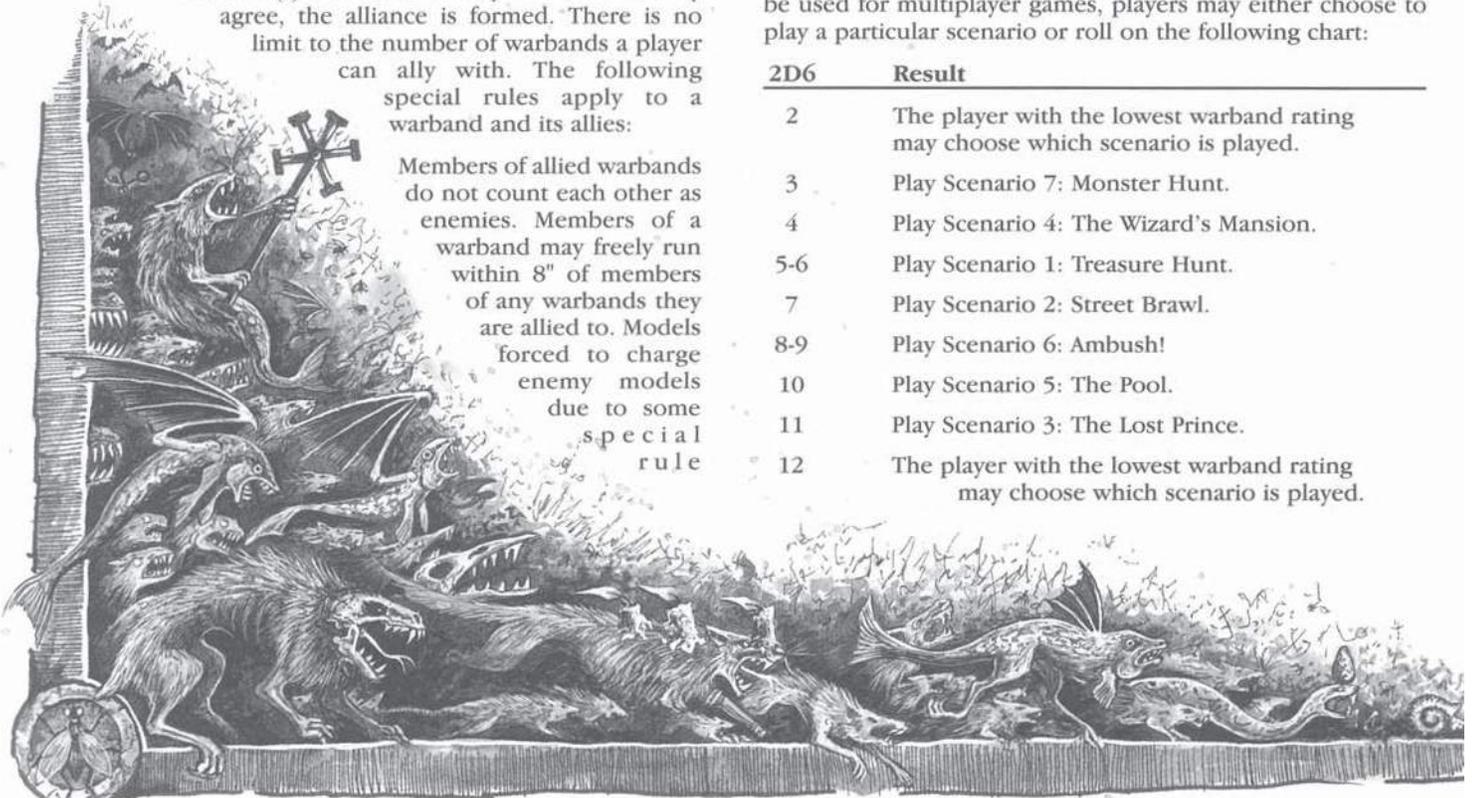
(such as Frenzy or Orc & Goblin Animosity) are not forced to charge allies. Note however that an Orc or Goblin failing an Animosity test counts allied models as friendly Hired Swords so if a '1' is rolled for the effects of the Animosity he will charge or shoot at them if they are the closest friendly models (in case you were wondering, there'll be rules for Orc & Goblin warbands next month - Fat Bloke).

Members of allied warbands that are in combat with one another when the alliance is announced will automatically break from combat. Place the models 1" apart from each other. They can move as normal in their next movement phase (so models *knocked down* or *stunned* follow the normal rules for being *knocked down* or *stunned*, etc).

Initiating close combat with, shooting missile weapons at, or throwing non-helpful spells at a member of an allied warband automatically breaks the alliance with that warband. Note that this includes attacks caused by a failed Animosity test. Your allies aren't going to be as forgiving of such behaviour as your own warband members might be!

Determining the scenario: To determine which scenario will be used for multiplayer games, players may either choose to play a particular scenario or roll on the following chart:

2D6	Result
2	The player with the lowest warband rating may choose which scenario is played.
3	Play Scenario 7: Monster Hunt.
4	Play Scenario 4: The Wizard's Mansion.
5-6	Play Scenario 1: Treasure Hunt.
7	Play Scenario 2: Street Brawl.
8-9	Play Scenario 6: Ambush!
10	Play Scenario 5: The Pool.
11	Play Scenario 3: The Lost Prince.
12	The player with the lowest warband rating may choose which scenario is played.





Scenario 1: treasure hunt



Often, multiple warbands will hear the same rumour about a wyrdstone deposit and decide to explore that section of the city at the same time. A battle often results with the winners taking the lion's share of the shards home with them.

terrain

Each player takes it in turns to place a piece of terrain, either a ruined building, tower or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

Once you have placed the terrain, place D3 wyrdstone shards for each warband involved in the game on the tabletop to represent where the shards are. Each player takes it in turn to place a wyrdstone counter. Each player rolls a D6 to determine who places first, second, third, etc. The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken *out of action*, place the counter back on the table where he fell.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table from there (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle, he receives +1 Experience.

wyrdstone

Your warriors earn one shard of wyrdstone for each counter in their possession at the end of the battle.



Scenario 2: street brawl



Turf wars are a common sight in the ruins of Mordheim. When multiple warbands compete for the same area, a chaotic all-out brawl can ensue, where alliances are quickly made and broken and bleeding bodies litter the street. Whichever warbands win the day will have a larger area to search for the precious wyrdstone.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

warbands

Players use the normal warband setup rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts *out of action*.





Scenario 3: the lost prince



Travelling entertainers often tell tales of the ruined city and because of this, sons of the privileged classes often see the city of Mordheim as one big romantic adventure. Sometimes one will run away from home to join a mercenary warband and make a name for himself. Often these individuals are killed before they even get to the city but once in a while one will get lucky and actually make it that far. Sometimes their families are happy to see the young fool go but once in a while, a rich merchant or noble will actually pay to have his son saved from his inevitable fate in Mordheim.

The warbands have heard rumours that a powerful man's son has wandered into the ruins and a handsome reward will be paid for his return.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

The merchant's son is initially placed in the centre of the board. He will wander D6" in a random direction at the start of each of the first player's turns, until someone 'rescues' him. If a warband member comes into contact with the merchant's son (through normal movement, NOT through charging – this is an exception to the normal rules and represents that the merchant's son is not the enemy and should not be engaged in combat), the boy will attach himself to that member and follow him around. If the 'rescuer' is taken *out of action*, flees or routs, the merchant's son will attach himself to the next warband member to contact him. Should someone wish to attack the merchant's son, he has the same stats as a Youngblood (see the Mercenary warband in the Mordheim rulebook) and is armed with a sword and dagger. If he is killed, no reward will be issued to the winning warband, of course.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when one warband manages to get the merchant's son off the table. That warband (and any allied warband) is the winner.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

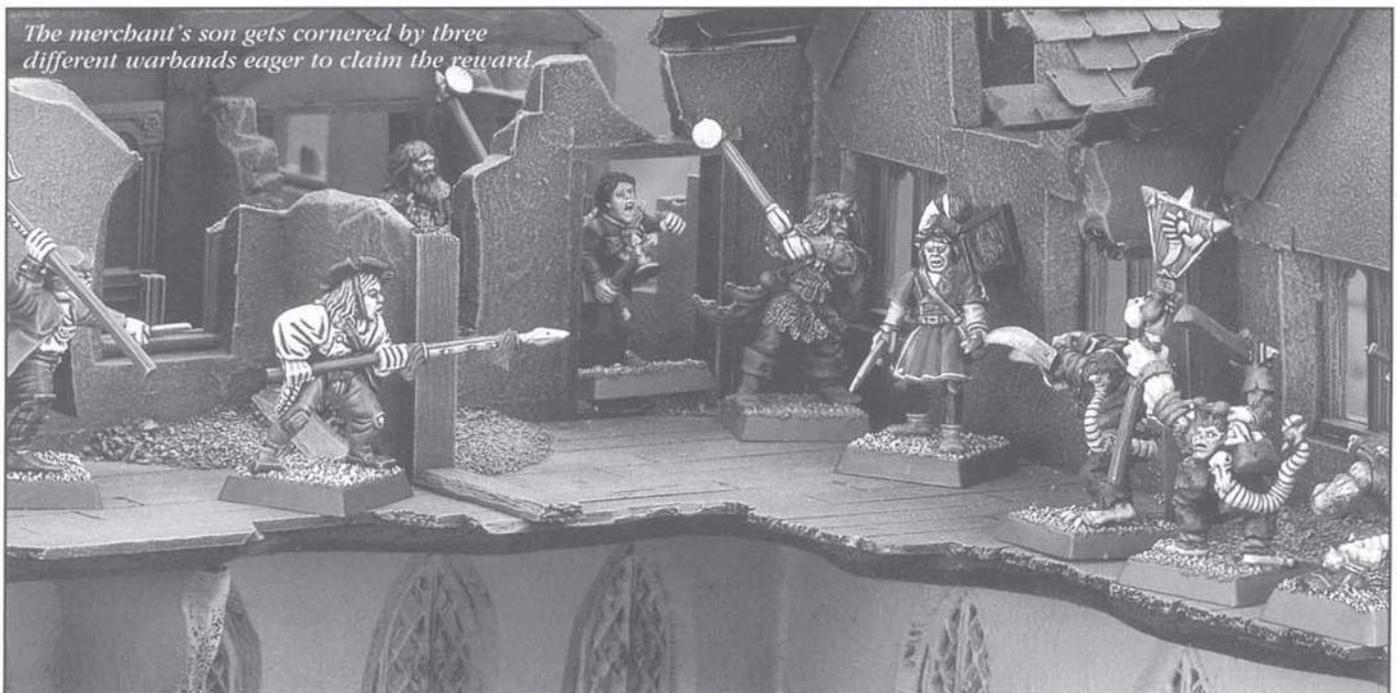
+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

the reward

The grateful father awards the winning warband with the following treasure. Note that you roll for each item separately, apart from gold crowns, which are always received.

Item	D6 Result Needed
5D6 gc	Automatic
D3 swords	4+
Suit of heavy armour	5+
Suit of light armour	4+
Shield	4+
Helmet	4+
D3 gems worth 10 gc each	5+



The merchant's son gets cornered by three different warbands eager to claim the reward.



Scenario 4: the wizard's mansion



Not all of the ruined buildings in the city are ordinary houses. Some notable structures were the abodes of important town leaders or rich merchants. Tales are told of hidden rooms filled with treasure in such homes. The warbands have discovered the location of one such building. Rumours abound that the former owner also dabbled in the arcane arts, which may explain why his home was almost untouched by the devastation.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4"x6". The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

warbands

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article), representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

D6 Roll	Item Found
1	Wooden Man
2	1D3 doses of Mandrake Root
3	1D3 doses of Crimson Shade
4	Lucky Charm
5	Holy (Unholy) Relic
6	Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Wooden Man. For rules on the Wooden Man, see new items below.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

wizard's treasure

At the end of the game the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the mansion. Note that you'll roll for each item separately, apart from gold crowns, which are always found. For example, you will need to roll a 4+ to find a tome of magic. Then roll to see if you find the Gromril sword and so on.

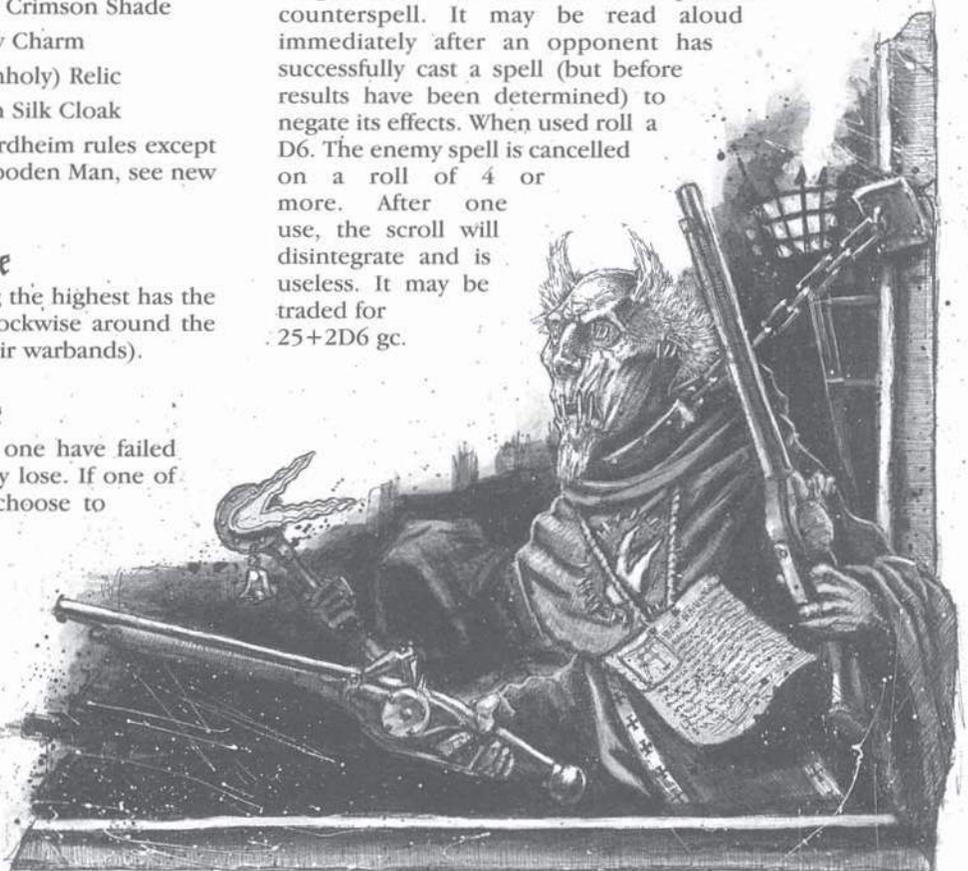
D6 Roll	D6 Roll Needed
3D6 gc	Automatic
D3 gems worth 10 gc each	5+
Tome of magic	4+
Gromril sword	5+
Athame	4+
D3 doses of healing herbs	4+
Dispel scroll	5+

new items

Wooden Man: Use the stats and special rules for a zombie with +1 S and +1 T. The Wooden Man is an artificial construct in the shape of a man but made of wood. It will follow the commands of the defending warband but will not leave the wizard's mansion for any reason, even after the game. The Wooden Man may obviously not be traded.

Athame: An Athame is a special silver dagger used in magical rituals. If used in combat, it will not hold its edge. For the first attack in a game, it will count as a normal dagger. However, for the rest of the game it will count as a fist attack. The Athame is worth 10 gold crowns if traded.

Dispel Scroll: This scroll contains a powerful counterspell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.





Scenario 5: the pool



Rumours abound about a pool in the city whose waters have magical powers of healing. The warbands' patrons believe the magical properties of the water are due to a large deposit of wyrdstone within the pool. The warbands have been sent to collect as much wyrdstone from the pool as they can.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first piece of terrain should be a pool of water roughly 6" in diameter. The objective of the scenario is to gather all the wyrdstone from the pool.

special rules

Roll a D3+3 to find out how many pieces of wyrdstone are in the pool. The pool is shallow and may be entered. Any Hero spending an entire turn within 1" of the pool doing nothing else but searching for wyrdstone may roll at the end of his turn to see if he finds some. On a roll of 1-2 on a D6, that player has found one of the pieces in the pool. No Hero may search within 1" of another model (friendly or enemy), as models that are too close together disturb the waters for each other, so that neither may see the bottom. Only as many pieces of wyrdstone may be found as were rolled at the beginning of the game, any searching after that is useless. A Hero can carry any amount of wyrdstone without any penalty. Heroes cannot transfer their wyrdstone to another warrior. If the Hero who is carrying a counter is taken *out of action*, place the counter on the table again where he fell. Another

warrior can then pick up these counters simply by moving into contact with them.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands', above).

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts *out of action*.

+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.



Scenario 6: ambush!



The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article). Each of the defending warband's Heroes carries 1D3 pieces of wyrdstone. If a Hero carrying wyrdstone is taken *out of action*, place a number of counters, equal to the amount of wyrdstone he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up these wyrdstone shards.

warbands

All the models in the defending warband must be set up within 6" of the centre of the board. The attacking warbands are then set up as normal.

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts *out of action*.

+1 Per Wyrdstone Counter. If a Hero is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

Scenario 7: monster hunt

The warbands have heard rumours that a terrible monster has come up out of its lair beneath the city following the recent devastation, and established a new home in the ruins. You have heard stories of such creatures and the treasure they accumulate is the stuff of legends. You have decided to see for yourself if the rumours are true.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first building should be rather large (at least 6"x6") and open-topped, preferably ruins. This building should be placed in the centre of the table, and this is where the monster's new lair is located.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

special rules

The monster's lair is located in the central building and this is where the beast will be. The monster is young for one of its kind and its profile reflects this. In addition, a lifetime of living in caverns beneath the city has kept the creature from learning to use its wings. Therefore, unlike most monsters, this beast cannot fly. The monster will not leave its lair for any reason, though it will use its breath weapon against any model in range that it can see and will of course attack any model entering its lair. It will charge all models entering its lair if possible. Its 'turn' is performed before whichever player won the dice roll to go first, though it will do nothing until someone comes near its lair. For the monster's stats, see 'Great beasts in Mordheim' over the page.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

When one warband (or more than one, if the players have agreed to share the monster's hoard) is the only one to have any models within 6" of the monster's lair, and the monster has been put *out of action*, that warband is victorious and gets the monster's hoard. If two or more players have decided to share the hoard, they must decide how to split it up. If they cannot determine this peacefully, their warbands will have to decide it un-peacefully!

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts out of action.

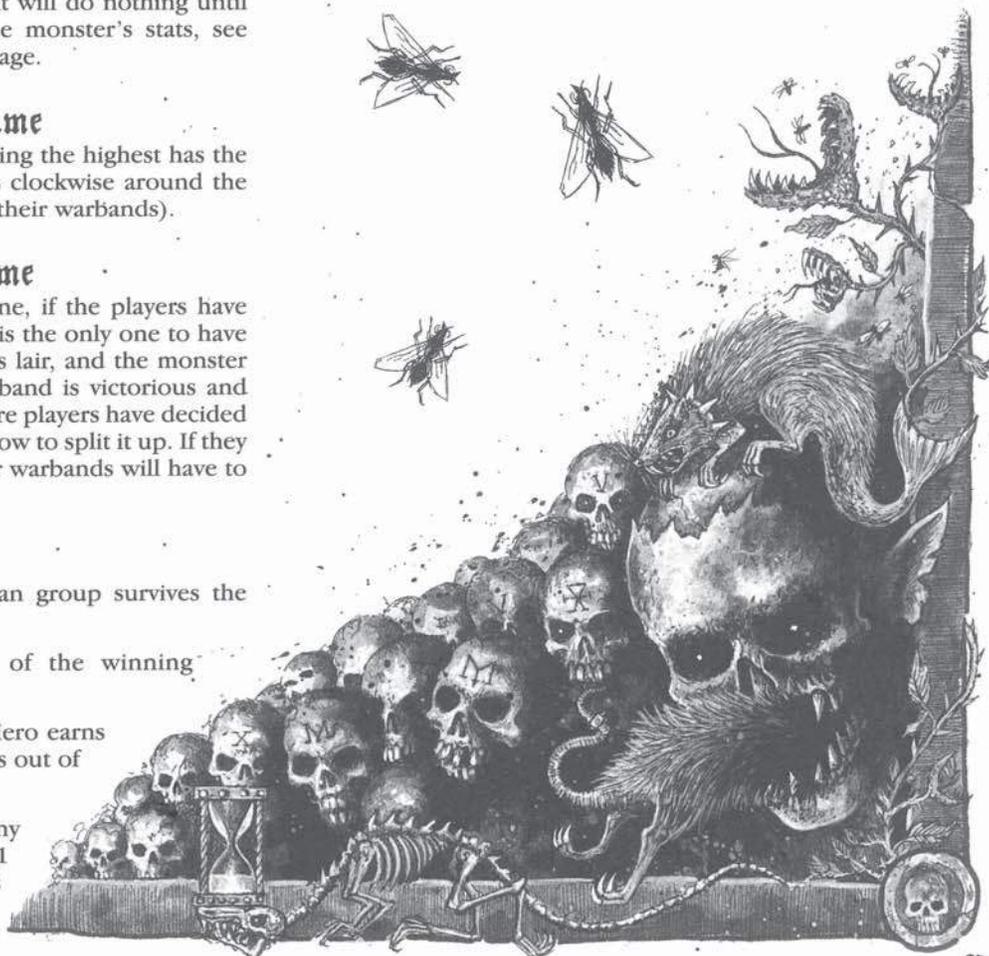
+1 For Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

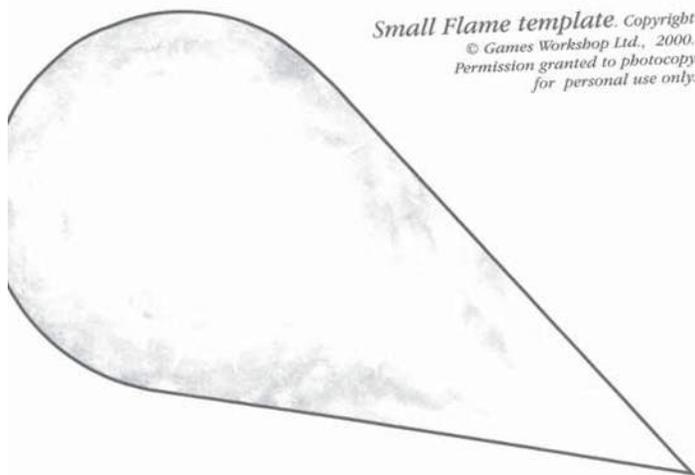
+2 For Putting the monster out of action. The Hero that puts the monster *out of action* gets a bonus +2 experience.

treasure hoard

The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type. Still, it has amassed a respectable amount. Whichever warband has control of the monster's lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

Item	D6 Result Needed
5D6 gc	Automatic
Magical artefact (roll on artefact table)	6+
D3+1 pieces of wyrdstone	4+
Gromril axe	5+
Suit of heavy armour	5+
Suit of light armour	4+
Suit of light armour	4+
Shield	4+
Helmet	4+
D3 swords	4+
D3 gems worth 10 gc each	5+
Jewellery worth 10-60 gc	5+



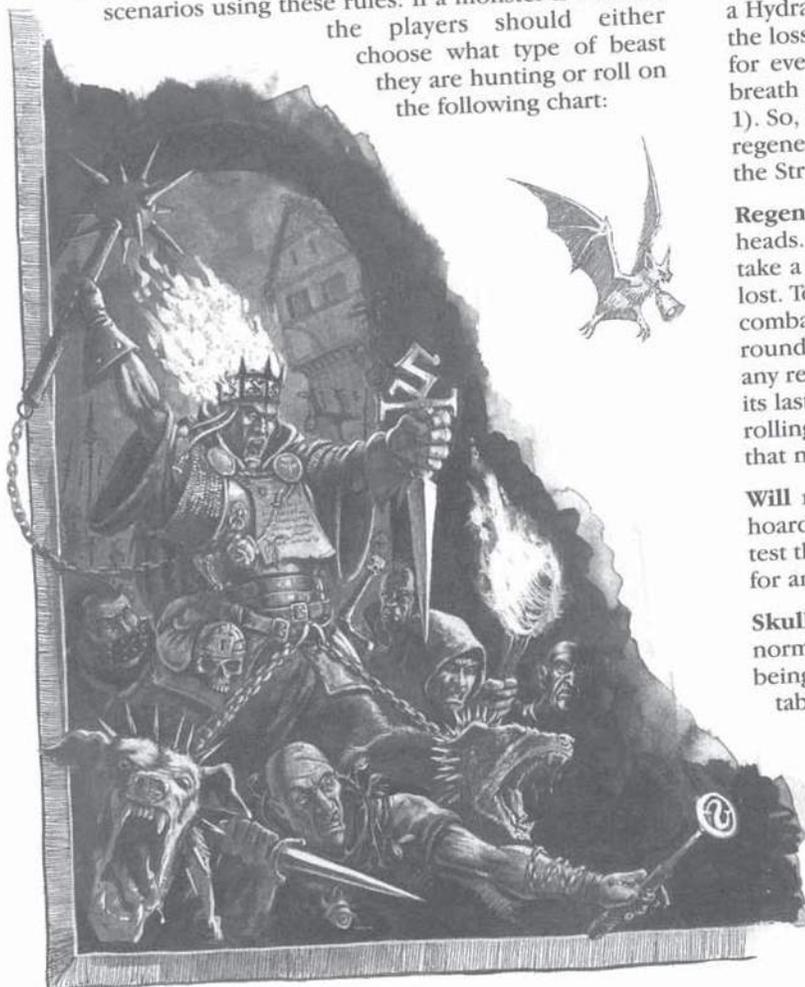


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Great beasts in Mordheim

Regular games of Mordheim are not really suitable for the introduction of the larger monsters that roam the Warhammer world. Even a small Dragon, for example, would eat the average Mordheim warband for lunch! Due to the nature of multiplayer Mordheim, however, with its alliances and generally broader emphasis, such creatures may well make an appearance without overly upsetting the game. Monsters in Mordheim are a bit smaller than their Warhammer counterparts – they represent creatures that have lurked underground in the caverns beneath the city, are former denizens of Mordheim's world-famous Imperial Zoo, or are young members of their species who have recently been forced out of the nest and have decided to set up a new lair in the ruined city. Players who wish to include monsters in their games of Mordheim can do so using Scenario 7: Monster Hunt, or may wish to create their own scenarios using these rules. If a monster is desired,

the players should either choose what type of beast they are hunting or roll on the following chart:



D6 Roll

D6 Roll	Result
1	Young Hydra
2	Young Dragon
3	Young Wyvern
4	Young Griffon
5	Young Hippogriff
6	Young Chimera

Young Hydra

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	5	3	5	8

Fear: Despite its smaller size, the young Hydra is still a fearsome opponent. It causes *fear*.

Save: The young Hydra's scales aren't as strong as a normal Hydra's, but they are still as strong as metal. The Hydra has an armour save 6+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Hydra breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase and may be made even if the Hydra is involved in close combat. Simply place the small teardrop-shaped template with the narrow end at one of the Hydra's mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Hydra's fire is too weak to set them alight without prolonged exposure.

Loss of Heads: Each wound suffered by a Hydra represents one of its many heads getting taken *out of action*. Because of this, any successful (unsaved and un-regenerated) Wound to a Hydra reduces its Attacks characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). So, for example, if the Hydra has taken 3 (unsaved and un-regenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

Regeneration: All Hydras have the ability to regrow damaged heads. Some can do this immediately, while for others it may take a matter of hours or even days to replace a head that is lost. To represent this ability, at the end of each round of close combat roll a D6 for each Wound the Hydra has suffered that round. On a roll of 4 or more that Wound has regenerated; any regenerated Wounds are reinstated. If a Hydra is down to its last Wound remaining, make this roll to regenerate before rolling on the Injury table; a successful Regenerate roll means that no Injury roll is made.

Will not Rout: The Hydra is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hydra's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hydra but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hydra receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Hydra may not attack until it recovers).

Young Dragon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	5	5	6	4	7

Fear: Despite its smaller size and useless wings, the young Dragon is still a fearsome opponent. It causes *fear*.

Save: The young Dragon's scales aren't as strong as a normal Dragon's, but they are still as strong as metal. The young Dragon has an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Dragon breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase, and may be made even if the Dragon is involved in close combat. Simply place the small teardrop-shaped template supplied opposite with the narrow end at the Dragon's mouth. Any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Dragon's fire is too weak to set them alight without prolonged exposure.

Will not Rout: The Dragon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Dragon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* results instead (see below).

Staggered, but not down: Mighty blows will rock the Dragon, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Dragon receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Wyvern

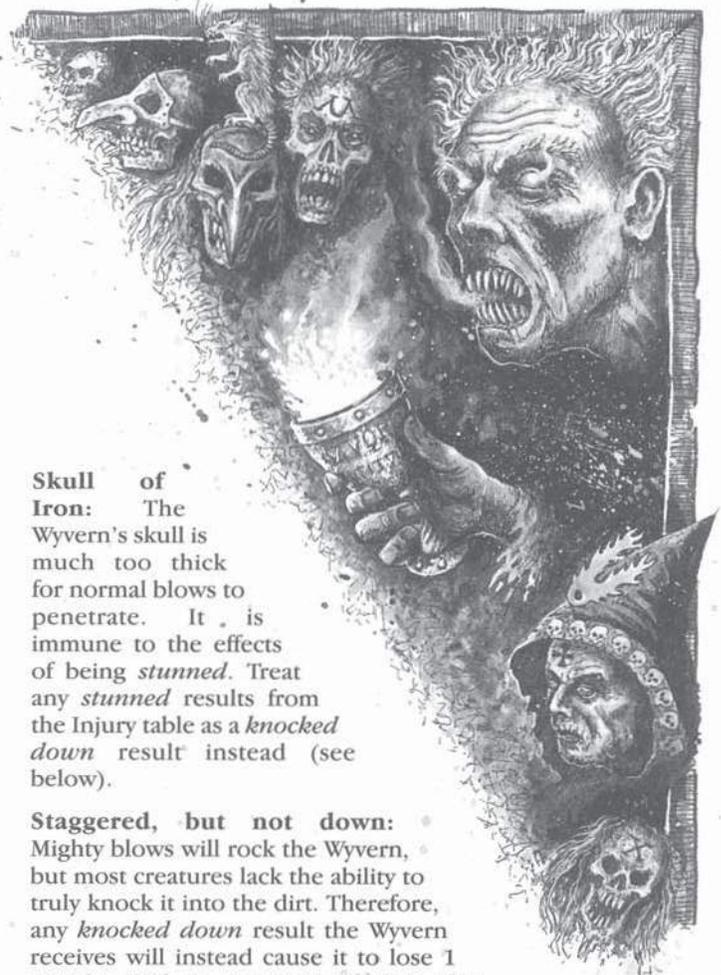
Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	5	3	4	2	5

Fear: Despite its smaller size and useless wings, the Wyvern is still a fearsome opponent. It causes *fear*.

Save: The Wyvern's scales aren't as strong as a normal Wyvern's, but they are still as strong as metal. The Wyvern has an armour save 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrashes this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a single D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the close combat phase (eg, it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.

Will not Rout: The Wyvern is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.



Skull of Iron: The Wyvern's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Wyvern, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Wyvern receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Wyvern may not attack until it recovers).

Young Griffon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	4	4	4	3	8

Fear: Despite its smaller size and useless wings, the Griffon is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Griffon's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Griffon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Griffon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Griffon but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Griffon receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Hippogriff

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	5	4	4	4	2	8

Fear: Despite its smaller size and useless wings, the young Hippogriff is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Hippogriff's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Hippogriff is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hippogriff's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hippogriff but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hippogriff receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.



Young Chimera

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	4	4	8

Fear: Despite its smaller size and useless wings, the Chimera is still a fearsome opponent. It causes *fear*.

Dragon Head: One of the Chimera's three heads is that of a Dragon. When the Dragon head breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase. Simply place the small teardrop shaped template with the narrow end at the Dragon head's mouth; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Chimera's fire is too weak to set them alight without prolonged exposure.

Ram Head: The second head is that of a massive bloody-eyed ram. One of the Chimera's attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be *knocked down*.

Lion Head: The last of the Chimera's heads is that of a ferocious golden-maned lion with jaws of steel and razor-sharp teeth. One of the Chimera's attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Chimera is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Chimera's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Chimera but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Chimera receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Reinhold pulled his blade out of the body of the Black Skaven lying at his feet. He looked up to see the remaining ratmen scurrying away as quickly as their stunted legs would carry them. The bodies of dead and wounded Skaven and Chaos Cultists littered the street. Reinhold's band had escaped the battle with little more than a few scrapes and bruises, thanks largely to his quick thinking. The wily veteran had assessed the situation and forged a hurried alliance with the Skaven against the Cultists. Then as soon as the members of the coven were put down or fleeing, Reinhold's men quickly turned on the surprised ratmen, easily driving off the cowardly abominations as well. It was not a tactic he would have used against anyone other than the unclean, but blasphemers deserved no mercy. It was not an heroic victory certainly, but it was victory nonetheless. And victory was something to be proud of in this dark city.

Modelling



Nordheim Architecture

By Nigel Stillman



In this installment of **Mordheim Architecture**, Nigel Stillman explains just how easy it can be to make your own ruined buildings for your battles in the **City of the Damned**.

The idea of fighting Warhammer battles with small bands of warriors running about and hiding in the streets of a ruined medieval city opens up vast possibilities for fantastic scenery. As a fantasy landscape, this is something completely new. Players of Warhammer 40,000 and Necromunda have long been used to playing games set in ruined cities, but who would have thought you could do the same thing in an age of swords and sorcery?

The setting is Mordheim, a city of the Empire ruined by the impact of a huge meteorite. The city has not been entirely destroyed, but there is a massive crater where part of it used to be. As you go outward from the crater, the buildings become gradually less ruined, varying from totally demolished to areas where only part of a building has been destroyed, leaving the rest of it precariously intact, and on into parts of the city which are only slightly damaged, but deserted and eerie. Here, there are just holes in the roofs and walls made by flying debris and fragments of meteorite. Stone buildings survive better than timber ones and often the stone built lower stories of buildings still stand, while the rest has been destroyed. This then is the setting we should aim to recreate for our games of Mordheim.

The entire battlefield (an area 4x4', suitable for a skirmish game) needs to be covered in ruined buildings, separated by streets. To make the battlefield interesting, the streets need to be narrow and winding, opening up now and again into a square or market place. There must be open areas between the cover for the models to run and shoot across, but the battlefield should create the cramped and menacing atmosphere of a fantasy medieval city.

The key to creating a Mordheim battlefield is the style of the buildings. Ideally we want a lot of different buildings, such as houses, shops, taverns, workshops, temples, stables, archways, ruins, towers, graveyards, docks and anything else we could think of that might be found in Mordheim. They should look as if they were built of stone or timber or a mixture of both, and all be ruined to varying extents so that it is possible to move models into them. The doors and windows should be open to permit models to enter and shoot. There should be several



floors partly remaining so that troops can be placed on different levels.

The buildings should also feature overhanging upper storeys, tall chimneys, high pitched roofs, balconies, archways and anything else you can think of, and be embellished with such things as grotesque gargoyles, tavern signs or lamps. The buildings should really look like they belong in the townscape of a John Blanche painting!



Constructing Basic Buildings

Materials

To construct the buildings we used for playtesting Mordheim I used foamboard. This is available from art and craft shops. It consists of two sheets of thin white cardboard with a thin layer of polystyrene foam in between. It is easy to cut with a modelling knife, and is quite strong even though it is very light.

Other materials which could be used instead of this are cardboard packaging of the sort which has two layers of thin brown card with corrugated card in between (*like GW Mail Order boxes! – Fat Bloke*), polystyrene ceiling tiles (which must be painted with textured paint before spraying so as not to melt the foam), balsa wood or thin card like that from cornflake packets would all be viable alternatives. Each of these materials has strengths and weaknesses for modelling, so it's worth experimenting.



This is one of the finished basic buildings. It was easy and fun to build and took very little time to do. The more complex buildings use exactly the same techniques but just a little more patience.



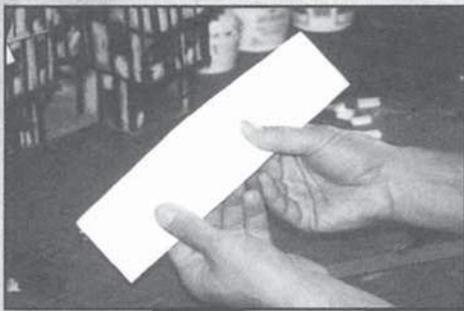
The buildings which I made were constructed entirely from foamboard, but you could use a stronger, heavier material such as MDF board, hardboard or cork tile for the bases. By having a heavy base a building can overhang without falling over.

Construction

To make the buildings I cut out the shapes I wanted from the sheets of foamboard using a modelling knife. I drew the shapes on the foamboard beforehand. It's good practice to have a rough idea of what the building will look like and work out what shapes will be needed to make each storey. These shapes were basically squares and rectangles of a standard size. I cut strips about 2" high and 12" long that were then scored and bent at right angles to create walls of buildings. Then I cut rectangles or squares varying from 4" square to 6" square to be used as bases, floors and roofs. I also cut out extra shapes 2" high and varying lengths to be the inside walls of the buildings. This 2" height is the minimum height for each storey – any less and the buildings may begin to look a little too small, and more importantly, your models won't fit inside. You could make them higher than 2" or even vary the height of the storeys within a single building.

When I had a pile of varying shapes I began constructing buildings. I made them up as I went along. To fix each of the pieces together I put PVA glue on the edges I wanted to join together and then pinned them with ordinary pins. The foamboard is easy to pin in this way and the assembled pieces are held together firmly while the glue dries, enabling you to work quite rapidly.

I assembled the buildings storey by storey. First I took a 2x12" strip and scored it in two places, then bent it along the score lines. This created three 2x4" walls. Then I cut a door in one wall, and windows in the others. I bent the scored section around to create three sides of a square with the final side left open. I then cut the edges of the open side to give a ruined effect.



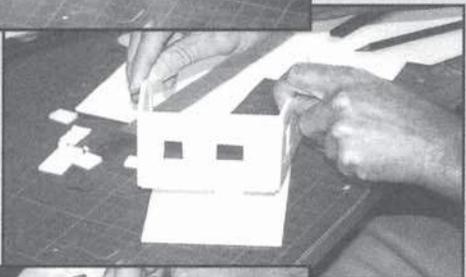
First I took a 2x12" strip of foamboard and scored it in two places.



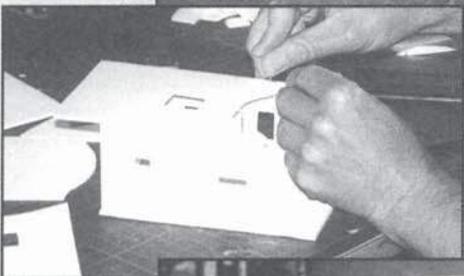
Then I cut the doors and windows into it.



I folded it around to form the three walls of the ground floor.



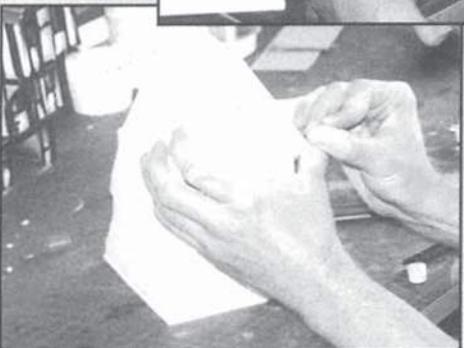
Next I attached the base, using pins to hold it in place while the glue dried.



After the basic shape of the first storey was made, I attached what was to be the floor of the next storey.



The second storey was made with exactly the same technique and glued to the top of the first.



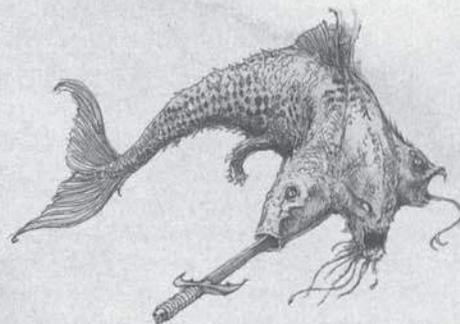
Finally the basic structure was finished with the addition of the roof, made from three pieces of foamboard with a window cut into the triangular front piece.

Then I fixed this onto a 4x4" square piece of foamboard as its floor. I repeated the process to create a second storey, which I fixed to the first one, positioning it so that it overlapped the front of the first storey. This creates the effect known as 'jetting' in medieval timber-framed buildings, where upper storeys projected over lower ones allowing people to throw their muck out into the street onto passers by!

Top Tip: Safe use of Knives

When using scalpels and modelling knives remember to make all cuts away from yourself. By pressing lightly and scoring several times you do not risk slipping or snapping the blade. Also change your blades regularly, sharp blades are much safer to use than blunt ones.

Next, I placed a further, third storey on the second in the same way. I find that three storeys create the right 'look' to buildings and the jetting makes it lean out over the road in an appropriate squalid, medieval way. The back of the building is open and looks ruined, as though half of it has collapsed. This allows models to be put inside to shoot out of the windows.



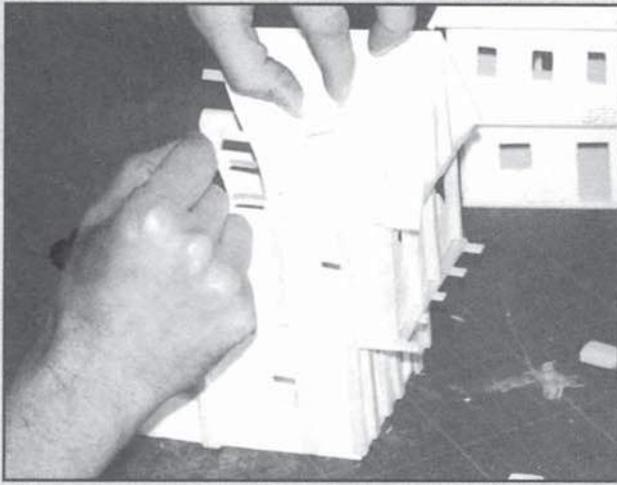
The Roof

The roof was made by fixing two square pieces together along one edge and inserting a triangular piece at one end to be the gable. I cut a window in this so that models could shoot out. This was mounted on another rectangular piece and then fixed, jutting out slightly, on top of the third storey. The house was now very tall and in danger of tipping over. The best way to counteract this is to stick something weighty in the bottom storey, like some small rocks, but if you mount the model on a heavier base, such as MDF board, it should be stable enough. I made my subsequent buildings more stable by increasing the length of the bottom storey to counterbalance the weight.

Top Tip: Getting Scale Right

When making buildings it is useful to have a few human-sized models to hand. These can be used to measure and check the height and size of the model buildings as they are constructed. The buildings in Mordheim were built for humans and so do not have to be easy for bigger models to get into. It is realistic if bigger models find them cramped and humans can use them as a safe refuge.

Building More Advanced Structures

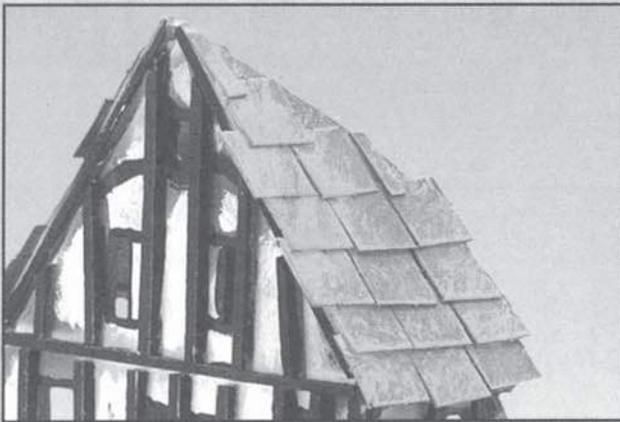


Embellishment

The building was now ready for stage two – embellishment. This involves sticking on strips of balsa wood or card to create the effect of timbering. I just stuck on strips in logical places and a few bits jutting out where half the house had been demolished. These strips represent structural timbers of the beams and rafters. Then I stuck small squares of card all over the roof in overlapping rows, to represent tiles.

Painting

Then comes stage three, which is painting. I sprayed the exterior of the model with Bubonic Brown, using Bestial Brown spray under the eaves, on the roof and inside the model. Then I sprayed the roof red. Finally I sprayed the inside and open edges of the model with Chaos Black. I did this because it is meant to be a burnt out ruin, so the interior would be dark and charred.



An effective finish has been achieved using very simple methods.

When the spray paint had dried I proceeded with the detailed painting of the timbering, for which I used black. Then I drybrushed the exterior with Bleached Bone and the roof with orange to highlight the timbers and tiles. With this done the model was finished!



All of my buildings were made using this method, the main variation being in the basic design or size. Later I decided to represent stonework on lower stories by sticking on card rectangles instead of balsa strips. These areas were sprayed grey and drybrushed with white.

A particularly good design was to join two buildings together in such a way that they formed an arch over the street. This would happen when two opposing buildings jutted out so much that someone spanned the gap and built an extra storey that bridged the road. To make such an archway I first made a couple of two-storey buildings as described above and mounted them on a single base opposite each other with a space between for the street. Then I positioned a third storey as a bridge across the jutting out second storeys to link them. In other words I was using the basic foamboard rooms as modules for creating more elaborate buildings.

Ruined Effects

The main thing to remember when making Mordheim buildings is that they should be partly ruined and accessible to models. The easiest way to indicate damage is to leave all doors and windows open and drybrush black around the openings. Other holes can be created and treated in this way, especially in the roof. These provide openings for troops to enter buildings and shoot out from, and so will make for a more exciting game.

The streets of Mordheim are likely to be partly blocked here and there by heaps of rubble, and some buildings will have been totally reduced to this state. Heaps of rubble make good small terrain pieces for use anywhere among the buildings and are easily made. Just cut an irregular base and stick onto it stones, pebbles, bits of balsa wood, sticks and broken bits of polystyrene packaging or tile. Arrange the debris in a random pile and fill up gaps with PVA glue and gravel or sand. Paint textured paint over any polystyrene and the base, then spray the entire piece with Chaos Black. It is now ready to be drybrushed. The quick way is to simply drybrush the entire thing with Bestial Brown followed by Bleached Bone, or you could pick out different kinds of rubble with different shades of grey, brown etc.

A partially destroyed building, reduced to no more than a corner, can be made using the same technique described above. Just fix two pieces of foamboard together along their straight edges and cut the other edges at an irregular angle. This is then placed on a triangular base. Windows can be cut into it and perhaps the remains of an upper floor. Such ruins are useful for marking the corners of streets.



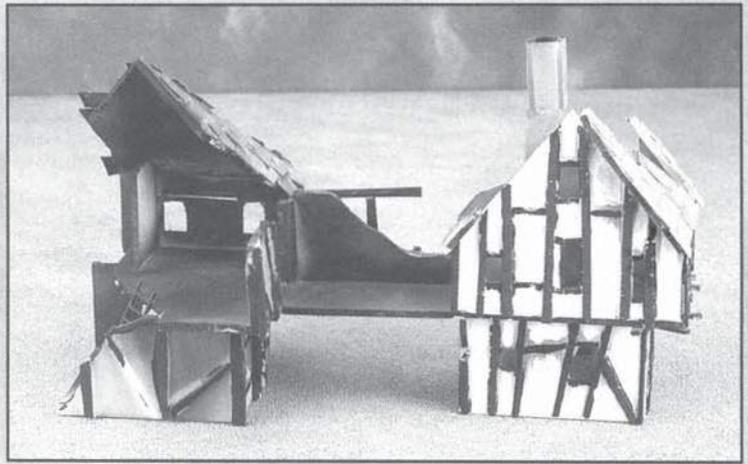
Moving Models About In The Ruins

The most important function of the buildings in the Mordheim game is as hiding places and cover for models. Also they provide a vertical dimension to the game since models can occupy upper storeys. A building can even become a mini stronghold if all of a warband decide to defend it. Therefore a good building for Mordheim is one that allows you to place models inside it preferably on several floors, and has windows and doors to shoot out of. Bridges, colonnades, walkways, balconies, ruined sections and such like make buildings even more interesting to fight in and around.

Bridges and arcades that pass over a street to link buildings at the level of the first or second storeys are very useful terrain pieces to make. This enables models to move from certain buildings to others without coming down to ground level, and allows them to shoot down into the street below, forcing opponents to try to capture the building. Instead of taking the form of a room suspended above the street joining to two houses, bridges can be mounted on archways or colonnades.

A colonnade can be made using plaster cake pillars. Arrange these in a row, spaced a couple of inches apart, and stick them to a long flat base. Stick a similar floor to the tops of the columns. Then put walls along the top, cut at regular intervals with windows or gaps. It works better to use only one partly intact wall, with the other side so ruined that models can be placed and moved from behind. For the same reason, if you roof the bridge, make the roof very ruined to allow access for models.

An archway can be made by cutting half circular shapes out of rectangular pieces of foamboard. You can do one big arch or a row



A simple walkway joining two buildings makes for an interesting piece of terrain.

of several to create an arcade. Two identical arch sections are fixed to a base about two inches or more apart. The inner part of the archway can be made by fixing flexible thin card along the curved edges of the interior of the arch. The arch can be covered in rectangular bits of card to represent masonry. This piece could be used on its own or as a support for



This large building has been made from several modules fitted together to bridge the street below

timbered rooms. Just fix partly ruined buildings onto the top. These will look good if they overhang the arch.

Gargoyles And Other Embellishments

Empire buildings are decorated with gargoyles and other carvings, such as heads, shields, runes and symbols. Any piece of protruding timberwork is likely to be carved into something. These carvings are not only decorative, but are done to bring good luck to the house or ward off evil. The effect is to make the narrow streets look grotesque and frightening, especially at night, with gargoyles grimacing out of the gloom from the corners of buildings.



The street running under the house has been made using textured wallpaper to imitate cobbled streets.

Gargoyles and such things are easily represented on model buildings by attaching heads of monsters, model gargoyles, shields and other odd pieces from your bits box. Fix them to corners, overhanging or protruding timber beams, gable ends and roofs. Shields look good over the doors. Larger models can be put on a pedestal of their own and turned into statues. Little paintwork is required, just undercoat in black and drybrush in brown for wooden figures, grey for carved stone or dull bronze for metal statues.

Staircases

How do models get into the upper storeys of the buildings? There are three possibilities. One is that they use remaining staircases where they can find them, another is that they use makeshift ladders and failing that, they climb. Staircases are easy to make. Just stick varying lengths of foamboard, tile, thick card or balsa wood on top of each other so that each piece is about 10 cm shorter than the piece below. Continue doing this until the staircase block is high enough to reach the next floor from the ground. These staircases can be stuck onto or inside suitable buildings to indicate places where access to the upper floors is allowed. As well as staircases, you can stick ladders in suitable positions, piles of crates, barrels or rubble to make access to upper storeys easier. Another way of creating staircases might be to use several slotta bases stuck together. Ladders can be made by cutting balsa wood into thin strips, two long and enough short ones to make the steps. There are also model ladders in the Warhammer Siege Attackers box set, which you can order through Mail Order.

Cobbled Streets

Apart from just leaving gaps between rows of buildings, there are two ways of representing streets. One is to make sections of cobbled streets to place between the buildings. These could vary in width to create wide or narrow streets or could be made to a standard width so as to be certain of joining up. There could be special corner sections, crossroads,

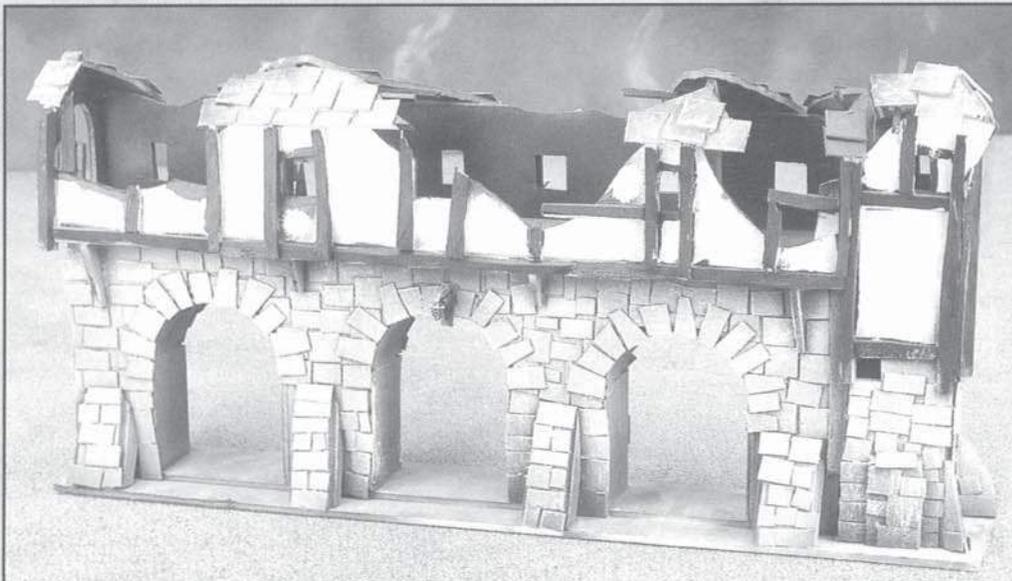
junctions, market squares and winding lanes. The other option is to make several base boards or even one big 4x4' board and permanently mark the streets on it, or texture and paint it to represent cobbles or bare ground. Street sections can be made from foamboard, hardboard, MDF or thick card.

Cobbled or paved surfaces can be represented either by laboriously sticking bits of card onto the base as paving stones or by using embossed plasticard. The best option is to try to find wallpaper with a raised pattern on it that looks like cobbles or paving stones. There are several designs which can be painted grey and drybrushed over to give the impression of cobbled streets. This is the quickest and cheapest way of covering large areas.

Odds and Ends

The ruined streets of Mordheim are strewn with all kinds of debris, especially since the populace abandoned their homes leaving behind plenty of stuff and everywhere has been ransacked several times over. This means that there are barrels from pillaged storehouses, furniture, overturned wagons and carts, lumps of wood and many other things scattered around the buildings. It is a good idea to gather a few odds and ends like this to place around the streets to give extra cover and hiding places to models trying to cross open areas such as market squares or wide streets. Barrels can be made from corks painted brown with black rings around them. Carts can be made of balsa wood or matchsticks using plastic cannon wheels from your bits box. Sacks of grain can be made by modelling pillow shapes in modelling clay and pressing several on top of each other so that they appear to be sagging. Put them on a small base and paint PVA around them, then scatter this with sand to represent spilled grain.

Well I hope this has inspired you to have a go and create your own Mordheim terrain. Just remember that the only limitation on your creations is your own imagination.



The stonework arches were made to look really effective just by gluing card squares to the basic foamboard structure.

D. Nigel

Mordheim Architecture

By Nick Davis

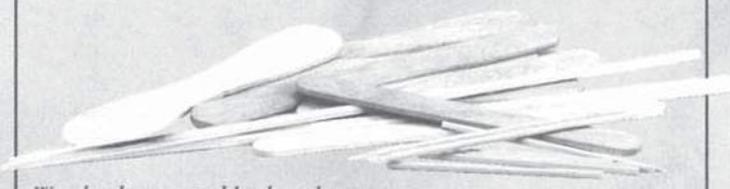
The City of the Damned is a dark and dangerous place with twisted architecture, and equally twisted denizens. In this feature on Mordheim architecture, Nick Davis takes a look at the buildings of Mordheim and a subject that is dear to any Mercenary's life... Cover!

Nick: Welcome to the third instalment of Mordheim Architecture as we continue our look at the buildings and features of the City of the Damned. I've at last got my hands on the fantastic new card buildings from the Blood on the Streets building pack and I'm looking forward to putting them together. But first I have to solve a little problem.

As my warband explores the dark reaches of Mordheim I've found that one thing becomes apparent. Apart from the ruined buildings, if you're caught out in the streets there is no cover! Well, in a bid to save my Middenheim mercenaries, the White Wolves, from extinction (they've had a hard time against warbands with lots of marksmen), I sat down, grabbed my bits box and started to make some barricades, based on the cardboard ones you get in the box.

The materials used in the construction of my barricades are really easy to find. They are mainly made out of broken up lolly sticks (I hope you saved yours from the summer – the first rule of modelling is never throw anything out!). I also added some extra stuff from my bits box like plastic cart wheels and metal barrels. Also, to add a little interest to the barricade bases, I used a couple of modelling techniques which I explained in an earlier edition of Mordheim Architecture (see WD238).

Wooden Beams & Broken Doors



Wooden beams and broken doors can be made out of lolly sticks, cocktail sticks and bamboo barbecue skewers.



Above: A barricade made up of lolly sticks, sprue rubble (see WD238) and a solid plastic wheel.

Mealie Bags

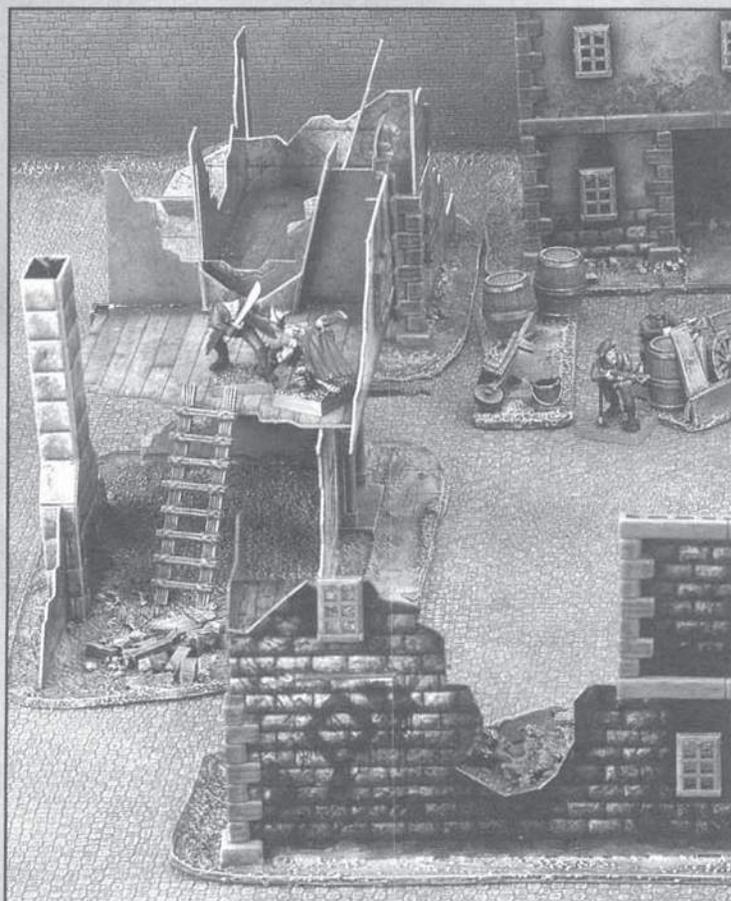
Mordheim was a busy trade city and many farmers brought their produce in to sell. It was not uncommon to see piles of sacks containing grain or other produce around the city. These make handy cover in the now dangerous city streets.



My sacks or 'mealie bags' are hand made. Get some modelling clay like DAS, pull a bit off and shape into a rough sack (the size is up to you). Repeat until you have a line of three or four. Make a load more but this time place the shaped DAS on top of the last row of sacks. Keep this up until the line of mealie bags comes up to a Human mercenary's waist. Leave to dry and then paint over the bags with watered down PVA glue. This will seal them together. When the PVA is dry, paint the row of bags with Chaos Black, drybrush with Snakebite Leather, followed by Bubonic Brown and wash with Chestnut Brown Ink mixed with a drop of washing up liquid. Congratulations, you have completed your stack of mealie bags.



Left: Mealie bags. Note the split bag with the grain coloured black due to the warping influence of the city.



Building a Barricade

Barricades are really easy to build as they can be made up of almost anything – discarded wood, empty barrels, old cart wheels, mealie bags and doors. Here is my way of doing it...

1 First cut your base to size. I suggest about 3cm wide and about 8cm in length, but you can vary this if you wish. However, try to keep all the barricade materials in the centre of the base to help protect them from knocks.



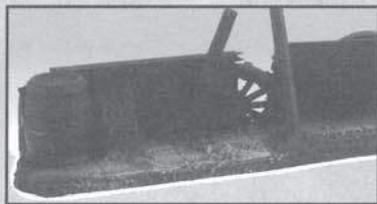
For the base I used thick cardboard called artboard, but corrugated cardboard would be just as good. I then glued some paving slabs on to this artboard base (see WD238). The barricade itself is made out of two lolly sticks broken in half, a bamboo skewer, a couple of cart wheels and a metal barrel from the Siege Defenders boxed set.

The broken halves of lolly stick were glued on top of each other using PVA glue and then glued onto the base. I used the barrel and the bamboo sticks to prop up the lolly stick barricade, then left this to dry. To finish off the barricade I glued two spare wagon wheels to the front of the barricade wall, then painted the entire base with coarse textured paint, and left it to dry.

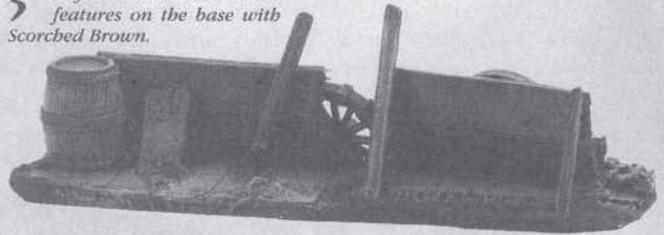


2 Paint or spray the base Chaos Black. I suggest you use a combination of the two; you can use the paint brush to get into the gaps that your spray can miss.

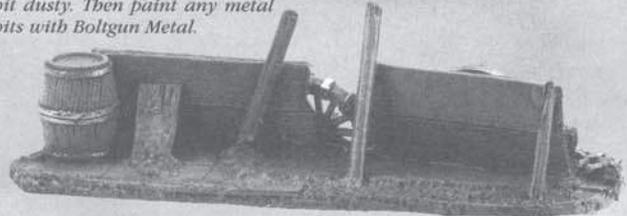
Once the paint is dry, if you have any paving slabs or sprue rubble on your base drybrush them Codex Grey.



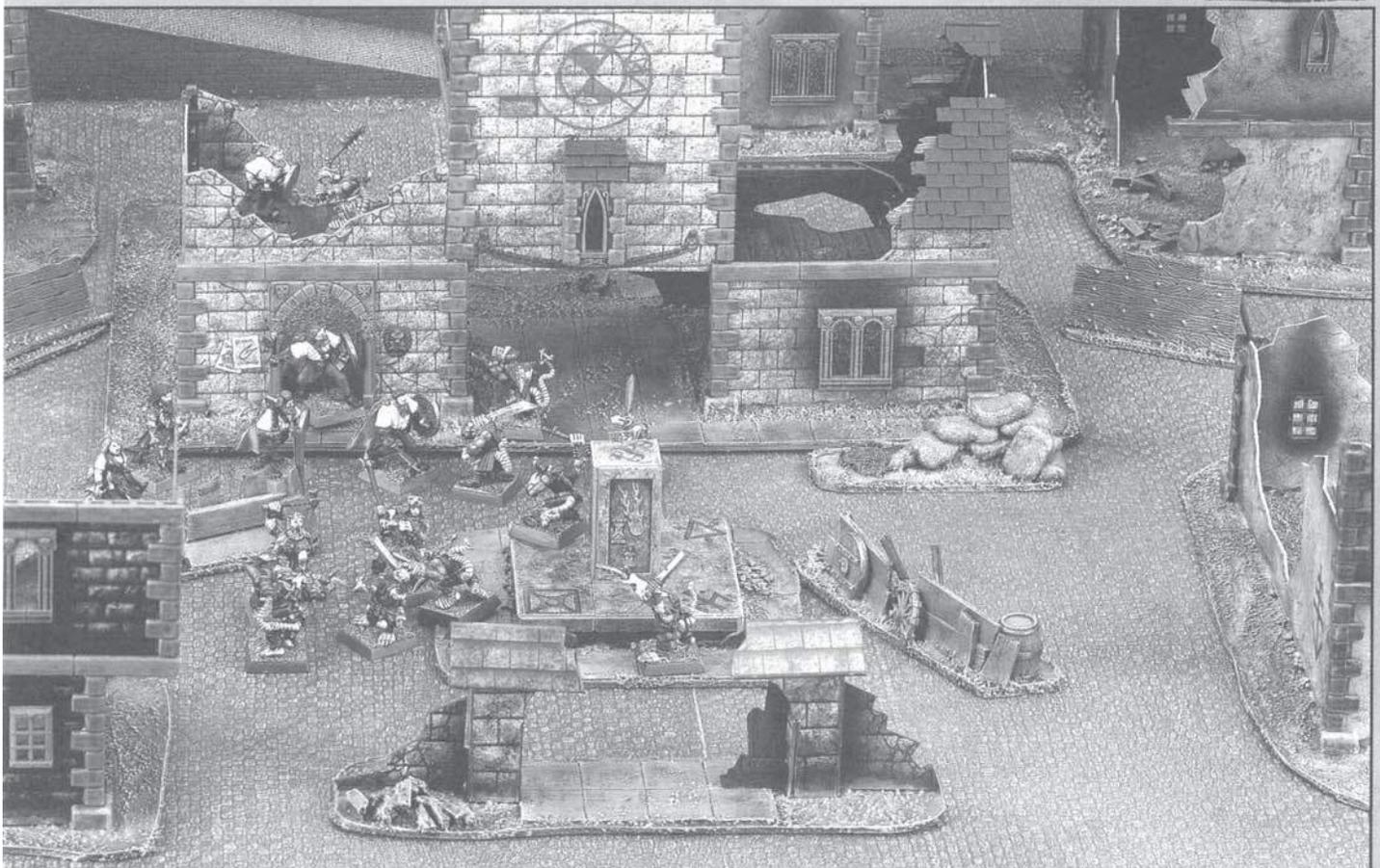
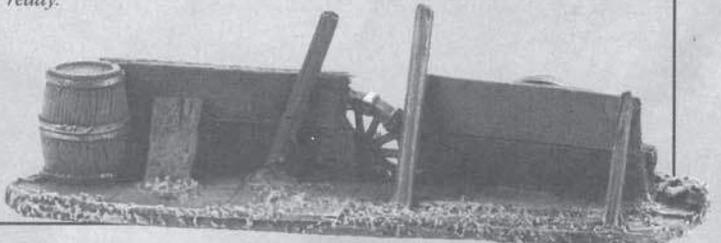
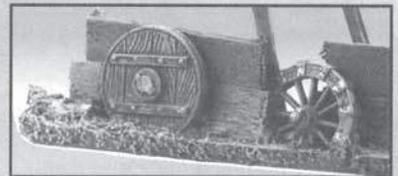
3 Drybrush all the wooden features on the base with Scorched Brown.



4 Now drybrush the entire barricade with Snakebite Leather, including the wooden pieces on the base. Go over the edges of the paving slabs and any sprue rubble. Don't worry too much about keeping this neat and tidy. Mordheim was hit by a big rock so it is going to be a little bit dusty. Then paint any metal bits with Boltgun Metal.

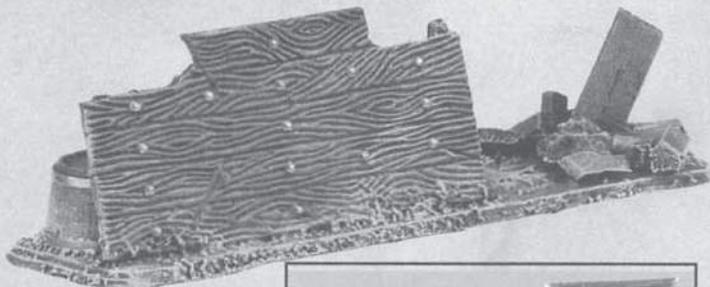


5 To finish off the barricade, drybrush over the base with Bubonic Brown. Again you don't have to be too tidy about this (make sure you go over the metal bits with it). Once you are done your barricade is ready.

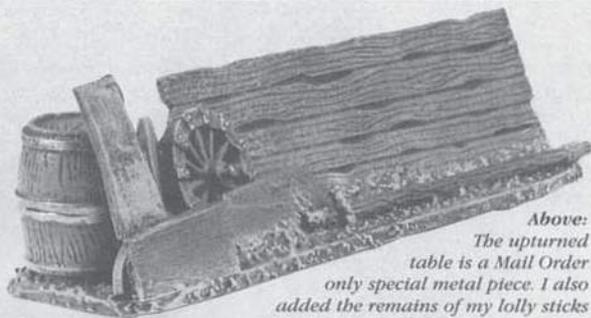


Barricades

As I have mentioned before, making barricades is really easy. Here are a few I knocked out using some bits and pieces from my ever growing bits box.



Above & right: This barricade is made up from a door from the Warhammer Fortress and some bits from the Siege Defenders boxed set. I added a pile of sprue rubble and a broken bit of lolly stick for extra effect.



Above: The upturned table is a Mail Order only special metal piece. I also added the remains of my lolly sticks to the base and a plastic cart wheel.



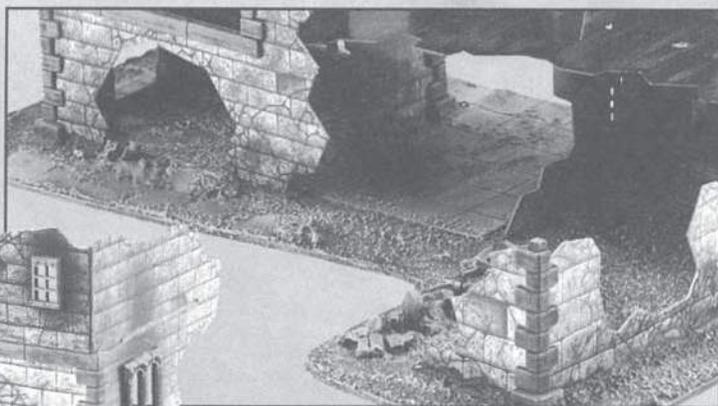
Left: A collection of barrels and an upturned wheel from the Siege Defenders boxed set make a quick, easy, effective piece of cover.

Right, let's get on with it and see what I can make.

Well, with the cover problem solved I can now concentrate on the Blood on the Street buildings. I enjoyed putting together my last set of Mordheim cardboard buildings as it involved very little modelling work from me and they looked great.

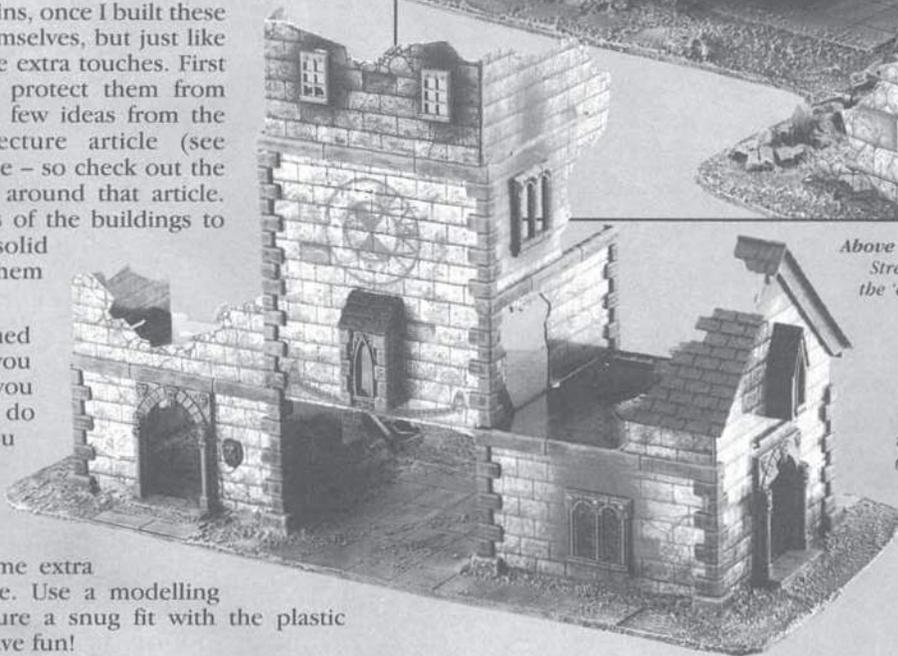
Just like the first set of ruins, once I built these they looked great by themselves, but just like the first set I added some extra touches. First of all I based them to protect them from knocks. Then I added a few ideas from the first Mordheim Architecture article (see WD238) like sprue rubble – so check out the hints and tips scattered around that article. Also I painted the edges of the buildings to give them a more solid appearance and tidy them up.

The buildings were glued together with PVA glue (you can easily pull it apart if you make a mistake). I do suggest that before you apply any glue you test fit the pieces first! As with all cardboard buildings you may find that you need to do some extra trimming here and there. Use a modelling knife or scissors to ensure a snug fit with the plastic building components. Have fun!

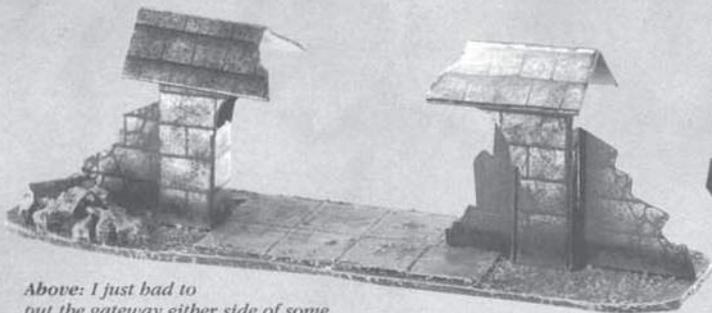


Above & left: The Blood on the Streets tower house. Most of the 'extra touches' have gone on around the back. I added the corner wall piece to the base to make the building even bigger.

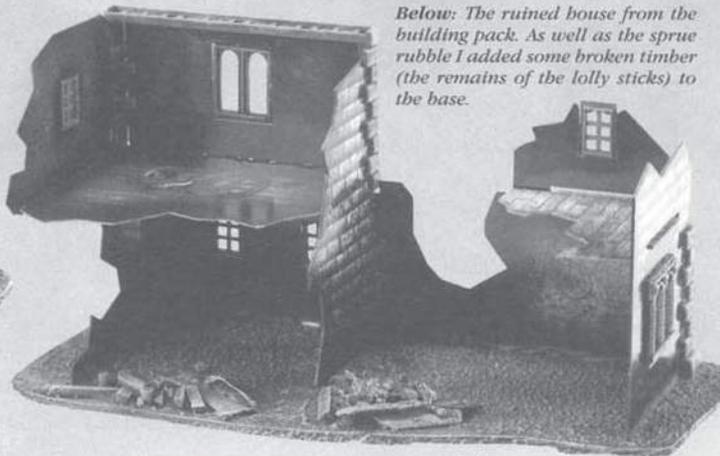
The base has the now mandatory sprue rubble (check out the gap in the far wall) and paving stones.



Below: The ruined house from the building pack. As well as the sprue rubble I added some broken timber (the remains of the lolly sticks) to the base.



Above: I just had to put the gateway either side of some paving stones. A quick note about this piece – the folds and flaps are tight so I used superglue to stick it together. I needed the more instant bond of superglue or I would have spent the next hour or two holding it together as the PVA dried!





Black Shields



The Studio Mordheim campaign started up a few months ago and there was a warband building frenzy all around Head Office. Not being one to miss out on the action, Mark Bedford chose to build a Skaven warband. This is how he went about it.

I decided to make the warband from plastics (although later on I will add metal miniatures) because I wanted the Skaven in my gang to be individual. This is something you just don't have time for in Warhammer. There is an upper restriction to the amount of warband members in a gang so I lavished extra time on each figure and its base. I find converting and altering plastic figures a lot easier than their metal counterparts, so after working out my warband on a piece of scrap paper I grabbed my clippers, scalpel, bits box and glue then set to work.

The Assassin Adept isn't converted – he came straight from the Mordheim sprue. However I did pose him in a way that looks like he is scrambling over the city's rubble. I based all the models on 25mm square bases as this gives you a bit more room to make each figure look like a mini diorama. If you wanted you could go really over the top with the bases, modelling on rubble, artifacts, mushrooms, coins, warpstone or anything else with spare bits from the accessory sprue or from your bits box.

I armed the first of my two Black Skaven with a flail, helmet and light armour. I equipped the other with a shield and throwing stars. I used gloss paint on all the armour to make a contrast between hard metal parts and soft cloth and fur.

Next came the Eshin Sorcerer. He was made from plastics from the Mordheim sprues and Zombie, Orc and Skaven regiment sprues. I also used static grass on the Zombie's head to look like hair.

A study of the Skaven of the 'Black Shields'.

By master craftsman Mark of Bedford



The malevolent Skaven move through a ruined square in the centre of Mordheim.



The five Verminkin were taken from various sources. I managed to acquire enough slinger arms from people around the Studio to equip all five of them. I wanted each figure to look different so I changed each of the slinger arms either by cutting it at the wrist and rotating it or cutting it off and gluing it to a different arm. Arming Verminkin with slings is a useful option – they don't have a very good Ballistic Skill to start with, but if they stand still they get to fire twice in a turn and this gives you better odds of hitting something.

I also armed them with spears and shields for close quarter fighting. With the Verminkin finished I had completed my starting warband. The

finishing touch was a name for my gang. Being a big fan of Bernard Cornwell's King Arthur novels, I took my warband name from those stories. The Blackshields were a treacherous Irish warband who changed sides in a decisive battle – ideal for Skaven!

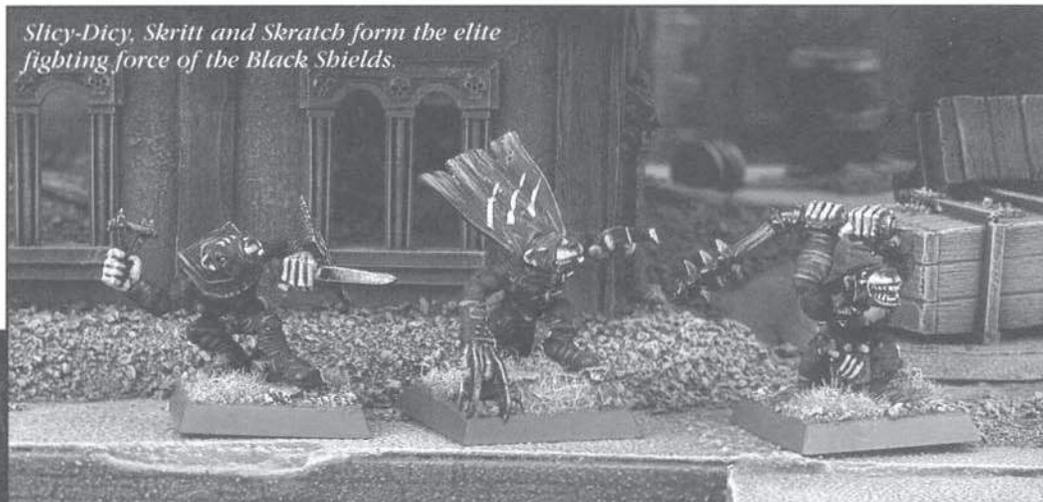
Now to get some warpstone...

The first battle I played was against artist Neil Hodgson and his Skaven warband. This was a very quick battle that brought me victory. I managed to cause enough casualties with a hail of slinger fire to cause him to take a Break test – which he failed – and his Skaven slunk off into the darkness to lick their wounds. Searching the ruins I found enough warpstone to buy two Night Runners and arm them with swords and bucklers.

Future plans include purchasing a Rat Ogre (to strike fear into the hearts of my enemies) and increasing the amount of Verminkin in the warband. This is so I can soak up a few casualties before taking a Leadership test, which you don't want to do too soon in a battle if you have a Skaven warband.

Aly Morrison had a Rat Ogre that he had covered in static flock (as fur) but hadn't painted, so after continual hounding, he finally caved in and gave it to me. I have painted it and now need to fight a few more warbands to earn enough gold crowns to buy it for my warband!

Slicy-Dicy, Skritt and Skcratch form the elite fighting force of the Black Shields.



Slicy-Dicy leads the Black Shields through the ruins of Mordbeim in search of warpstone.



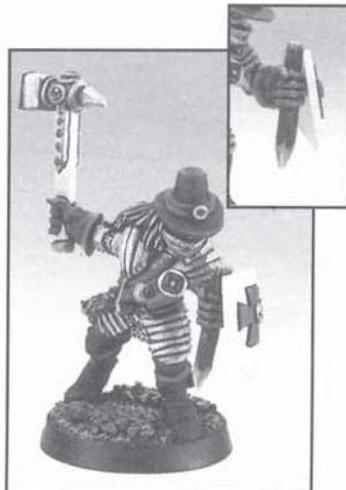


Colin Harvey's Witch Hunter warband explores a ruined building.

Coffin: Way back in WD223 there appeared the first rules in progress for what became Mordheim, City of the Damned. As soon as I saw the Witch Hunters I knew I had to put together a warband of these devout servants of Sigmar. Their dark, sinister image blended with their religious belief in cleansing the world of the tainted really appealed to me. At the time, however, there were few figures available in the puritan style I wanted, which was a blend of crusaders, knights and the monastic orders. I therefore had to convert the majority of the models...



For the Warrior-Priest I sculpted more hair and added litany papers onto the Empire Grand Theogonist model. I also added a shield and icon device to his breastplate.



The models I used for the Witch Hunters were the Imperial Reiksguard Knights on foot. I used heads and hats from the Warhammer Quest Witch Hunter and the new Johann van Hal special character, leaving enough of the Reiksguard helmet to create the mask and collar. With a few weapon swaps and converted shields, the look I wanted was achieved. The hardest part of the conversions was sculpting on the Witch Hunters' hair to cover up the previous details.

Wurge the Unclean

Ye exquisite
warband of
talented
artisan
Colin
Harvey.



The Monks (these models can easily be used as Zealots under the new rules) were made from Bretonnian Squires, with heads filed and re-modelled for the monk style haircut. To these I added necklaces and amulets bearing the same cross symbol that runs throughout the warband.



I converted the Flagellant by adding pieces from the Zombie sprue, which gave him relics and trophies so that he looks more like a prophet of doom.



My Pit Fighter Hired Sword. The body is from the Warhammer Quest Pit Fighter model and the head is from a Catachan Jungle Fighter.

The Hands of Fate

Not content with using the fantastic Mordheim Possessed models already available, Citadel Miniatures designer Aly Morrison decided to convert his own warband of the followers of Chaos. To show just how flexible the plastic sprues available in the Warhammer Regiments and Battle Squad boxed sets are, Aly has made the entire warband from these plastics.

Aly: I must admit that the main reason I wanted to convert my own Possessed warband was to show what could be achieved just by using plastic parts. With the introduction of the new Warhammer Regiment and Warhammer 40,000 Battle Squad sprues it has never been easier to convert models using only plastic. All you need is just one of each of the sprues to make the possibilities for conversions endless. Also, compared to buying individual metal components, plastic is a lot cheaper, making converting on a budget very easy indeed.

I find working with plastic very easy. Plastic is a lot softer than metal so it is simple to get the fit

that you want, and the fact that it is also quite light means that you don't need to pin everything in place – all you need to do is stick it where you want it. This gives you the freedom to experiment more as the bits are just as easy to take off as put on, making simple things like weapon and head swaps very easy to experiment with.

This conversion project gave me the perfect opportunity to really delve into the ideas and atmosphere of Mordheim. I also looked at the work of artists like Pieter Bruegel and Hieronymus Bosch, who were an influence during the conceptual stage of Mordheim.

With all these ideas swilling around in my head, I set about converting the warband.

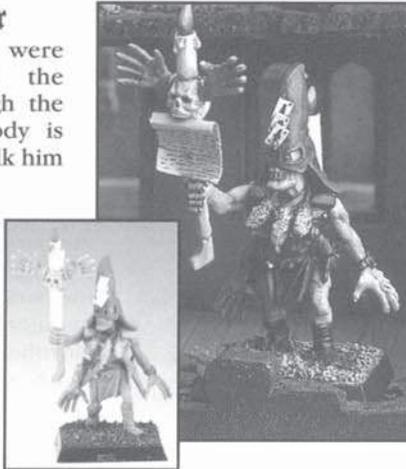


Ye study of the members of the Possessed warband
known as the Hands of Fate.

By mad Master-Physician Aly Morrison.

The Magister

The components were mostly taken from the Zombie sprue although the upper half of his body is Skaven. I did this to bulk him out slightly, although because he is a magic user, I wanted him to look quite weak as most of his strength would derive from his magic. As you can see from the in-progress shot, the only real sculpting work done was the hood which I made from Green Stuff. The playing cards and scroll were made of paper dipped in PVA glue. I made the candles out of a piece of plastic rod with a Green Stuff flame. To give the warband a theme, I decided to give everyone a severed arm taken from the Zombie plastic sprue.



The Possessed

I used the fantasy Orc body and legs because of their size. To merge the Boar's head to the body I had to use quite a lot of Green Stuff, in fact overall I used the greatest amount of Green Stuff on this model. I also used some to build up the



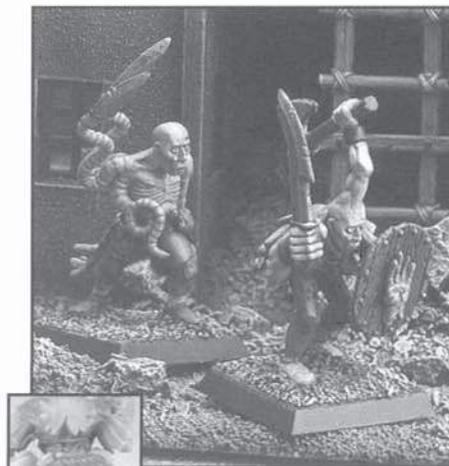
eyebrows to make the head look even more angry. The arms are from the Zombie sprue and the tentacles are Skaven tails. In fact when I originally sculpted the Skaven sprue someone told me that they looked like tentacles. This gave me the idea to use them in this way. I probably would have added more but I ran out.

Knowing when to stop is often the most important thing about converting as sometimes you can go too far. For the spikes on its back I used the ones from the Orc sprue, although I could have easily used cocktail sticks or simply carved them from a bit of spare plastic sprue.

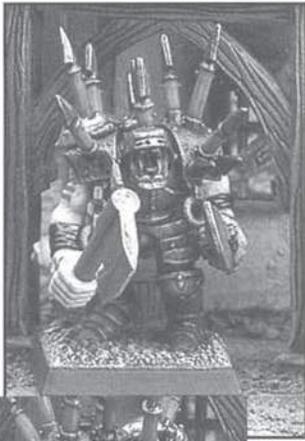


The Mutants

I wanted the Mutants to have an attack advantage over their enemy. With this in mind I decided that one would have the extra arm mutation and the other one would have some tentacles. Both the models are based on the Zombie models, although the one with the extra arm has a Goblin body to



make him look hunched over. When I was positioning the extra arm, I wanted it to be somewhere where it would clearly be of use, so where better than growing out of his head! If this wasn't weird enough, I also gave the model a severed hand holding a fish sandwich. For the tentacles on the other model I again used Skaven tails.



Spiky Darksouls

I had actually finished the warband but just had to go back and convert some more models when I realised that I hadn't used the Warhammer 40,000 Chaos spiky sprue. To make up for not using it on the rest of the warband I really went to town on these two. Looking at it you could quite easily use all the bits on this cool sprue. Both of these Henchmen are based upon the Chaos Warrior body and legs with Orc arms. For the first one I added the Ork Boyz

shoulder pads with lots of the spiky bits from the spiky sprue. His head is one of the gargoyles from the spiky sprue used to adorn guns on Chaos tanks. To the back of the model I added all manner of chains and severed heads from different places.



As I wanted both these models to look well armoured, I added to the second the jaw guard from the Ork Boyz sprue. I used the severed head from the Zombie sprue as it looks quite startled. The shield is simply one of the armour plates from the spiky sprue. The last thing I did was add the severed arm to mark them as members of the Hands of Fate.



More Darksouls!

From the start, I decided to convert someone who wore wooden armour. To achieve this I only used parts that contained wood, hence the Skaven shield shoulder pads and primitive wooden chopper from the Orc sprue. For his mask I used the Zombie drum.



I wanted another Darksoul with a mask so I used the skull from the Orc sprue and horns made out of shoulder pads from the Ork sprue. On top of the mask I added the two severed hands from the Zombie standard. While I was busy converting this model, someone pointed out that I hadn't added a fish, so just to please them I sculpted one out of Green Stuff.



The Beastman

This was the hardest to convert as I had to work out exactly how to make him. I definitely wanted to use the plastic wolf head. To make the head look more like a Beastman, I carved a full set of teeth and then added the



horns from the skeleton sprue. The body was quite difficult to convert as I wanted to give him hooved hind legs. To achieve this, I used the back legs of a boar added to the legs and body of an Orc. To the back of the figure I stuck all manner of stuff from the Mordheim accessory sprue and again sculpted a fish out of Green Stuff.



The Oaf

I was inspired by Hollywood to do this model as all warbands and gangs seem to have an oaf in their ranks. The size of this model is purely visual as all he is in game terms is a Brethren armed with a mace and shield. This figure was the simplest to make as he is just an Orc with a Zombie's



head. To make him look really bizzare I added a plate of apple cores to his back made out of a drawing pin and some apple cores nicked from Mark Jones. To make him look a real dunce, I added a candle to his

head. I think this model is the simplest conversion in the warband, but one of the most effective.





The Brethren

I wanted the Brethren to look really hunched over. To achieve this I used a mixture of Zombie and Mordheim legs with Goblin torsos and arms. To make them look really deprived I used Zombie heads throughout. After all, wyrdstone can't be good for your skin. The buckler from the Mordheim accessory sprue looks great as a helmet so I put one on all

of the spear-armed Brethren. I was going to leave it at that but as a thought I tried adding a severed hand. It looked like a kind of twisted crest so I added one to all the helmets.

I wanted the Brethren armed with a bow to look really miserable (followers of Chaos are not noted for their skill with the bow so he probably hasn't ever hit anyone). To achieve this I again used the body and arms of a Goblin to make him look really hunched over. I put the rope piece around his neck with the bell from the Zombie sprue hanging from it. The most miserable head I could find was the severed one from the Zombie sprue.

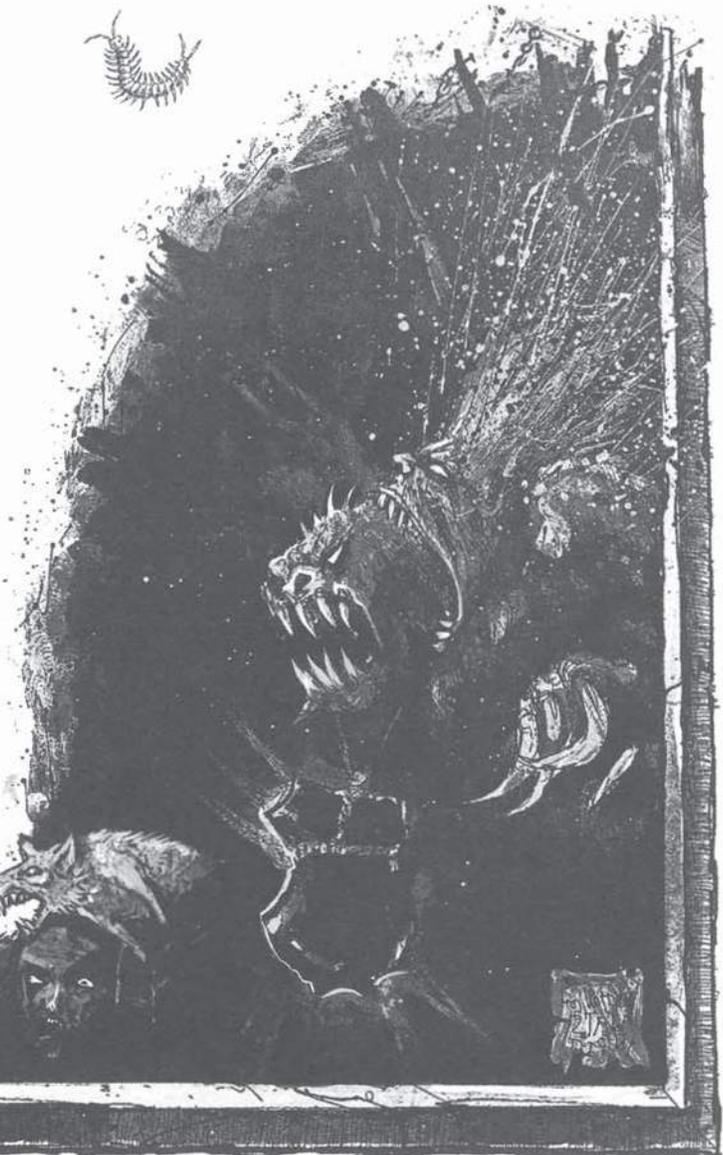
Painting the warband

So that the colours wouldn't take anything away from the conversions, I decided on a very simple colour scheme. For the most part I painted the clothes in greys and blacks with contrasting skin tones. The highlights were also kept to a minimum with some areas like the leather not highlighted at all but coated with gloss varnish. I painted the warband quite quickly so that it could be used in games straight away, but my eventual aim is to go back and add all manner of tattoos to the warband members' skin to make them look even more Chaotic.

What Next?

My next project will be an Undead warband consisting of a lot of Zombies. I will probably use the same techniques I have talked about here, but who knows, I will probably have come up with a different way of converting by then. I think the most

important thing is not to be frightened of experimenting and of course, never throw anything out. It's always a good idea to see what other people are doing. One of the things I enjoy most at Games Day is when modellers and gamers come up to me with conversions they have done. I am always impressed by what other people think of. Remember that the possibilities for conversion are endless!



Warriors of Cold Steel

The Perry twins, Michael and Alan, were responsible for designing the fantastic human Mercenary sprue. When the sprue first became available Michael was inspired to convert his own warband with a Kislevite look, using the existing Mordheim models.

Michael: As soon as I saw the plastic Mercenary sprue that Alan and I had sculpted, I decided to collect a warband for Mordheim. The only problem was that I didn't want a straightforward warband, they needed to have a certain slant. By pure coincidence, the plastics came in the same day a Polish friend sent me a brilliant photographic book on the making of a Polish historical film. It was packed with ideas

A study of the rumours that the Tzar of Kislev has sent a warband to our city.

By Rotamaster Michael Perry of the Tzar's personal bodyguard.

that corresponded well with Kislev. So there I had it, a Kislev warband. In games I would use the Middenheimer warband list, as their special rule of extra Strength for Heroes would be in character with men brought up in the harsh climate of Kislev.

The Mercenary Captain Michal Kurek

As you can see he is based on the Reikland Captain with just a few alterations. I added a plastic fur cloak from the Middenheimer accessory sprue. I sculpted a leopard head on the cloak to denote his high rank. The original wide brimmed hat was snipped off and replaced with a blob of modelling putty and stippled to represent fur. On top of this I added a cloth bag (made from green stuff) and to finish it off, a couple of feathers from the plastic Soldiers of the Empire sprue were pushed into the putty while it was still wet. I removed his goatee beard as I wanted to give the whole warband an eastern European appearance with droopy moustaches.

The Champion Artur Jasinski

I thought this Champion would look great with a double-handed sword. The head was taken from the plastic Mordheim sprue, although I could have used any head without a beard, as this model would be wearing a big furry hat. The head was turned to face the direction of the sword blade which generally looks better. I also added a single-handed sword with a buckler over the cross guard, as a secondary armament.

The plastic fur cloak was increased in size using green stuff to cover the shoulders. The hat was modelled as before and I added a moustache. I enhanced the base by adding paving stones and a plastic skull.

The figure, as with all of them, was undercoated black and given generally three highlights of paint in each area, getting lighter with each successive coat. I wanted to give most of the warband a subdued look, just picking out the metal highlights so that the Captain really stuck out as the best figure. I painted some of the gang to look unshaven, which helps give them an air of menace.

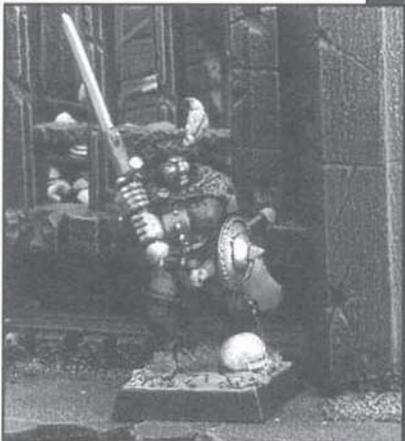
The rest of the warband

The rest of the warband were all made using the Human Mercenary sprue and the Middenheimer accessory sprue, with simple additions.

For the Henchmen without hats on I scraped off two plastic heads and added scalp locks in the style of Cossacks or Tartans. This seemed apt for these poorer members of the warband. For the torsos I used the Mordheim body with the coat on and added a fur trim



Rotamaster Michal Kurek is based on the Reikland Captain model.



Champion Artur Jasinski is converted using the plastic Mercenary sprue and lots of green stuff.



Two of the warband's benchmen.



Battle Reports



City of Nightmares



Have I told you the story of my first battle? No? Great! Sit down then and listen. It was two years ago. I was young then, and stupid. I had just come from Reikland with a couple of lads, our minds filled with stories about Mordheim. We were convinced that we would be rich. A quick trip to the city, load up with hoards of wyrdstone, get out. How wrong we were! But let me tell you the whole story of my first venture into that city of nightmares...

A True Account of the recent skirmish between the Skaven Manflayers, commanded by the vile Mark of Bedford, and the Reiklander warband Luthor's Looters, captained by Alessio Cavatore. Penned by the scribe Tuomas Pirinen under commission from Luthor Wolfenbaum.

The Reiklanders



Alessio Cavatore

Well, when it came to choosing how to spend my 500 gold crowns, I was mainly influenced by one important factor – the models available...

Normally you prepare your warband and then build the models, but in this case I had to adapt my warband to the models that the 'Eavy Metal team had painted at the time. First I picked my five Heroes and then I started to look for Marksman.

Shooting really is the greatest strength of Reiklanders and I think it's better to build on your strengths than try to compensate for your weaknesses. Therefore I made sure that every model with BS4 had a missile weapon, and I went over the top on my Captain, whose equipment reached an impressive total cost of 120 crowns! The problem was that the model was obviously wearing heavy armour and

that's really expensive. Having a helmet is great to avoid being stunned and taken out while you lie on the floor, while duelling pistols are simply awesome (better to buy them now when the warband is starting out, so that I don't have to roll to find them at the trading post).

The plan for the fight is simple: stay back, find a good sniping position for my Marksmen and advance just enough to flush those rats out of cover and into the open, where I can (hopefully) shoot them to bits... may Sigmar be with me!



Reiklander Captain Luthor

The Skaven



Mark Bedford

Having just finished the design work on my last Mordheim figure, a Beastman, I was asked by Paul Sawyer if I would like to fight a Mordheim 'Skirmish' scenario for a battle report in White Dwarf. I would be using the Skaven, Alessio Cavatore the Reiklanders, and we would be fighting over the superb Studio Mordheim terrain. Well, who could refuse an offer like that – time to put down my sculpting tools and pick up a Mordheim warband roster and pen.

I have played a few games of Mordheim before, while the game was going through the rigours of playtesting, and I have recently put together a Skaven warband of my own, 'The Black Shields', for the Studio Mordheim campaign.

The first thing I did was to get together the Studio's Mordheim Skaven figures and try to come up with a strategy to fight against Alessio's Reiklanders. The superbly painted Studio models included the plastic Skaven that you get in the game, sculpted by Aly Morrison, and the fantastic metal Skaven, by Colin Dixon. In the end I went for a mix of metal and plastic models. You could quite easily make an entire warband from just the plastic Skaven, but the metal figures were far too tempting.

Having sent out my Eshin spies, they returned with information on the enemy. Reiklanders are disciplined and

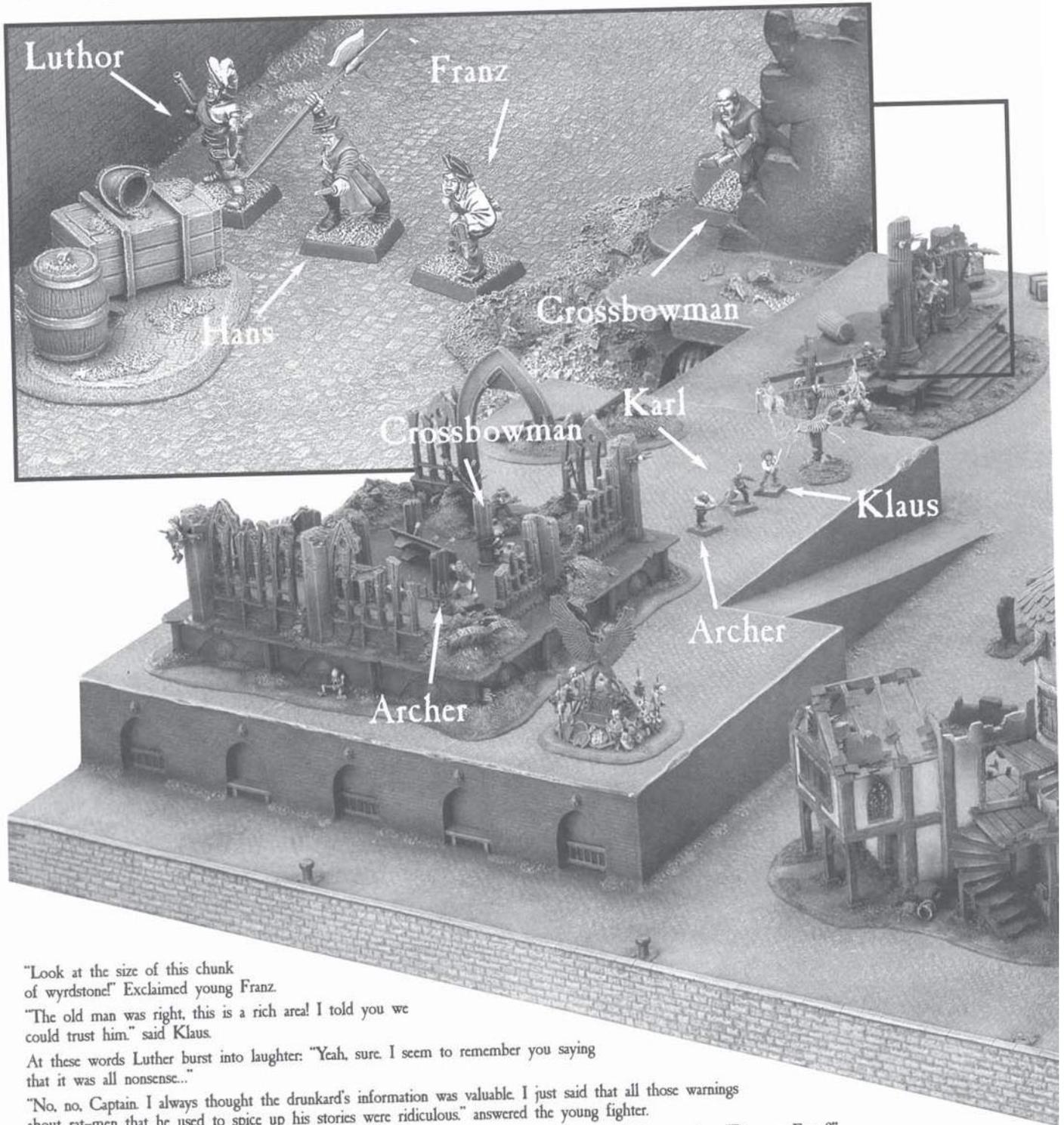
brave and are all greatly skilled at shooting. This is reflected in the special rules of testing on their Captain's Leadership within 12" rather than 6", and having +1 to their standard BS. With this in mind I went for quantity not quality. I needed a warband with more troops than the Reiklanders so they could soak up missile fire before taking a Rout test, using Skaven speed to get into combat quickly. If this worked, I could hopefully force Alessio's warband to take a Rout test early on in the game.

My warband included an Assassin Adept with fighting claws, who could mix it up with the best of the Reiklanders. Next, two Black Skaven armed with flails (if these guys got into combat it would be messy!), then a couple of Night Runners and seven Verminkin armed with various weapons.

I would use the Verminkin as a bodyguard for my Adept and to take the brunt of the enemy fire, and use the high movement rate of the Skaven to close the gap. There would be no point trying to outshoot the Reiklander warband – I wouldn't stand a chance. So that was my plan and I intended to stick to it...



Assassin Adept Klawful



"Look at the size of this chunk of wyrdstone!" Exclaimed young Franz.

"The old man was right, this is a rich area! I told you we could trust him," said Klaus.

At these words Luther burst into laughter: "Yeah, sure. I seem to remember you saying that it was all nonsense..."

"No, no, Captain. I always thought the drunkard's information was valuable. I just said that all those warnings about rat-men that he used to spice up his stories were ridiculous," answered the young fighter.

"So you don't believe in... Skaven." Luther paused, filling that last word with a sinister, menacing meaning. "Do you, Franz?"

In the dark alleys of the city, the tales about those evil denizens of the underground seemed much more real than they did in front of the tavern's fireplace - but the soldier could not show any sign of fear in front of his comrades, so he straightened up and replied, "Of course not! Everybody knows that those are all legends, tales to scare children and superstitious old wom..."

Ssshhtukk

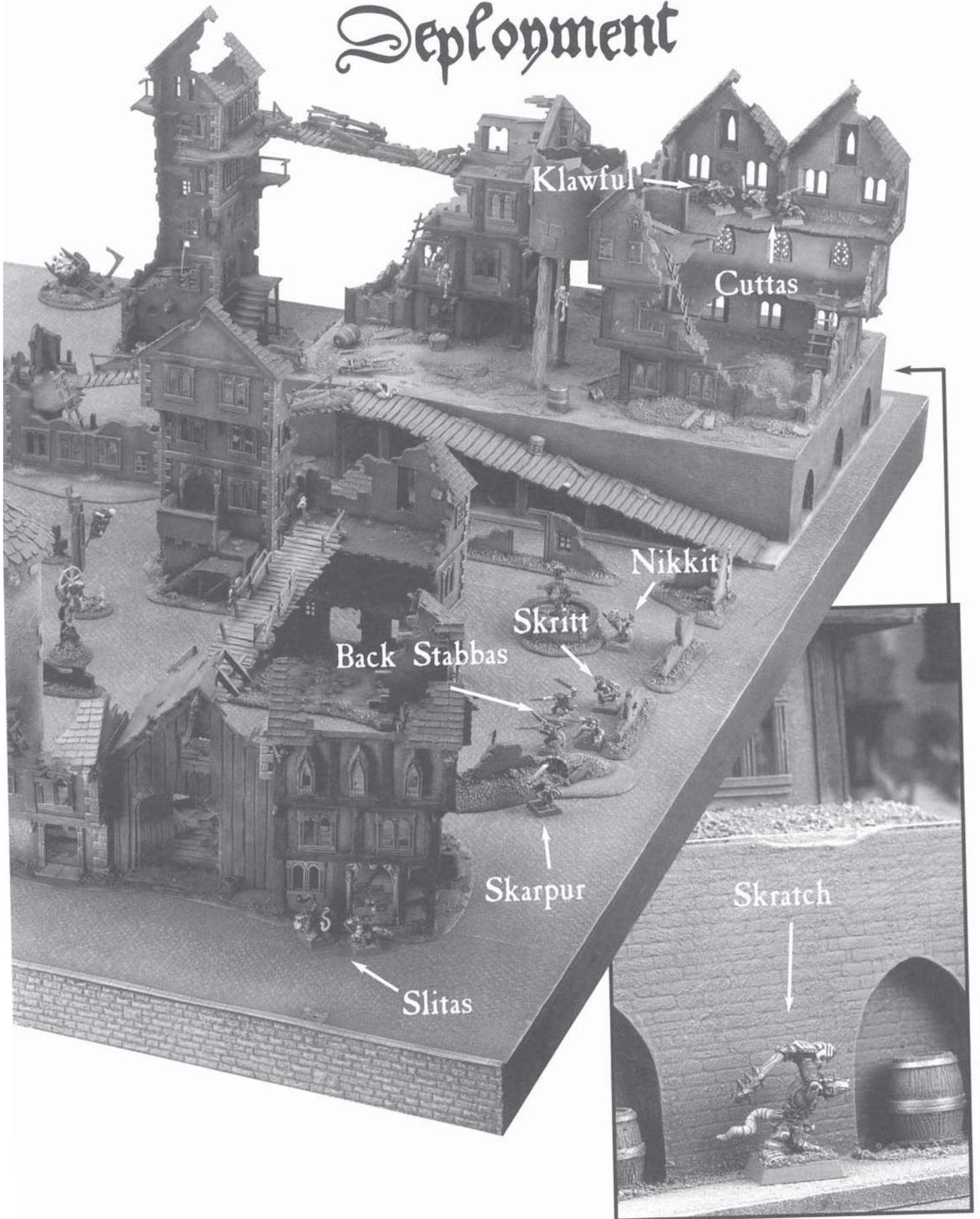
The man's words were interrupted as a barbed, steel throwing star flew a few inches in front of his astonished face and stuck into the wooden wall of a ruined house.

The Reiklanders turned, drawing their weapons, but all they saw was a dark, cloaked figure, scuttling away at blinding speed and disappearing into the shadows.

"Djd... did you see that?! It had a... a..." gasped Franz.

"Tail is the word," said Luther, grim-faced, "and Morr take me if it didn't look exactly like a rat's tail. The only problem is that the rat was six feet tall, armed and rather unfriendly... Get ready, men. I think we have company!"

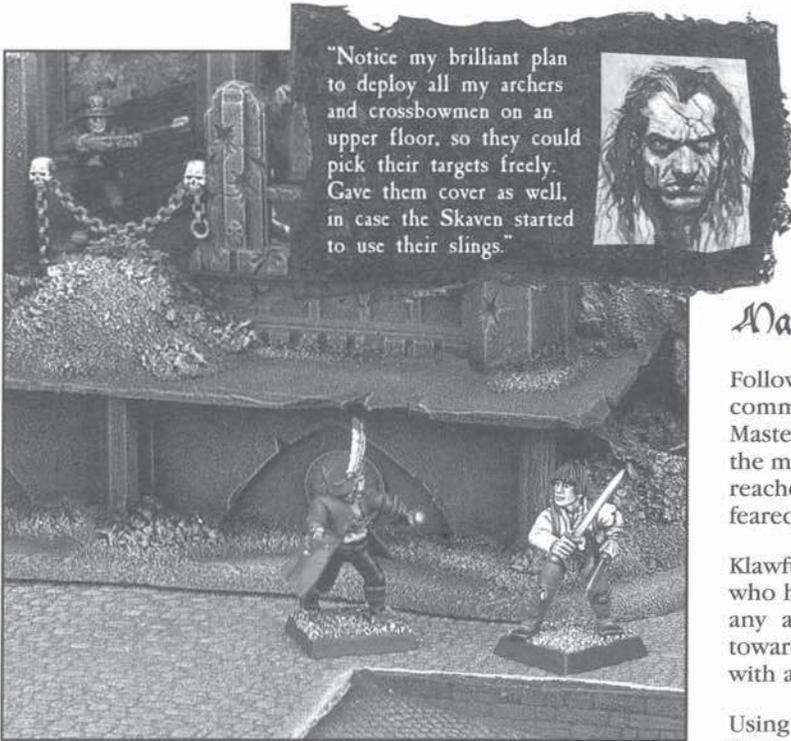
Deployment



Luthor's Looters One

Captain Luthor looked out across the ruins, trying to catch a glimpse of the Skaven scum. Ordering his men to move forward deeper into the ruins, he signalled the Marksmen to take up positions with good lines of sight. Luthor himself led his second in command, Hans Krieg, and the newest of his recruits, Franz, toward the nearest of the derelict houses.

With none of the Reiklanders able to see the Skaven, they were unable to fire upon them and their first turn ended rather quickly.



Karl and Klaus move forward, while a Marksman covers their advance.

Manflayers One

Following the chattering commands of the Master Assassin Klawful, the Skaven prepared to close in on the man-things as quickly as possible. The sooner the Skaven reached the humans, the better. Reiklanders were rightfully feared for the accuracy and deadliness of their Marksmen.

Klawful himself advanced, protected by two of his Verminkin, who he had promised to cut to shreds if they tried to dodge any arrows. The Skaven leader and his bodyguards ran towards the bridge which connected the ruined building with a tall, blasted tower.

Using every nook and cranny for cover, the rest of the Back Stabbas and Night Runner Nikkit, led by Black Skaven Skritt, made their way towards the Reiklanders in the middle.

Black Skaven Scratch silently ran headlong towards the enemy, hidden from view by the largest of the ruins. The massive Skaven had set his eyes on the bowman hiding behind a ruined gate. Licking the spikes of his wicked flail, the Skaven made certain that any wounds he caused would become infected.

Meanwhile on the left, the Slitas, eager to get into range with their slings, headed towards the Reiklanders who held positions in the temple ruins above.



The Slita slingers advance through cover.



A Marksman takes cover in the ruins.



Klawful and his bodyguard creep through the derelict building.

Luthor's Looters Two

Seeing that he was outnumbered, Luthor told his men to seek cover and get ready to greet the Skaven with a hail of arrows and crossbow bolts.

Captain Luthor himself, followed by the Champion Hans and Youngblood Franz, took cover in a ruined town house. Reading the anxiety and fear in the youngster's eyes, Luthor decided to give the boy a bit of encouragement. "Watch me and learn," said Luthor, grinning at the trembling youngster, "And if you are hard pressed, just throw them a bit of cheese – they'll forget all about you in an instant!" Gripping his spear tightly, the Youngblood smiled weakly and nodded.



Skritt, Nikkit and the Back Stabbas stalk toward the Reiklanders.

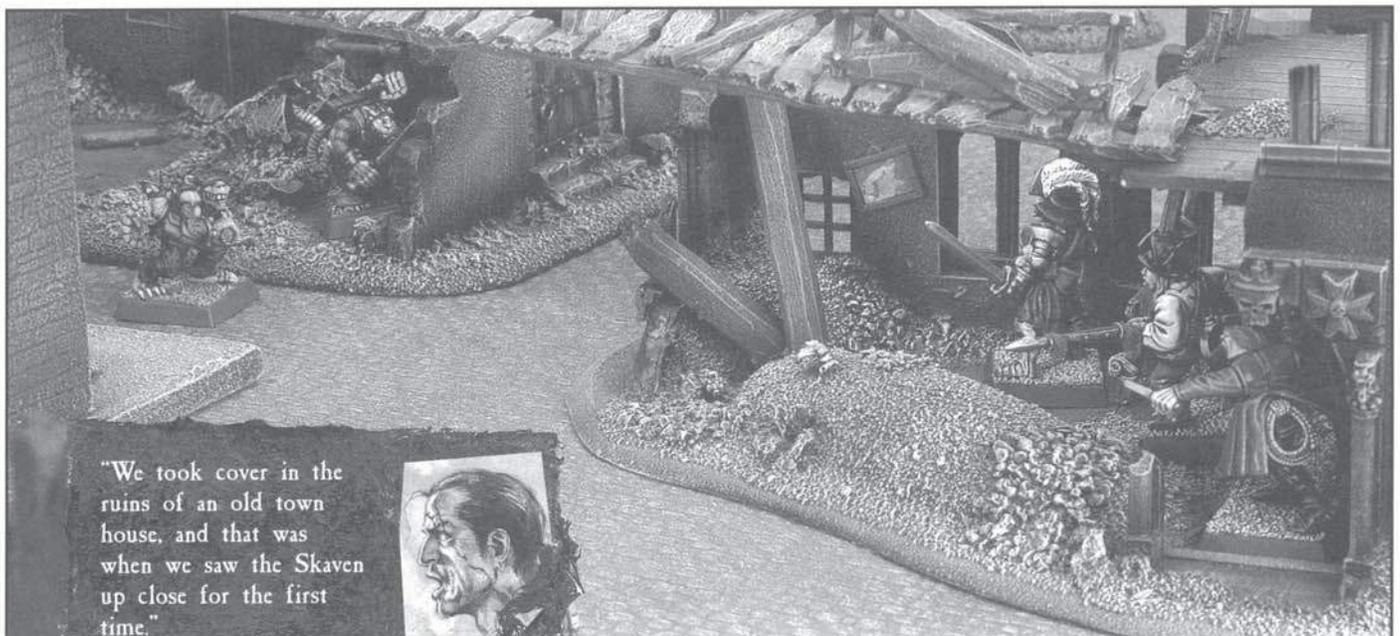


Klawful watches over the Reiklanders as they make their way into the ruins.

The Marksmen took up positions in cover, taking higher ground where possible to get a clear line of sight to the enemy with their bows and crossbows. At the end of the turn the Reiklanders were in excellent positions to snipe at the advancing Skaven. Now it remained to be seen if that would be enough to stop them.

One of the Marksmen drew a bead to a Skaven, and fired at the distant Night Runner, Skarpur. The bolt hit its target, but it had lost most of its force, and only knocked down the Skaven.

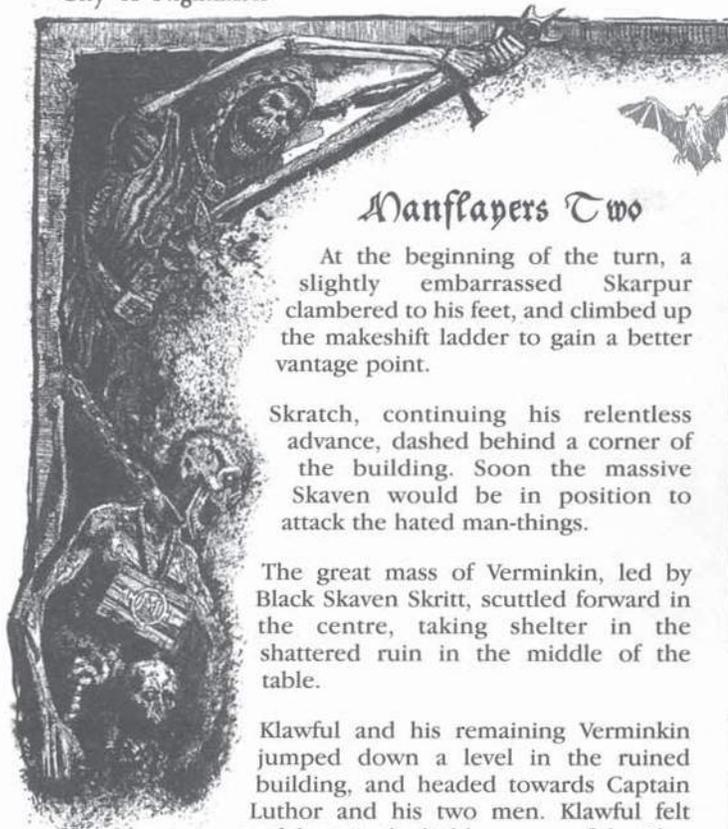
The Marksman standing near the carousel of skeletal horses whispered a prayer to Sigmar, and took aim at one of the Skaven shielding Klawful. His aim was true, and the pitifully shrieking Skaven fell, skewered by an arrow through its thigh. Scornfully Klawful trampled and kicked the fallen Skaven, disgusted that it had only stopped one arrow before going down.



Captain Luthor readies his men to face the oncoming Skaven.

"We took cover in the ruins of an old town house, and that was when we saw the Skaven up close for the first time."





Manflayers Two

At the beginning of the turn, a slightly embarrassed Skarpur clambered to his feet, and climbed up the makeshift ladder to gain a better vantage point.

Skratch, continuing his relentless advance, dashed behind a corner of the building. Soon the massive Skaven would be in position to attack the hated man-things.

The great mass of Verminkin, led by Black Skaven Skritt, scuttled forward in the centre, taking shelter in the shattered ruin in the middle of the table.

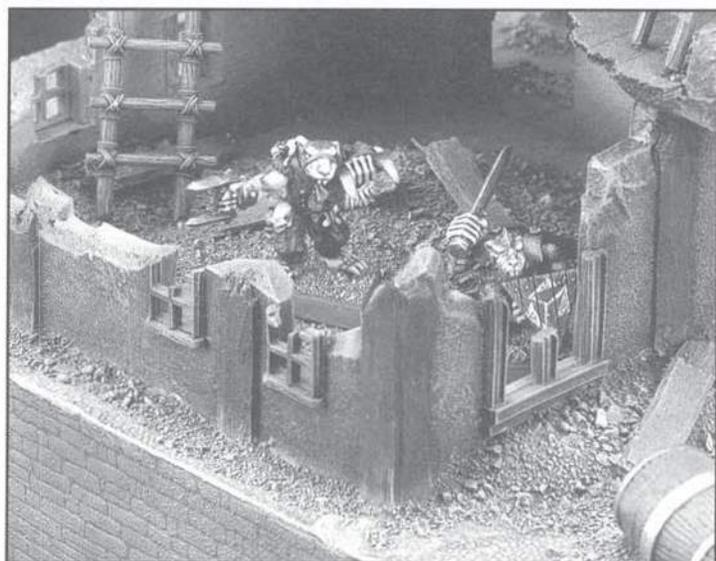
Klawful and his remaining Verminkin jumped down a level in the ruined building, and headed towards Captain Luthor and his two men. Klawful felt confident. In the hidden arena of the Clan

Eshin in Cathay he had defeated six armed slaves in one combat. With fighting claws on he knew he had no equal.

Meanwhile on the Skaven left, the wily slingers of the Slitas henchman group ducked into the cover of a ruined building, and advanced stealthily towards the bowmen sheltering in the ruins above. One of the Slitas slingers sent two stones towards the Bowman hiding behind the statue, but the shots clattered against the gruesome sculpture and bounced off harmlessly. The other slinger moved closer to the humans, in hope of getting within short range for his weapon (slings can shoot twice per turn if within 9").



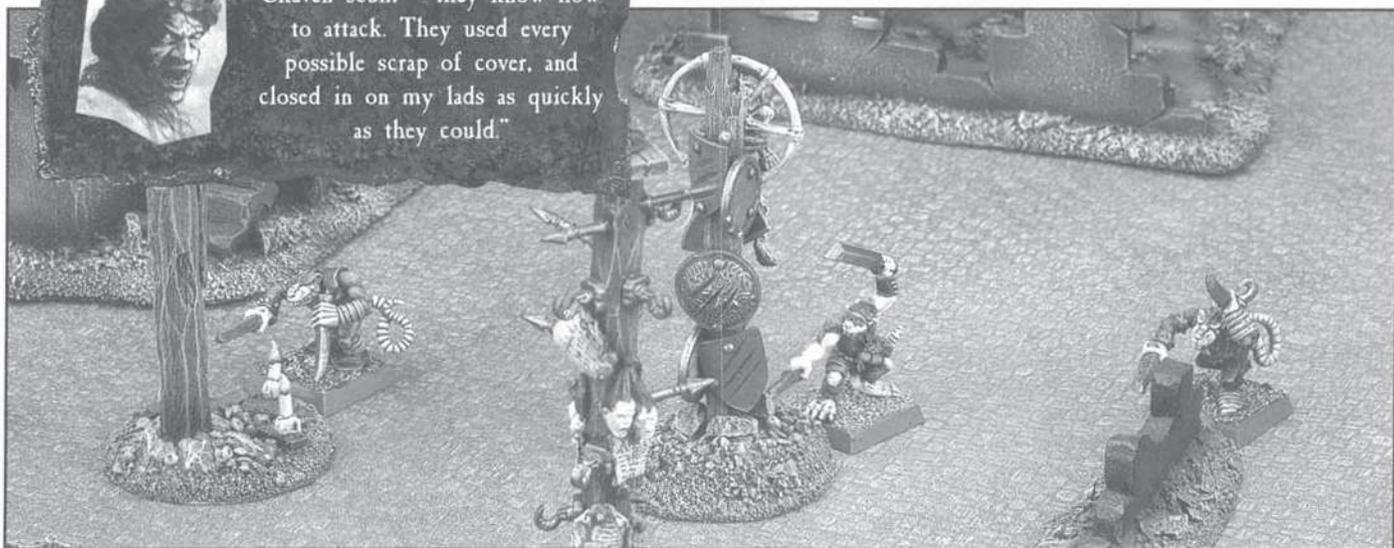
One of the Reiklander archers skillfully picks off a Skaven.



Klawful continues his advance on the humans, despite the loss of one of his bodyguards.



"I have to hand it to the Skaven scum - they know how to attack. They used every possible scrap of cover, and closed in on my lads as quickly as they could."

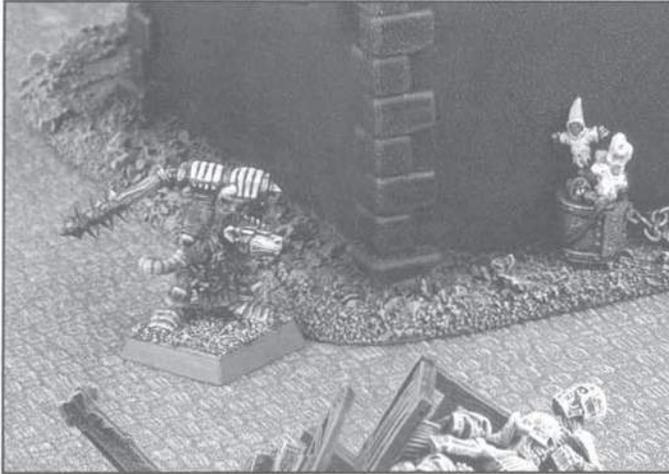


The Back Stabbas Verminkin use all the available cover as they approach the Reiklanders.

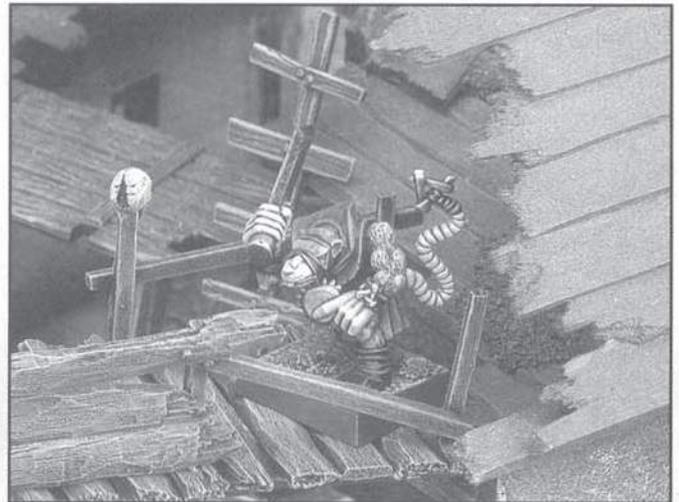
Luthor's Looters Three

Captain Luthor, followed by Hans and Franz, hurried up a ladder to stop the advance of Klawful. "Now is our chance, boy," said Luthor to the Youngblood and pointed at Klawful, "See that rat prancing around with iron claws? I bet he's the leader. If we take him out, the rest will run!"

After assessing the battlefield situation, Karl ran toward his Captain's position while ordering Klaus to go and back up the Marksman on the far side of the temple.



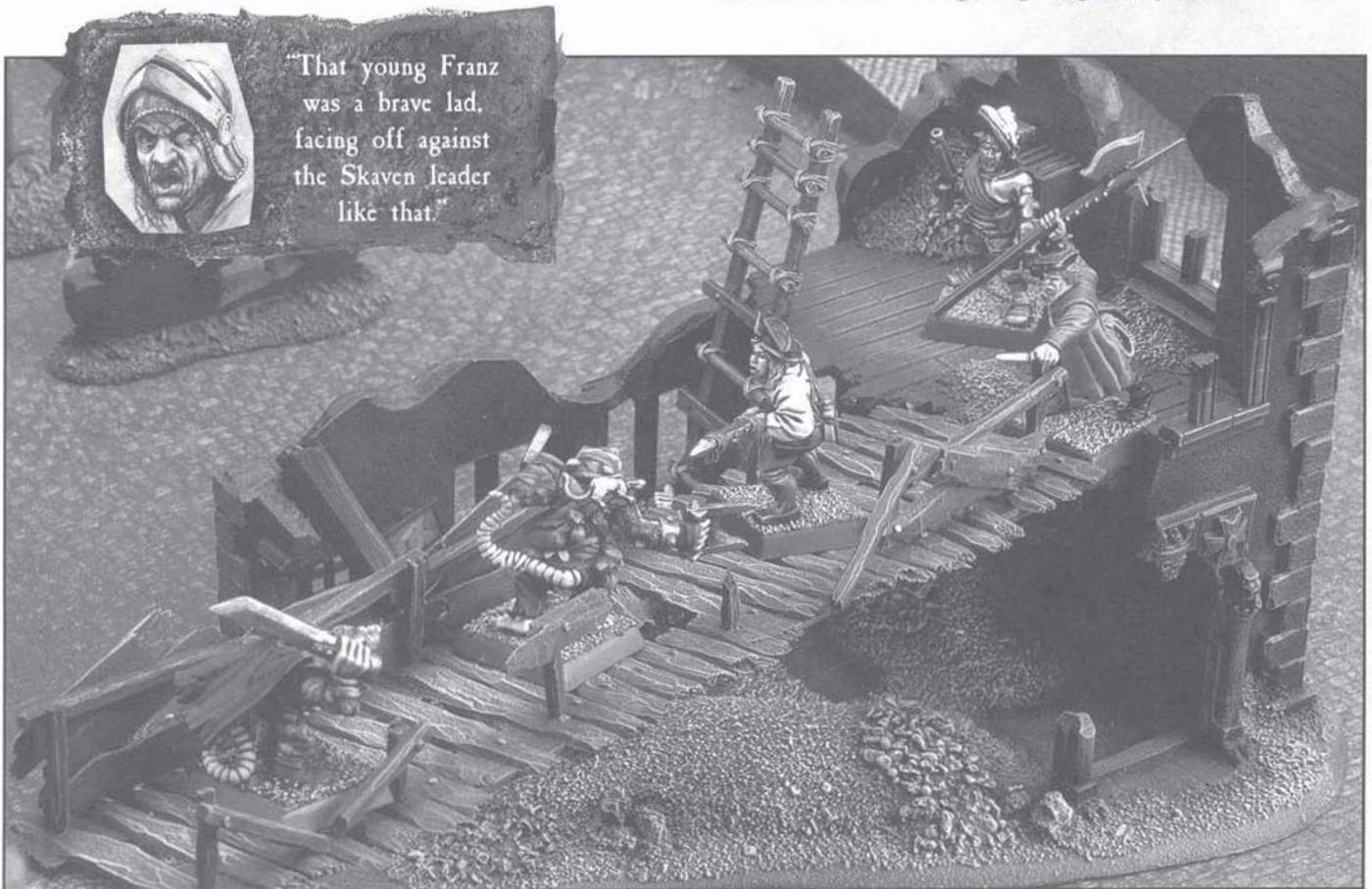
Skatch spies his intended victim, the crossbowman at the ruined gateway.



Skarpur clammers up the ladder to gain a better view of the Reiklanders' positions.

Luthor drew his exquisite duelling pistol, and took aim at the Verminkin shielding Klawful, but despite his skill with the weapon and the gun's excellent construction, the shot missed, and the lead bullet whizzed past the Skaven.

The Marksman huddling behind the statue took a deep breath and aimed towards the ratmen. His aim was true, but the arrow only grazed the shoulder of a Skaven slinger. The other Marksmen fared no better, and actually failed to hit a single Skaven! Alessio shook his head in disbelief; his much-vaunted Marksmen, the pride of Reikland, had let him down. Now the Skaven were getting dangerously close.



"That young Franz was a brave lad, facing off against the Skaven leader like that."

Franz readies himself for the oncoming Skaven attack.

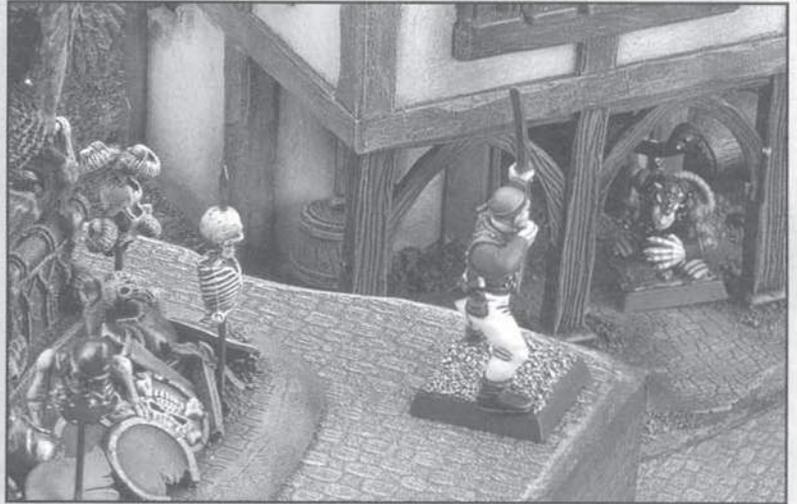
Manlayers Three

Bounding forward with incredible speed, Klawful the Assassin closed in on the hapless Youngblood Franz, eager to cut the human to shreds. Skritt and Nikkit ran toward the Reiklander Captain and his companions, ready to attack next turn.

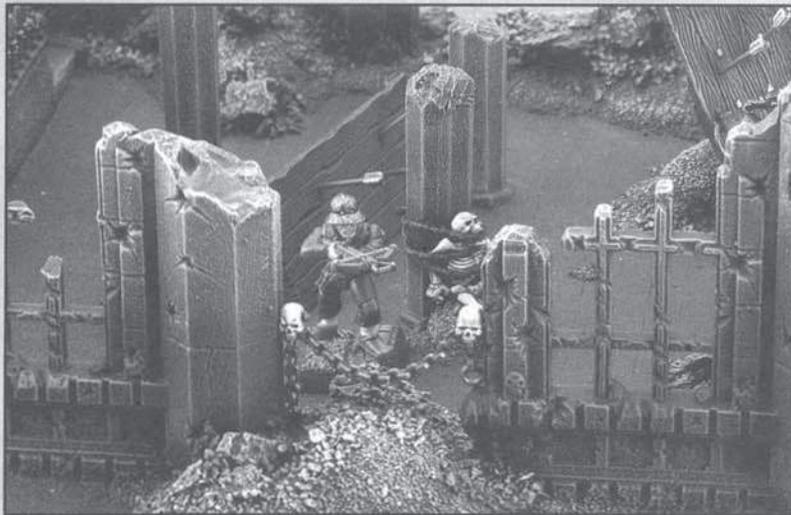
Meanwhile, below, Black Skaven Skritt ran up the ladder, ready to smash the life from the Mercenary Captain with his fearsome flail. Behind him the Verminkin fanned out, taking cover where they could, heading towards the scattered Reiklander Marksmen all around the table.

Once in range, the Slita slingers let fly with their slingshots, and one of the missiles hit a bowman hiding behind the statue. He went down screaming, his ribs cracked by the stone.

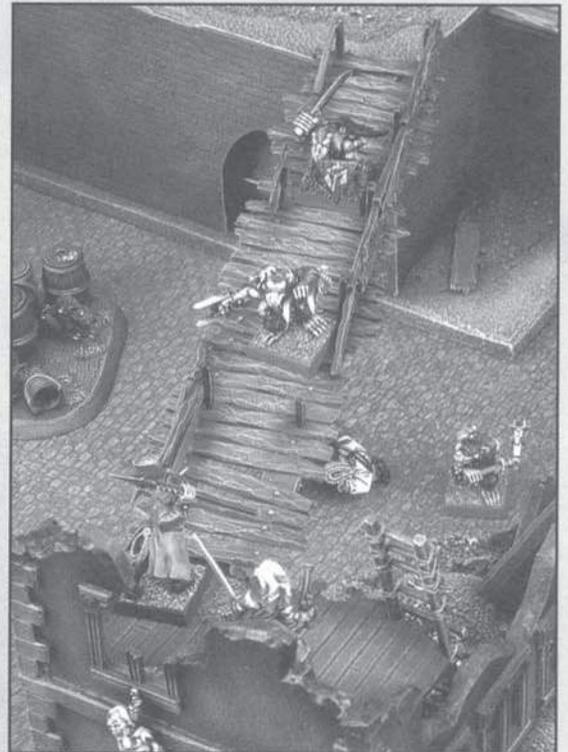
In the middle of the bridge, the Youngblood and Assassin met. Easily avoiding the clumsy thrust of Franz's spear, Klawful jumped high into the air and descended with a hail of blows, his fighting claws glinting in the darkness. "You are mine-mine!" skittered the Assassin. The Youngblood stood his ground on the bridge for a moment, and then, with dozens of cuts criss-crossing his chest, he fell down to the street below, flailing his arms miserably. Klawful turned his glance towards the remaining man-things, and took up a fighting stance.



After just missing the Slita slinger, the archer takes a shot full in the chest.



From the safety of cover, the crossbowman selects his next target.



Franz is taken out and falls from the walkway to the floor below.

Luthor's Looters Four

Shouting a warning, Champion Hans, his halberd raised high, charged the Black Skaven who was about to attack the Reiklander Captain from behind.

Fearing that the approaching Skaven would overrun the Reiklander positions, Youngblood Klaus moved to lend support to the Marksmen, hard-pressed as they were by the Skaven slingers. The Champion Karl ran into the melee raging around the building where his Captain was.

All the Marksmen of the warband shot at the fast-closing Skaven, but not a single arrow hit. Luthor muttered something about cutting the wages of his men if their accuracy did not improve. Determined to show his incompetent men how it should be done, Luthor drew his duelling pistol, and took careful aim at the approaching Klawful...



The Reiklander Captain's lead shot struck home with savage force and Klawful was duly pitched from the bridge into the streets below. (At this point Alessio had rolled 6 to hit and 6 to wound, which meant he had caused a critical hit. A further roll of 6 meant he had caused 2 Wounds with no armour saves allowed)

In the hand-to-hand combat phase, Champion Hans, brought his halberd down on the Black Skaven. Skritt tried to dodge, but the heavy blade struck him on the chest, stunning him.



After shooting down the Skaven leader, Luthor readies himself for combat.

Manlayers Four

Groaning, the Black Skaven Skritt started to recover his senses, and rolled over, but the Champion Hans was poised above him, ready to take him out with his halberd.

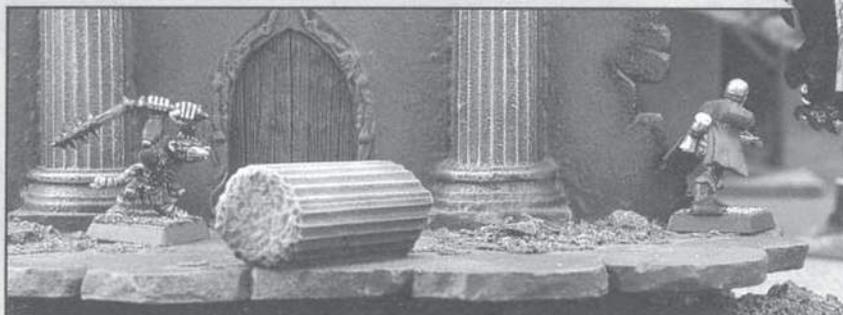
Seeing the Assassin shot down, and his mind filled with visions of taking over the warband, one of the Verminkin of the Cuttas charged Captain Luthor.

Skratch saw his chance and with a bounding leap he charged the Marksman huddling behind the ruined gateway. Now was time to exact vengeance for all those arrows the man had shot towards him.

Night Runner Nikkit raced ahead of the Verminkin, and drawing his sword he prepared to take on the sword-armed Champion Klaus, who had interposed himself between his leader and the approaching Skaven.

Night Runner Skarpur did not fare as well. Trying to impress his fellow Skaven he jumped down from the bridge, only to stumble and fall, managing to stun himself, much to the amusement of his fellow Skaven.

In the hand-to-hand combat phase, Hans hacked at the fallen Skritt with his halberd, taking the Skaven out of the game (a warrior attacking an opponent who is knocked down only needs to wound his opponent in order to take him out).



Skratch sneaks up on the Marksman from behind and...

Meanwhile Luthor parried the clumsy blow of the Verminkin, and attacked, duelling pistol blazing. It was to no avail however, as Luthor completely missed his opponent.

The combat between Skratch and the Marksman did not last as long. The Skaven's whirling flail drew a blurred arc in the air, and before the hapless Marksman had a chance to react, it hit him full in the face. The Reiklander went down, his face covered in blood, with the Black Skaven standing triumphantly over him, spinning his weapon in the air.



"Always keep an eye on where the enemy is. Sometimes you forget and the next thing you know you're bleeding all over the place."



...batters him senseless.

Luthor's Looters Five

The Champion Hans, having finished the Black Skaven Skrirtt, fearlessly jumped from the bridge to help his struggling companion Karl.

Klaus moved back towards the closing Skaven, but despite his eagerness he was not close enough to attack.

The Marksmen let loose once again. The first Bowman managed to hit one of the Slitas, but failed to wound. However his companion shot dead the Black Skaven Skratch who had taken down a Crossbowman in the previous turn.

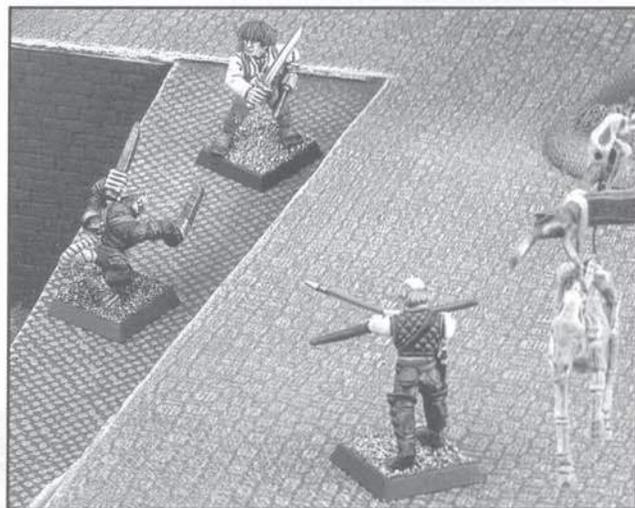
Screaming the battlecry of Reikland, Hans made a successful diving charge (Alessio made his Initiative test, and gained +1 Strength and +1 to hit for this turn). The pole of his halberd struck hard as he descended, and the Skaven was knocked down. Klaus and the Verminkin were more equally matched. Both of them managed to hit their opponent, only to have their blows parried.

On the bridge the Verminkin and Captain Luthor continued their struggle. Despite the best efforts of both warriors, neither side managed to even hit their opponent. Sweating, each warrior sought to find an opening in the defence of his opponent, and they circled each other warily.

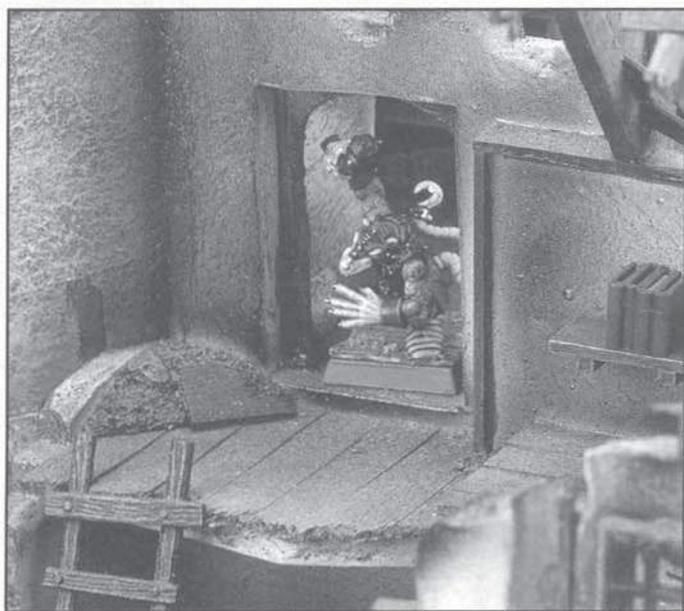
In the big melee under the bridge where Luthor and the Verminkin fought, things were going the way of the Reiklanders for the moment – the fight was now between Hans, Klaus and Night Runner Nikkit. But the sword-armed Vermin were closing in fast.



The fighting around the derelict town house becomes even more frantic.



Klaus readies himself to face a Skaven warrior in vicious close combat.



One of the Slita slingers moves through the building's ruins to get in close enough to use his weapon.

Manflayers Five

All over the battlefield, the last of the Verminkin raced to join the melee. One of the Verminkin drew his curved blade and crashed through a rotten windowframe to charge Hans Krieg, who was desperately fending off another Skaven.

The Slitas slingers, now in ideal range for their weapons, sent four stones at the Bowman standing by the skeletal carousel. One of them hit the poor man full in the face and took him out of the game.

In the battle between Champion Hans and the Night Runner and Verminkin, Hans was struck by a sword and knocked down, leaving Karl to face the Skaven alone. His sword stroke gutted the Night Runner Nikkit, taking out the Skaven, but things were looking bad for the Reiklanders.



The Skaven Backstabbas close in on the Reiklanders.

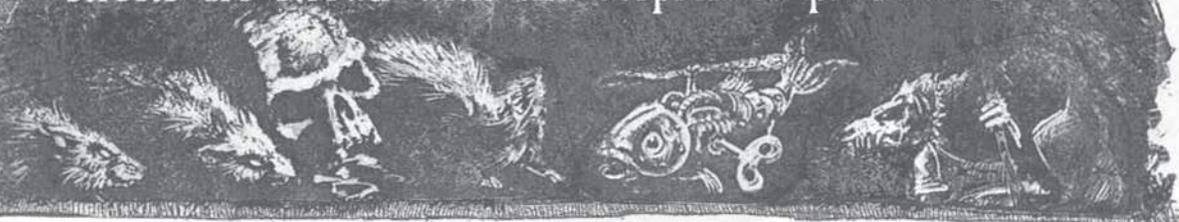
Luthor's Looters Six

Alessio began his sixth turn by taking his Rout test, which he proceeded to fail...

Seeing that his warband had taken quite a pounding, and that there were still plenty of Skaven left, Luthor recalled the words of his old fencing instructor: "Discretion is the better part of valour." With these words of wisdom in his mind, Luthor bellowed "Retreat!" at the top of his lungs. Dragging their wounded with them, the Reiklanders fled, leaving this section of Mordheim for the victorious Skaven to plunder. The skirmish was over.



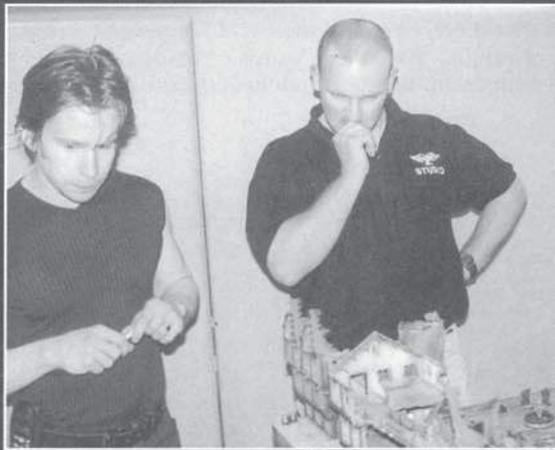
"I've never forgotten that Skaven on the bridge. No matter how hard I tried, I just couldn't land a single blow. I'm sure he must have become the leader amongst his murderous kin, if he was not poisoned, stabbed from behind or strangled by one of his rivals. In the end, it was better to retreat while my warband was more or less intact. Forget pride in Mordheim, boy. The streets are strewn with the corpses of proud men."



Counting the Cost

Unlike Warhammer, if you are playing a campaign a game of Mordheim is not over after the battle itself. You need to find out what long-term injuries your warriors have suffered, whether they have gained enough experience to warrant an advance in their characteristics or a new skill, and finally you determine what the warbands find in the ruins of Mordheim.

The first thing to work out was what injuries the warbands had suffered. Any warrior who is taken out must roll on a Serious Injury table to see the extent of damage he has suffered. In the case of Heroes a player must roll D66, and consult a table which tells whether they have suffered a serious injury, are dead or have luckily survived without scratch.



Mark's Night Runner Nikkit suffered horrible scars, and would cause Fear from now on, and his Black Skaven Skritt had been hit in the head rather hard – from now on this Skaven would be affected by Frenzy. The other Black Skaven had suffered a hand injury, which would reduce his WS. by 1. Klawful himself escaped without an injury.

Of Alessio's Heroes, only the brave Youngblood Franz, who had faced Klawful, had been taken out. He suffered a leg injury which would reduce his Movement by 1 from now on.



With Henchmen, things are simpler. Simply roll D6 for each one taken out of action, and on a roll of 1-2, they are either dead, critically wounded, or fed up with the warband and leave. As it turned out, all of Alessio's men survived without an injury, and only one of Mark's Verminkin was lost.

Only one of Alessio's Champions, Hans, had earned enough experience to gain an advance. Alessio rolled 11, which meant that his Champion had gained a skill. After much deliberation, Alessio chose the Crushing Blow skill for his Champion, giving him +1 Strength in close combat.

Then it was time to explore the city. This meant that each player could roll a D6 for each of his heroes that survived the battle and was not taken out. Only one of Mark's Heroes had survived, but as winner of the game, Mark's Skaven were allowed to roll an extra dice. Even so the Skaven only managed to find one shard of wyrdstone!

The Reiklanders fared better. Alessio still had four of his heroes at the end of the game, which meant that he could roll four dice. He rolled 2, 2, 2 and 3, which meant that he found 2 shards of wyrdstone – but this was not all. Any time you roll doubles, triples etc. in the exploration phase, your warriors have stumbled across something interesting in the ruins. In this case Alessio had found a ruined smithy, and after a further roll he discovered two halberds in the rubble. Even though he had lost the game, Alessio had probably gained more from the battle!

"Luthor's consolation..."



I'd lost, but what a great game it was! It was very entertaining and full of little episodes which ranged in tone from epic to comic. I particularly loved the duel on the bridge. At first there was the tragic scene when my Youngblood Franz was chopped to pieces by the Assassin and his broken body fell from the bridge. Then there was

the slow motion movement of Captain Luthor aiming his duelling pistol at the black-clad Adept with both warbands holding their breath... and finally the detonation: 6 to hit, followed by a 6 to wound and a 6 on the Critical table... Taken out! It was a master shot! Got him right between the eyes!

I also liked the diving charge of my deadly Champion Hans, but that wasn't as good as the perfect sneak attack performed by the flail-armed Black Skaven against my crossbowman. What a blow! That triggered an amusing chain reaction, with my archer avenging his comrade and taking out the Black Skaven, only to be hit in the face by a deadly slingshot. At that point it would have been great to eliminate the slinger, but the game ended and it was time to determine the outcome.

I found two shards of wyrdstone and an abandoned smithy (and among the scrap metal there were two halberds in perfect condition!), and also gained a lot of experience (and a new skill for my Champion!). The only drawback was that the Youngblood who fell from the bridge obviously broke his leg very badly and from now on will move about as fast as a Dwarf!

Pity, but the overall result saw my warband quite improved by the tough experience of this fight. Not too bad for a lost game, but that's one of the best points in Mordheim – often, even if you lose, you end up quite happy. What more can you ask from a game?!

"Warpstone mine mine"



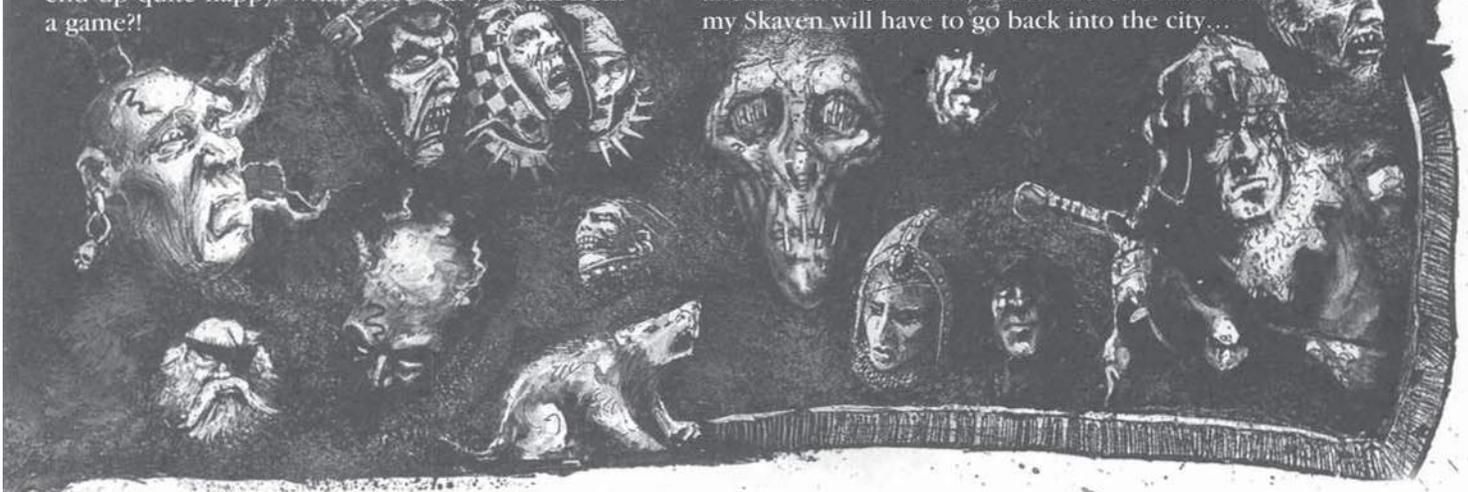
What a great game! Victory was mine and the Reiklanders ran from the battlefield to tend their wounds. The battle had a little of everything. It was a very close game that could have gone either way – Alessio is a good general and it is a hard thing to beat him. My Assassin Adept was overeager to get to grips

with the enemy – he dispatched the Youngblood on the bridge with ease, only to be left in a very vulnerable position with all the enemy's firepower trained on him. With areas of terrain that restrict movement in some way, you should have a plan in your head as to who moves first. I could have sent the Verminkin across the bridge first, but if he had failed to take out the Youngblood, or even worse got himself killed, then my Adept would still have been shot at by the Reikland Captain, one of the Reiklanders would not have been taken out and I would not have gained the experience points.

Another part of the battle that made me smile was when the Black Skaven managed to work his way around to where the Reikland crossbowman was hidden, and introduce him to the blunt end of Mr. Flail, only to be shot down by a longbowman who was then removed from action by a hail of rocks from my Verminkin slinger (what goes around comes around, eh?).

After the battle, we rolled to see if our warbands had gained any new skills, what injuries had been received and the number of wyrdstone shards that had been found. Even though I won the battle Alessio found more wyrdstone, gained more experience and even found a smithy – so no one went home disappointed!

Plans for my warband include adding a Rat Ogre and an extra Verminkin, but to afford to hire them, my Skaven will have to go back into the city...



Witch Hunt

What better way to showcase the new Possessed warband for Mordheim than to pitch them against their most deadly enemies, the Witch Hunters. This game would be fought between two warbands who already had two games under their belts.

Game 1: Chance Encounter

This game was a bit of a disaster for the Possessed. The game started uncharacteristically with the Witch Hunters advancing forward and the Possessed standing back. When the Witch Hunters got close enough the Possessed charged them. This is where it went badly for Paul, as firstly Gheelann the Possessed was taken *out of action* by Tuomas Ulrecht and then the Warrior-Priest used *Soulfire* which easily dealt with the Blood Helms and Blood Horns. After losing these warriors the Possessed voluntarily routed.

After the game everybody made full recoveries and with the gold crowns earned the Witch Hunters hired an Ogre bodyguard and the Possessed hired a Warlock.



"I have a cunning plan!"

Game 2: Surprise Attack

Being the defenders, only the Warhounds, Warrior-Priest and a single Witch Hunter started in the ruins. The game was shaped by John-Paul's poor dice rolls for his warband turning up. When his models did start arriving they appeared on the table side furthest away from the fight. After what he did in the first game, Paul decided that the Warrior-Priest must die. The Warlock targeted him with his spell *Silver Arrows of Abra* and on turn two managed to



"Mmm, where shall this one hide."

take him out, hoping that he would die after the game. The game went poorly for John-Paul. The Witch Hunters spent the game running away from the Possessed and were finally caught by the Magister using his *Wings of Darkness*. The Magister managed to single

handedly take Verner Brenner *out of action* and *knocked down* Tuomas Ulrecht. Unsurprisingly the Witch Hunters routed. After the game the only injury was Verner Brenner getting a hand wound. The experience gained was just enough to give increases to most of the warband members, setting them up nicely for the next game. With the money earned, John-Paul hired a Trollslayer and a Pit Fighter while Paul added a Beastman to his Blood Horns.

Game 3: Occupy

With a win apiece the third game was set up perfectly for a titanic battle. The fact that the game would be Occupy meant that both warbands would have to fight to the end as neither side would need to take Rout tests.

A blow by blow account of the bloody skirmish between the zealous Witch Hunters, raised by the flamboyant John-Paul of Brisigotti, and the foul Possessed, commanded by the infamous Paulus the Fat. Penned by the scribe Matthew Hutson for the Town Cryer.

The Possessed



Paul Sawyer

RAAAAAGH! With a couple of games under my ever-straining belt the scene was set for an epic clash of the old adversaries, the zealous Witch Hunters and the corrupt cultists of the Possessed. Not content with a simple skirmish between the two warbands, we managed to roll up 'Occupy' and therefore no Rout tests would be required. This would be a bloody encounter indeed!

As far as tactics went, I intended to use a refused flank tactic and hit John-Paul hard on one side, hopefully leaving his other flank high and dry. In addition to this, I intended to destroy his Warrior-Priest who has the capacity to cause untold damage to the Possessed with his vile spell, *Soulfire* – he has to die! The only other ace I have up my sleeve is my Warlock Merritt Ragefast who will cast doom onto the hapless Sigmarites from the tower in the centre of the ruins – an excellent vantage point for the battle.

That was the plan anyway. Lets see how it went in practice...

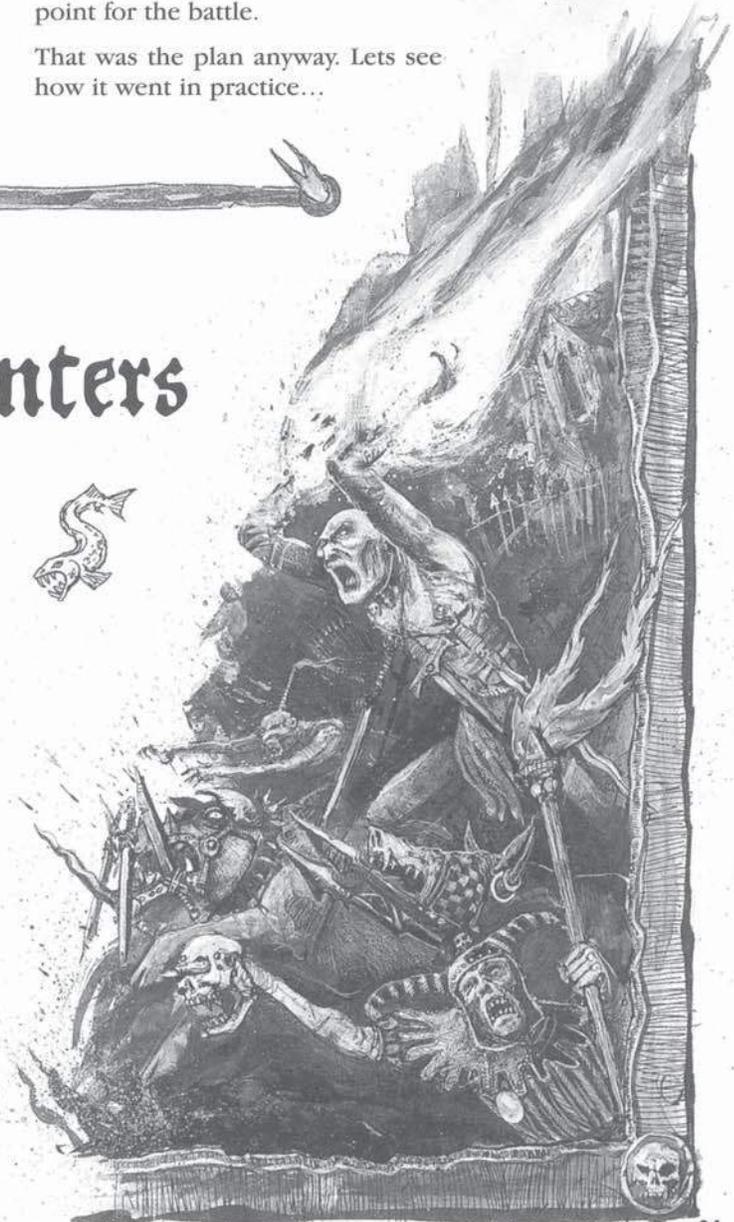
The Witch Hunters

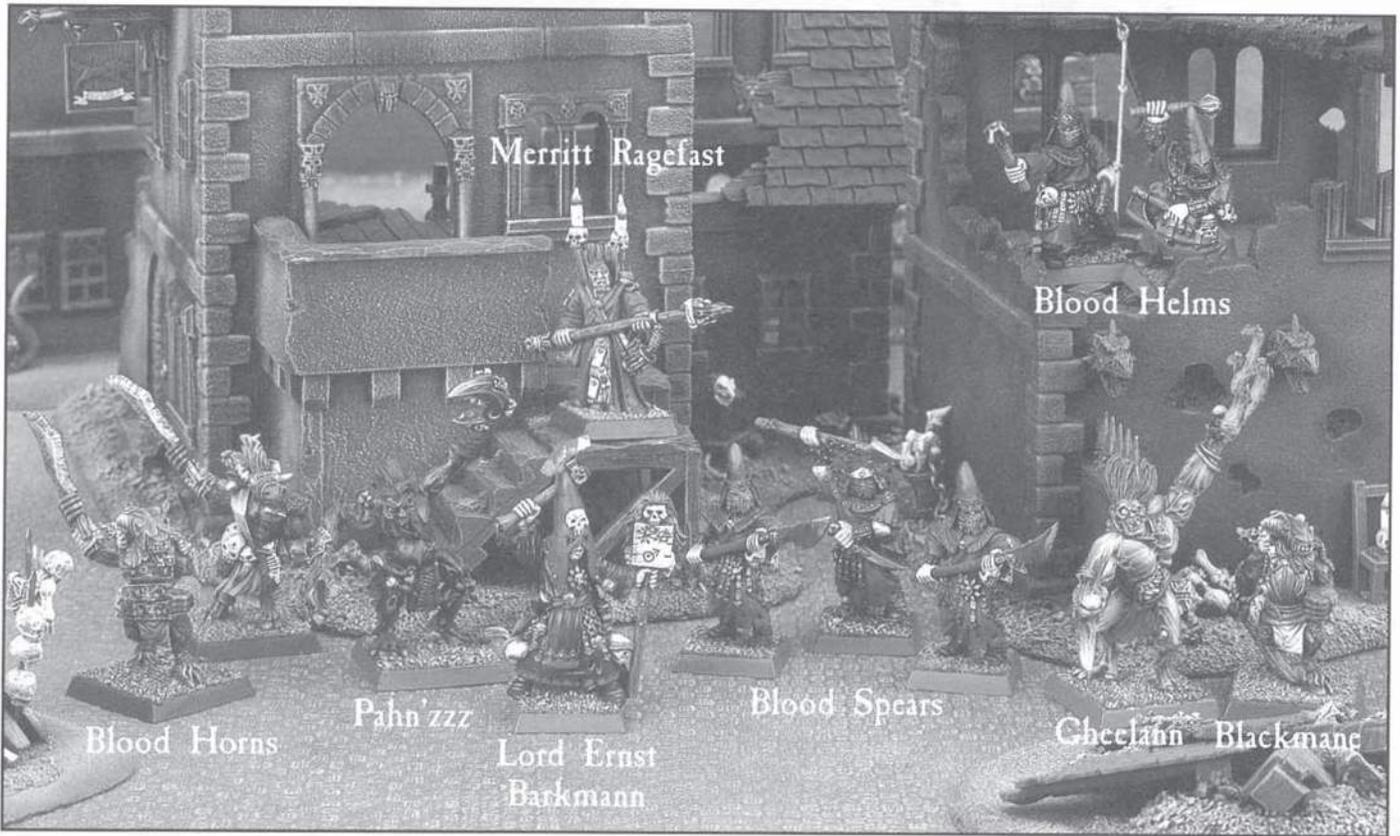


John-Paul
Brisigotti

My two initial forays against the servants of Chaos had allowed me to prepare well for the main event. Having been blessed by Sigmar, my financial status was buoyant and my warband had suffered few casualties leaving me able to recruit some Hired Swords for the final showdown and bring my warband to a fifteen strong group.

Despite knowing I was on the side of truth and justice, I still felt compelled to contrive a battle plan of some sort. Knowing my enemy and having bloodied their noses already I was determined to use my numerical advantage to best effect. Unfortunately, Sigmar was testing me that day and decided to allow a stray Ogre bodyguard to join the Chaos host, evening up the odds a little. Still convinced I was on a mission from Sigmar I set about to overwhelm the enemy and use Father Schrover and his *Soulfire* spell to best effect. Well that was the plan.





Genchmen

WARRAND NAME: CABAL OF THE SCARRED PIT		WARRAND TYPE: Possessed
TREASURY: Gold crown: 53 Wyrstone shrie: 0	WARRAND RATING: Total experience: 58 Members: 5 Rating: 127	STORED EQUIPMENT:
NAME: BLOOD HELM NUMBER: 2 TYPE: Beastmen	EQUIPMENT: Helmet Mace Axe Dagger	SPECIAL RULES:
M W S B S T W I A L L 4 3 3 3 3 1 3 2 7	Group experience: 28	
NAME: BLOOD SPEARS NUMBER: 3 TYPE: Beastmen	EQUIPMENT: Spear Dagger	SPECIAL RULES:
M W S B S T W I A L L 4 3 3 3 3 1 4 1 7	Group experience: 28	
NAME: BLOOD HORNS NUMBER: 2 TYPE: Beastmen	EQUIPMENT: Sword Dagger	SPECIAL RULES:
M W S B S T W I A L L 4 4 3 3 4 2 3 2 7	Group experience: 28	
NAME: MERRITT RAGEFAST NUMBER: 1 TYPE: Warlock	EQUIPMENT: Staff	SPECIAL RULES: Spells- Silver Arrows of Arnis Dread of Aranis
M W S B S T W I A L L 4 2 3 3 5 1 4 1 8	Group experience: 28	
NAME: _____ NUMBER: _____ TYPE: _____	EQUIPMENT:	SPECIAL RULES:
M W S B S T W I A L L _____	Group experience: _____	
NAME: _____ NUMBER: _____ TYPE: _____	EQUIPMENT:	SPECIAL RULES:
M W S B S T W I A L L _____	Group experience: _____	

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Heroes

NAME: LORD ERNST BARKMANN TYPE: Magister	EQUIPMENT: Axe Dagger	SKILLS, INJURES, ETC: Spells- Wings of Darkness Dodge
M W S B S T W I A L L 4 4 4 3 3 1 3 1 8	Experience: 28	
NAME: PAHN'ZZZ TYPE: Possessed	EQUIPMENT: None	SKILLS, INJURES, ETC:
M W S B S T W I A L L 5 4 0 4 4 2 4 2 0	Experience: 28	
NAME: GHECLANN TYPE: Possessed	EQUIPMENT: None	SKILLS, INJURES, ETC:
M W S B S T W I A L L 5 5 0 4 4 2 4 2 8	Experience: 28	
NAME: BLACKMANE TYPE: Beastman	EQUIPMENT: Sword Dagger	SKILLS, INJURES, ETC:
M W S B S T W I A L L 4 4 3 3 4 2 4 1 7	Experience: 28	
NAME: _____ TYPE: _____	EQUIPMENT:	SKILLS, INJURES, ETC:
M W S B S T W I A L L _____	Experience: _____	

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Genchmen

WARRAND NAME: THE UNFORGIVING		WARRAND TYPE: Witch Hunters
TREASURY: Gold crowns: 3 Wychettes starts: 0	WARRAND RATING: Total experience: 71 Members x 5: 80 Rating: 170	STORED EQUIPMENT
NAME: DIE GRIBEBRUDERS		
NUMBER: 3 TYPE: Flagbants	EQUIPMENT: Flail Dagger	SPECIAL RULES: Fatalist
M W S B S T W I A L L 4 3 3 4 4 1 3 2 1 0	Group experience: <input type="checkbox"/>	
NAME: DIE FISCHERSLAPPERS		
NUMBER: 2 TYPE: Znabts	EQUIPMENT: Mace Dagger	SPECIAL RULES:
M W S B S T W I A L L 4 3 2 3 3 1 3 1 7	Group experience: <input type="checkbox"/>	
NAME: DIE WULFENCATERS		
NUMBER: 2 TYPE: Warbands	EQUIPMENT: Javelin Brutality	SPECIAL RULES:
M W S B S T W I A L L 8 4 0 4 3 1 4 2 5	Group experience: <input type="checkbox"/>	
NAME: KLAUS THE BEAST		
NUMBER: 1 TYPE: Ogre	EQUIPMENT: Sword Club Light armour	SPECIAL RULES: Fear
M W S B S T W I A L L 0 3 2 4 4 4 3 3 2 7	Group experience: <input type="checkbox"/>	
NAME: HEINRICH THE GOUGER		
NUMBER: 1 TYPE: Pit Fighter	EQUIPMENT: Morning Star Spiked gauntlet Helmet	SPECIAL RULES:
M W S B S T W I A L L 4 4 3 4 4 1 4 2 7	Group experience: <input type="checkbox"/>	
NAME: BRUNN THE MAD		
NUMBER: 1 TYPE: Dwarf Trollslayer	EQUIPMENT: 2 Axes	SPECIAL RULES: Deathwish Hard to kill Hard head
M W S B S T W I A L L 3 4 3 3 4 1 2 1 0	Group experience: <input type="checkbox"/>	

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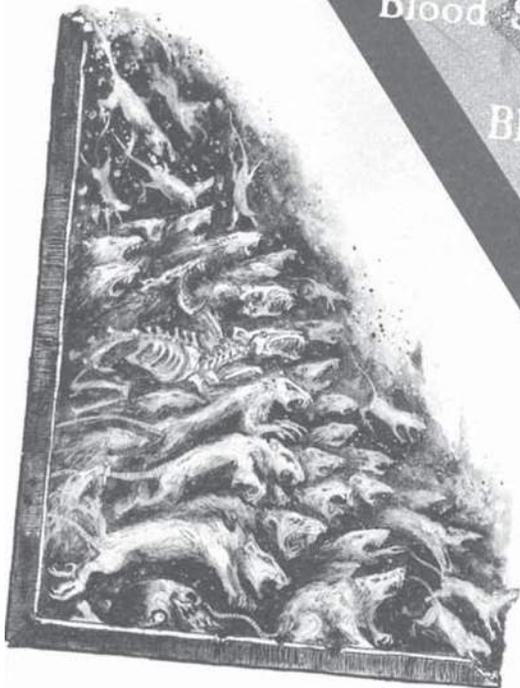
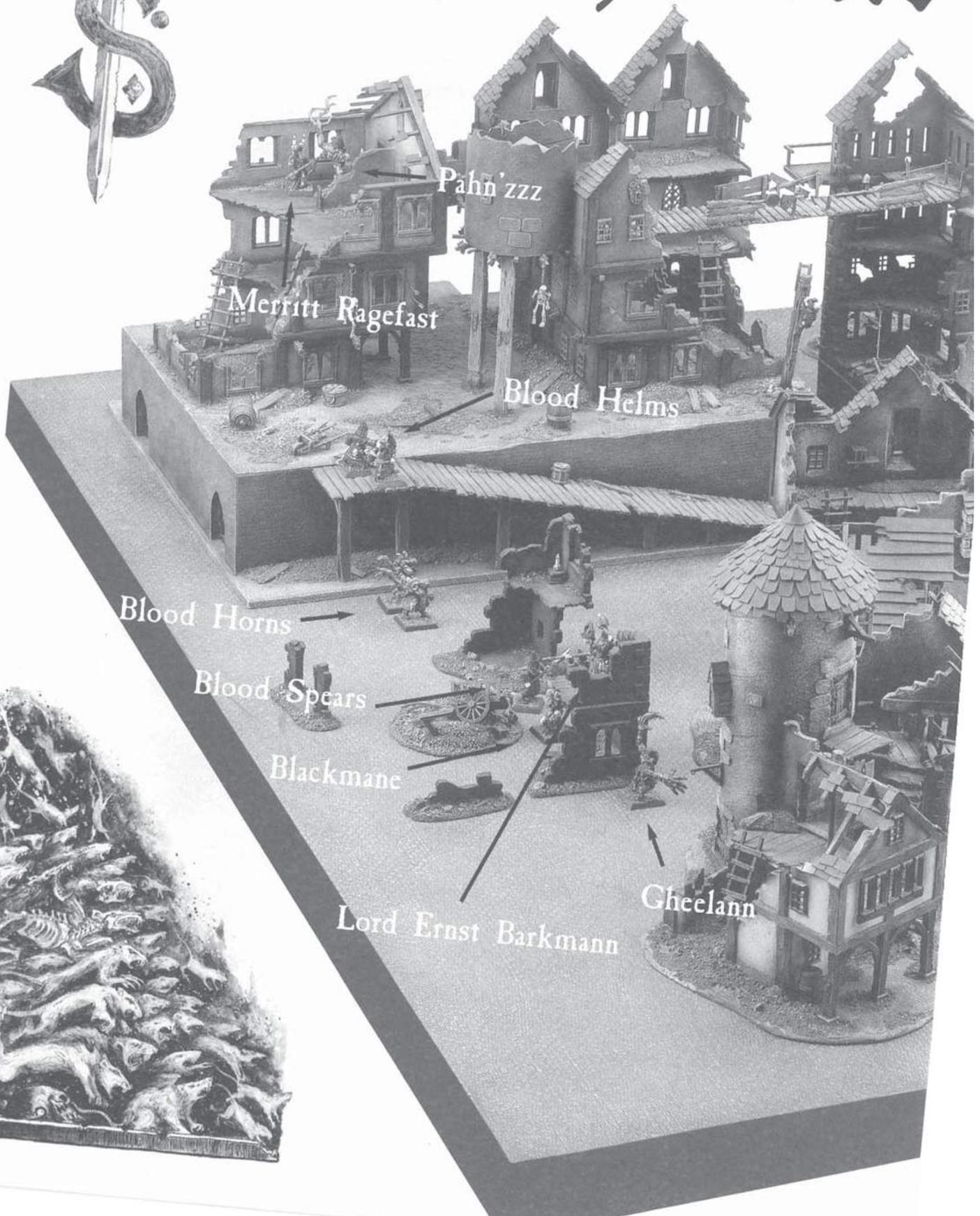
Heroes

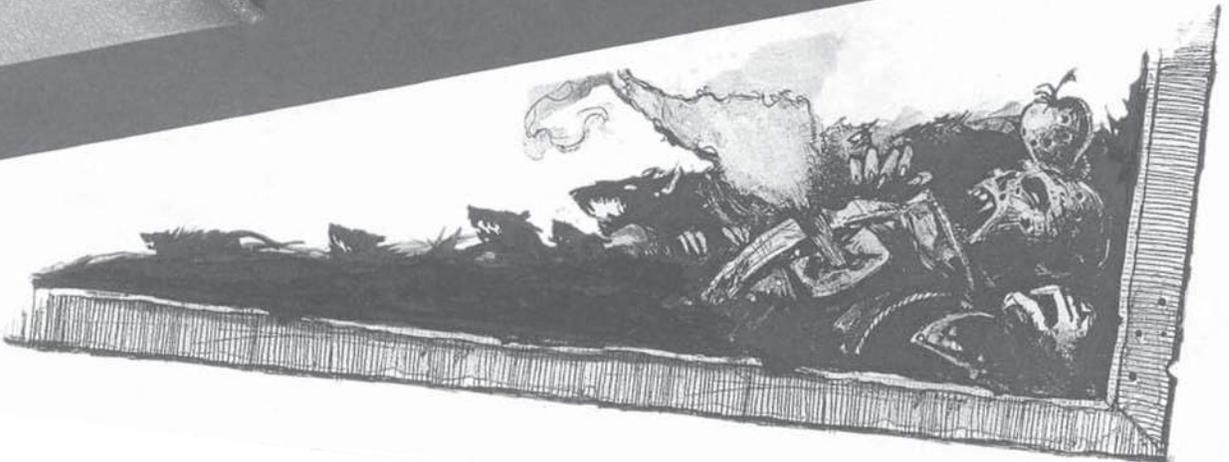
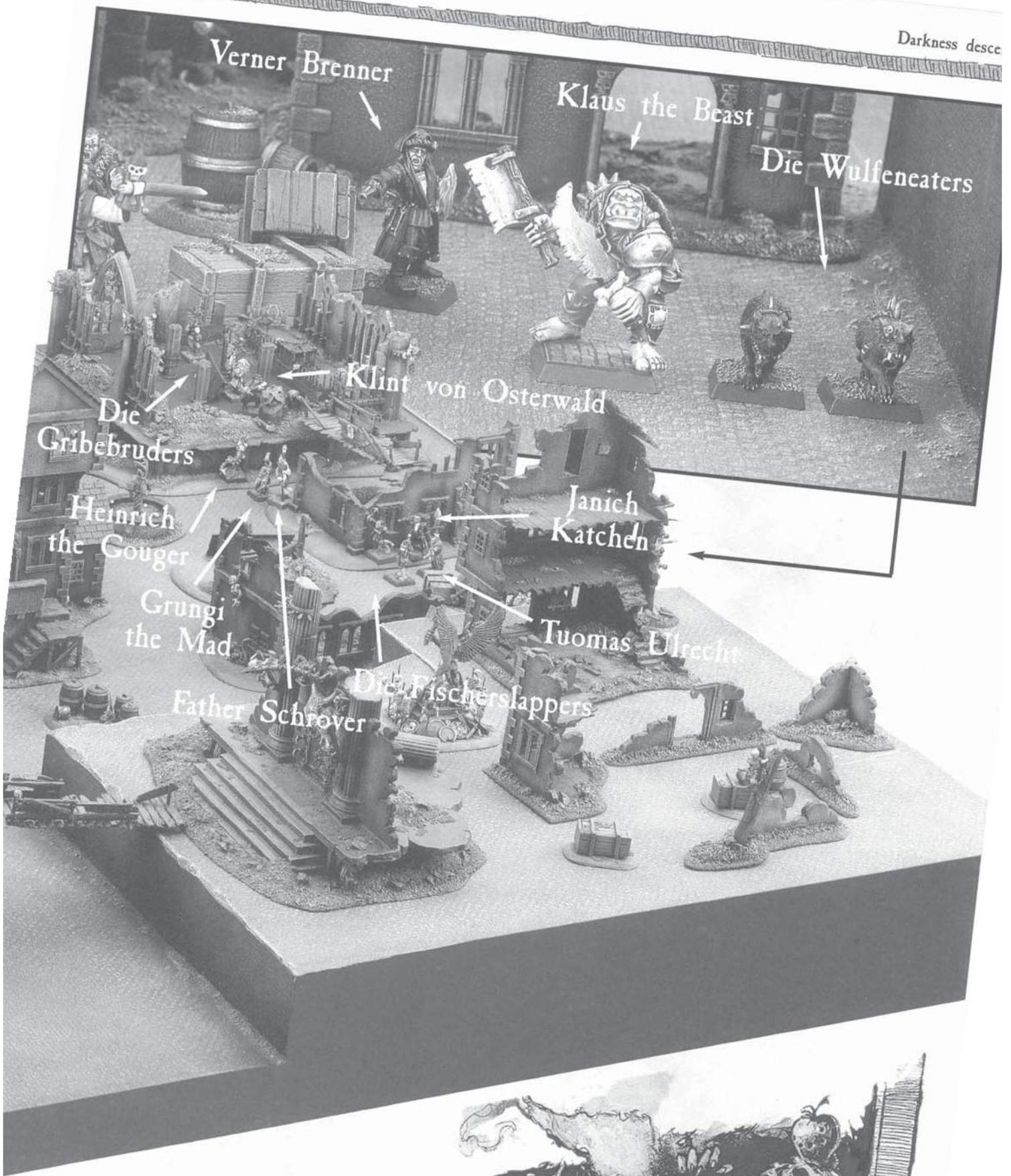
NAME: KLINT VON OSTERWALD		EQUIPMENT: Crossbow Pistol Sword Dagger Helmet	SKILLS, INJURIES, ETC: Burn the witch
TYPE: Witch Hunter Captain	M W S B S T W I A L L 4 4 4 3 3 1 4 1 8	Experience: <input type="checkbox"/>	
NAME: VERNER BRENNER		EQUIPMENT: Pistol Sword Dagger	SKILLS, INJURIES, ETC: Burn the witch Step aside
TYPE: Witch Hunter	M W S B S T W I A L L 4 3 3 3 3 1 3 1 7	Experience: <input type="checkbox"/>	
NAME: TUOMAS ULRECHT		EQUIPMENT: Pistol Sword Dagger	SKILLS, INJURIES, ETC: Burn the witch Expert Swordsman
TYPE: Witch Hunter	M W S B S T W I A L L 4 3 3 3 3 1 3 1 7	Experience: <input type="checkbox"/>	
NAME: JANICH KATCHEN		EQUIPMENT: Pistol Sword Dagger	SKILLS, INJURIES, ETC: Burn the witch Strike to legs
TYPE: Witch Hunter	M W S B S T W I A L L 4 3 3 3 3 1 3 1 7	Experience: <input type="checkbox"/>	
NAME: FATHER SCHOONOVER		EQUIPMENT: Warhammer Dagger	SKILLS, INJURIES, ETC: Prayer - Soulfire
TYPE: Warrior-priest	M W S B S T W I A L L 4 4 3 3 3 1 3 1 8	Experience: <input type="checkbox"/>	

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Deployment

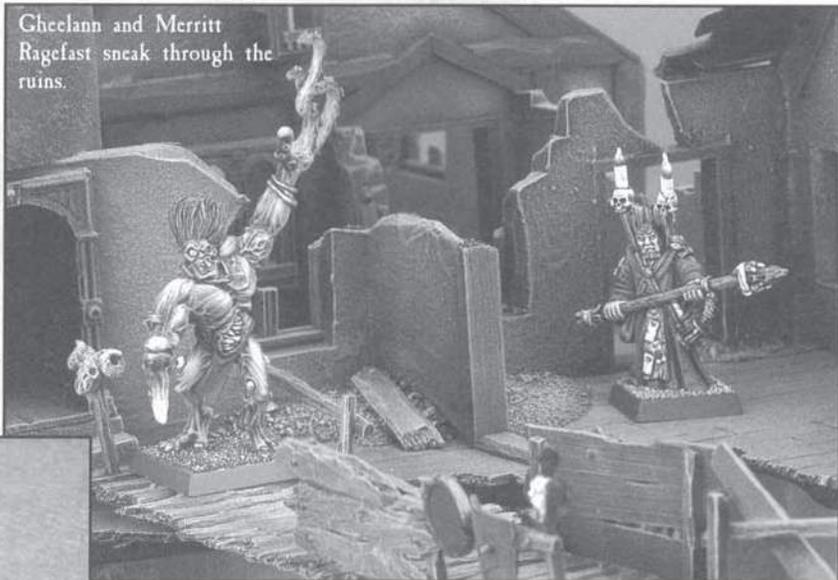




Possessed Turn 1

Winning the dice roll for the first turn meant Paul would have to move the Possessed first, but before he could do this he had to roll the dice to see if a Random Encounter would occur. On the very first roll of the game Paul rolled a 1. Anxiously looking on, both players watched to see which Random Encounter would happen. Paul promptly rolled another two 1's meaning that an Ogre bodyguard appeared down the street offering his services to the Possessed.

Cheelann and Merritt Ragefast sneak through the ruins.



The Blood Spears and Blood Horns move down the centre street.



Buoyed up by getting an extra model for his warband, Paul moved the Possessed forward as fast as possible to close the distance between them and the followers of Sigmar. On their left flank, Merritt Ragefast the Warlock closely followed the Possessed

An Ogre bodyguard appears down the street to offer his services.



Gheelann across the bridge towards one of the objective buildings. The rest of the Cabal advanced through the ruined centre street towards the Witch Hunters.

Spotting the Witch Hunters in the ruins, the Warlock attempted to unleash the *Silver Arrows of Arba* against them. He passed the Difficulty test but the Witch Hunters were just out of range.

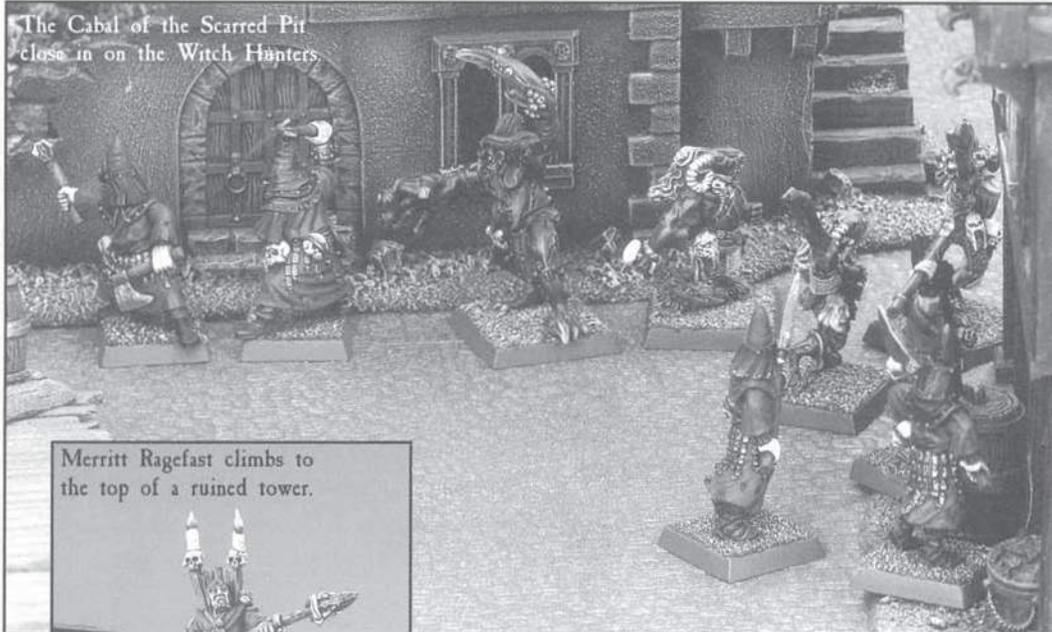
The Witch Hunters charge at their sworn enemies.



Witch Hunters Turn 1

Seeing the vile Possessed moving towards him, John-Paul sent the Witch Hunters venturing forward into the ruins. On their right flank the fanatical Flagellants accompanied Father Schrover the Warrior-Priest. The Ogre, Klaus the Beast and the two Warhounds ran forward and took cover by the wall of the ruined central building. The Witch Hunter Captain, Klint von Osterwald, moved forward so that he could find a firing position from which he could rain bolts down on the enemy. The rest of the warband advanced steadily.

With all the Witch Hunters armed with missile weapons having ran, none of John-Paul's warband could shoot.



The Cabal of the Scarred Pit close in on the Witch Hunters.

Merritt Ragefast climbs to the top of a ruined tower.



position to charge anything entering the ground floor next turn. Looking for a better position to unleash his magic from, Paul climbed Merritt Ragefast to the top of the ruined tower, from where he could see the entirety of the tabletop.

In the shooting phase, Lord Ernst Barkmann the Magister cast his *Wings of Darkness* spell and hurtled across the ruins just behind his warband. With a clear line of sight to a Warhound the Warlock attempted to cast his spell but failed the Difficulty test required to do so.

Witch Hunter Turn 2

Not wanting to get charged, John-Paul moved the Witch Hunters more cautiously towards the Possessed. The Ogre and Warhounds edged forward. Although they were in charge range at the start of the turn, John Paul didn't want to charge them into the centre of the enemy's line as it meant they would get outnumbered in the following Possessed turn. Still looking for a good firing angle, the Witch Hunter Captain took up position behind the fountain, from where he had line of sight to any enemy models moving around the ruined buildings in the centre. The Flagellants and Warrior-Priest continued their move on the right in an attempt to outflank their enemies while the rest of the warband moved around the ruined building on the left.

Again there was no shooting as the Witch Hunter Captain had moved and nothing else had line of sight.

The Witch Hunters use all available cover in their advance towards the Possessed.



Possessed Turn 3

Seeing that he had been presented with the ideal opportunity to kill the accursed Warrior-Priest, Paul sent Pahn'zzz, Gheelann and the Blood Helms towards the isolated Warrior-Priest and Flagellants. The Blood Spears moved to the front of the warband ready to receive any charge that the Witch Hunters might throw at them.

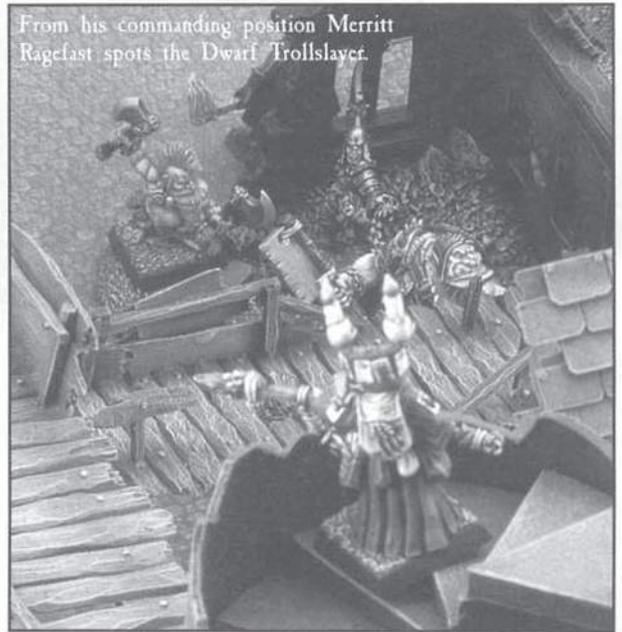
With a clear line of sight to the Trollslayer, Merritt Ragefast prepared to cast the *Silver Arrows of Arba*. Passing the Difficulty test he unleashed five of the deadly missiles but the Dwarf was just too tough and didn't take a single wound.

Witch Hunters Turn 3

John-Paul decided that it was charge or be charged so two of the Flagellants declared a charge against Gheelann the Possessed. With no line of sight to the monstrous creature they would have to take an Initiative test. Needing to roll a 3 or under John-Paul rolled a 4 and 5 leaving them in a dangerous position just in front of the Possessed. In a risky move to stop Gheelann and the Blood Helms from charging them next turn, John-Paul moved the Warrior-Priest forward. If he could just cast his deadly spell *Soulfire* he could kill the huge Possessed and stop them from being charged by the deadly creature. The Warhounds moved right under the noses of the enemy to support the Warrior-Priest. On the right flank the Witch Hunters Tuomas Ulrecht and Janich Katchen moved into a position where they could shoot the Beastmen with their pistols. The rest of the warband moved up to support them.

In the shooting phase, the two Witch Hunters fired their pistols at the Beastman Hero, wounding him. The Witch Hunter Captain took a shot at the Warlock high up but failed to hit. It was now time for the Warrior-Priest, Father Schrover to cast *Soulfire* but he failed the Difficulty test. The Witch Hunters on this flank were now in a bad position to say the least as they would have to face the charge of Pahn'zzz and the Blood Helms in the next Possessed turn.

From his commanding position Merritt Ragefast spots the Dwarf Trollslayer.



Father Schrover readies himself to cast *Soulfire*.

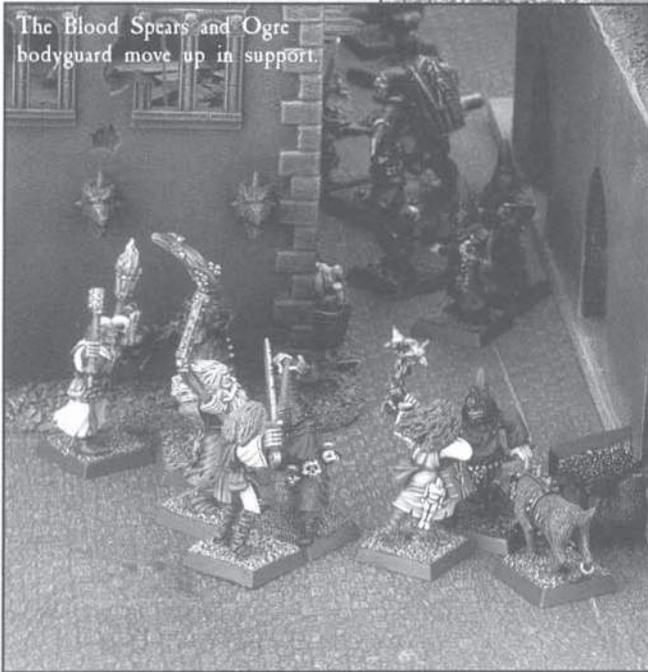
Possessed Turn 4

After the Flagellants' failed charge and the Warrior-Priest's failure to cast *Soulfire*, Pahn'zzz and the Blood Helms were now in a position to charge. To rid himself of the Warrior-Priest and his dangerous spell Paul charged Pahn'zzz into him while the Blood Helms charged a Flagellant and a

Oheclann and the Blood Horns charge into the followers of Sigmar.



The Blood Spears and Ogre bodyguard move up in support.



Warhound. The Ogre also attempted to charge in but was just out of range. The Blood Spears moved toward this fight so that they would be in a position to charge next turn. The rest of the warband held position.

From his vantage point the Warlock could just see the Witch Hunter Captain but only managed one hit which failed to wound him.

The first hand-to-hand combat started well for the Possessed as Pahn'zzz managed to hit and wound the Warrior-Priest three times but only managed to knock the holy man down. Paul had managed to roll three 1's for injury meaning that the Warrior-Priest would stand up at the beginning of the Witch Hunters next turn. The Blood Mace did a bit better against the Warhound managing to stun his opponent. The other Blood Mace fighting the Flagellant only managed to knock down his opponent. Although none of the Witch Hunter members could strike back, two of them would stand up at the beginning of their turn.

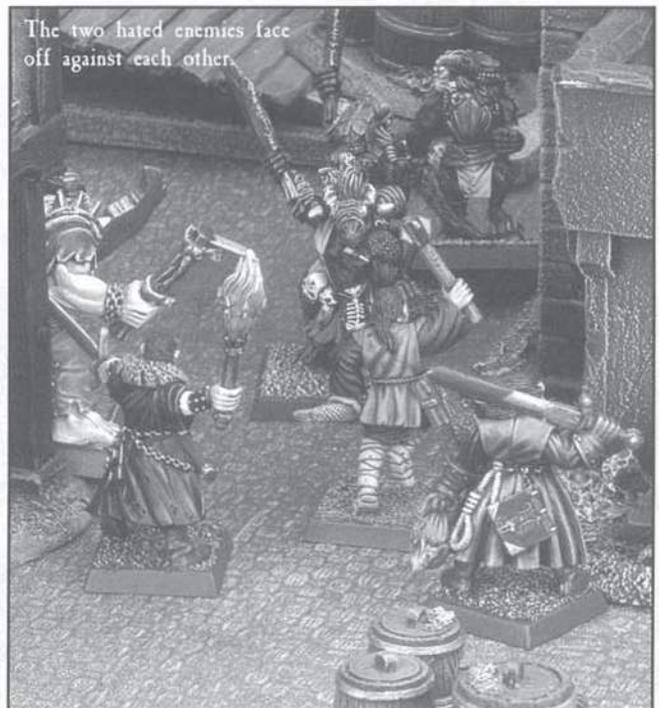
Witch Hunter Turn 4

The Possessed warband's charge had not been that effective and it was now time for the Witch Hunters to strike back. The fearless Flagellants and Warhound charged the hulking Possessed and Blood Helms. Passing their Fear tests the Witch Hunter Verner Brenner and the Pit Fighter charged the Ogre, in an attempt to stop him from reaching the fight between the Flagellants and the Possessed.

Father Schrover once again attempted to cast *Soulfire*. Passing the Difficulty test, the spell was cast. The Blood Helms and the Possessed were all hit by the spell taking a wound each. Both Blood Helms were *knocked down* and the Possessed was left with a single wound.

The Warhound attacked the Blood Helm who was *knocked down* by the spell but just could not wound him. The Flagellants though made no mistakes and put both Blood Helms *out of action*. In the combat with the Possessed Pahn'zzz, the Flagellant managed to *stun* the inhuman beast. Defenceless and on the ground he was easily taken *out of action* by Father Schrover. The fight between the Witch Hunter, Pit Fighter and Ogre ended in a stalemate with the Ogre suffering a single wound.

The two hated enemies face off against each other.





The Blood Spears charge into the fray.

Possessed Turn 5

It was now time for the rest of the Cabal to charge in. The Blood Spears charged the Warhounds, Flagellants and Warrior-Priest but Gheclann the Possessed stayed where he was (Paul actually forgot to move him!). The Beastman Hero charged the Ogre and the Blood Horns charged the weak Zealot and the Dwarf Trollslayer.

Whispering oaths to the Shadowlord, Paul cast *Wings of Darkness* with the Magister who charged into Janich Katchen the Witch Hunter. The Warlock cast *Silver Arrows of Arba* at Tuomas Ulrecht taking him *out of action*.

The Magister hit Janich Katchen, who failed to parry and was *knocked down*. The Blood Spears did well against their opponents, knocking the Warhound down, *stunning* the Warrior-Priest and taking a Flagellant *out of action*. Blackmane the Beastman Hero caused a single wound on the Ogre Klaus and the Blood Horns *stunned* the Zealot and Trollslayer. The Dwarf was just too hard to kill. The Possessed's Ogre didn't fair as well and was *stunned* by the combined efforts of the Witch Hunter and the Pit Fighter. Apart from this victory it had been a bad turn for the Witch Hunters.



A bitter struggle to the death erupts between the two warbands.

Witch Hunter Turn 5

Needing to swing the battle back in their favour, the unengaged Flagellant and Warhound charged the Blood Spears. Ignoring the *stunned* Ogre, the Pit Fighter charged a Beastman from the Blood Horns. The only other movement this turn was the Witch Hunter Captain who advanced looking for a better firing position.

The Blood Spear fighting the Warhounds managed to take one of them *out of action* before being *stunned* by the other. The other two Blood Spears took a single Flagellant *out of action*. The Possessed warband's Ogre was finally taken *out of action* by the Witch Hunter, Verner Brenner. The Blood Horns *stunned* the Zealot whilst avoiding the attentions of the Pit fighter. Once again the Dwarf Trollslayer proved too tough to take *out of action*. With savage ferocity Blackmane the Beastman Hero caused two wounds

on the Ogre, knocking him down. The Possessed Magister didn't fair very well though, missing with all of his attacks before being taken *out of action* by Janich Katchen. John-Paul managed to roll three 5s on the Injury table, well and truly putting an end to the Magister.



The Blood Spear is unable to put an end to the Warrior-Priest.

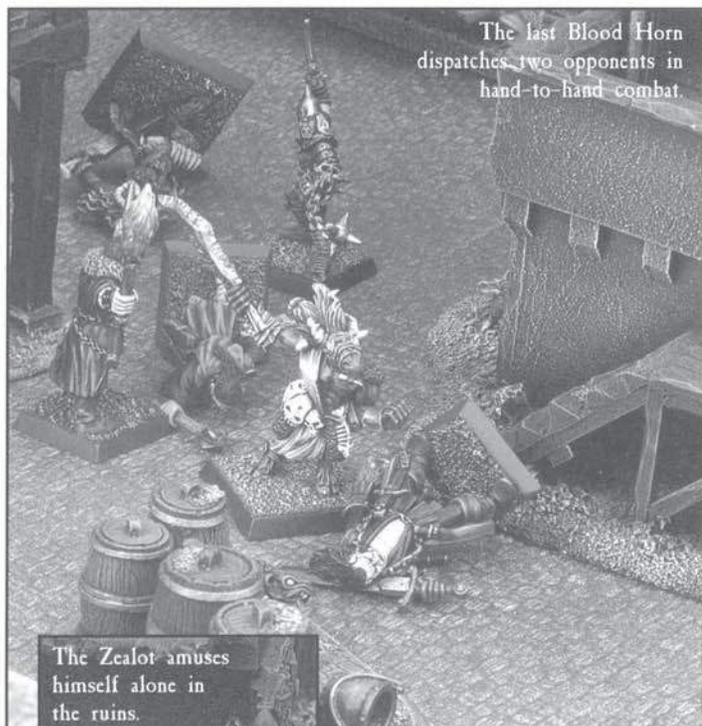
Possessed Turn 6

Both warbands had suffered horrendous casualties and the game could still go either way. Gheelann finally charged in, attacking the last Warhound. The second Blood Horn charged the Witch Hunter Tuomas Ulrecht who had just taken out the Magister, Lord Ernst Barkmann.

Standing in the open, Verner Brenner was wounded four times by the *Silver Arrows of Arba* cast by Merritt Ragefast, putting him *out of action*.

The struggle in hand-to-hand combat raged on. The fights between Gheelann and the Warhound, and the last Flagellant and Blood Spear both ended in a draw with neither side inflicting any Wounds. The Blood Spear couldn't wound the *knocked down* Warrior-Priest who survived for another turn. Blackmane the Beastman Hero easily took out the *stunned* Ogre. The Blood Horns enjoyed mixed fortunes, one *knocked down* the Witch Hunter Janich Katchen but the other was *stunned* by the attacking Zealot and Pit fighter.

The Warrior-Priest survives yet again.



The last Blood Horn dispatches two opponents in hand-to-hand combat.

The Zealot amuses himself alone in the ruins.



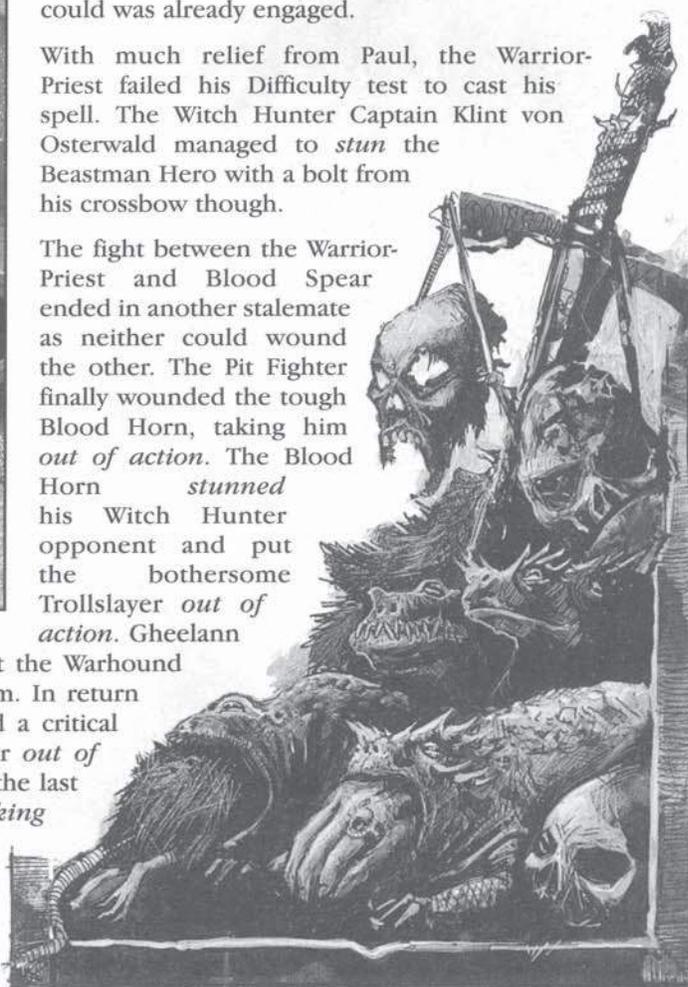
the Possessed managed to hit the Warhound twice but couldn't wound him. In return though the Warhound caused a critical wound and took the monster *out of action*. The turn ended with the last remaining Flagellant *knocking down* his Blood Spear opponent.

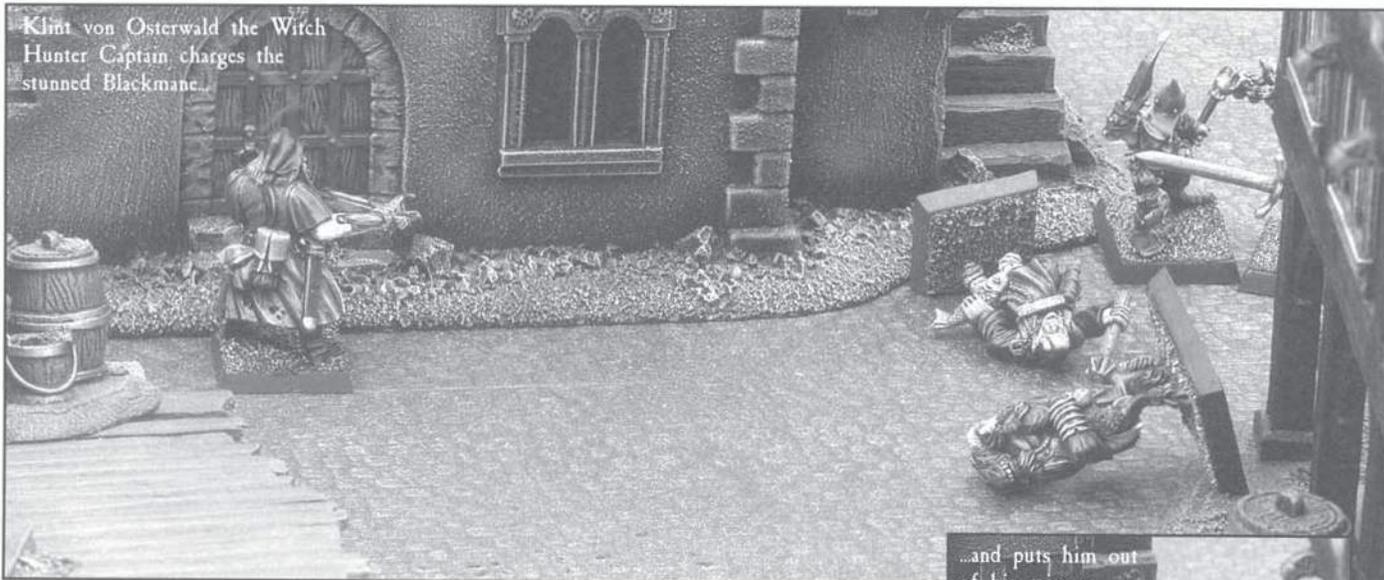
Witch Hunter Turn 6

There were no charges this turn as everyone who could was already engaged.

With much relief from Paul, the Warrior-Priest failed his Difficulty test to cast his spell. The Witch Hunter Captain Klint von Osterwald managed to *stun* the Beastman Hero with a bolt from his crossbow though.

The fight between the Warrior-Priest and Blood Spear ended in another stalemate as neither could wound the other. The Pit Fighter finally wounded the tough Blood Horn, taking him *out of action*. The Blood Horn *stunned* his Witch Hunter opponent and put the bothersome Trollslayer *out of action*. Gheelann





Klint von Osterwald the Witch Hunter Captain charges the stunned Blackmane...

...and puts him out of his misery.

Possessed Turn 7

All those who could climbed back onto their feet. Both sides had suffered horrendous casualties but it was still very close. The Warlock could just get line of sight to the Witch Hunter Captain Klint von Osterwald but could only hit him twice causing no wounds.

In hand-to-hand combat the Blood Horn *stunned* Janich Katchen. The Beastman Hero was knocked senseless by the Pit Fighter though and lay *stunned* on the floor. The Blood Spears couldn't wound their opponents.



Witch Hunter Turn 7

The Zealot staggered into the ruins of a building to avoid the combat raging outside. John-Paul decided to go on the offensive. The Witch Hunter Captain charged the *stunned* Beastman Hero while the Pit Fighter charged the Blood Horn. The two Blood Spears were charged by the Warhound and Flagellant.

The Flagellant wounded and *stunned* one Blood Spear but the Warhound couldn't harm the other. The Witch Hunter Captain put the Beastman Hero *out of action*. The Pit Fighter pathetically failed to hit with any of his attacks and to add insult to injury was taken *out of action* in return.



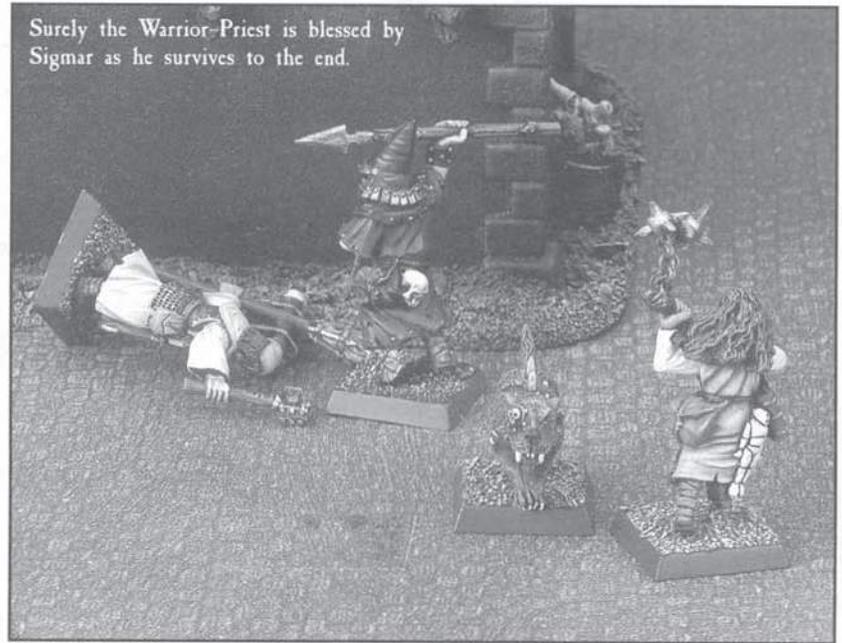
Possessed Turn 8

Seeing that the Zealot was trying to sneak away from the fight, Paul charged him with the last Blood Horn, leaving the *knocked down* Janich Katchen.

The Warlock, after making a dash across the parapet in an attempt to take control of the next building, again managed to cast his spell at the Witch Hunter Captain. This time he managed to wound his hated enemy but he only *stunned* him.

The Warhound and Flagellant were victorious as they managed to take their opponent *out of action* between them. The Blood Spear fighting the Warrior-Priest once again managed to wound him but still couldn't finish him off. The fight between the Blood Horn and Zealot ended in stalemate as neither side could hit the other.

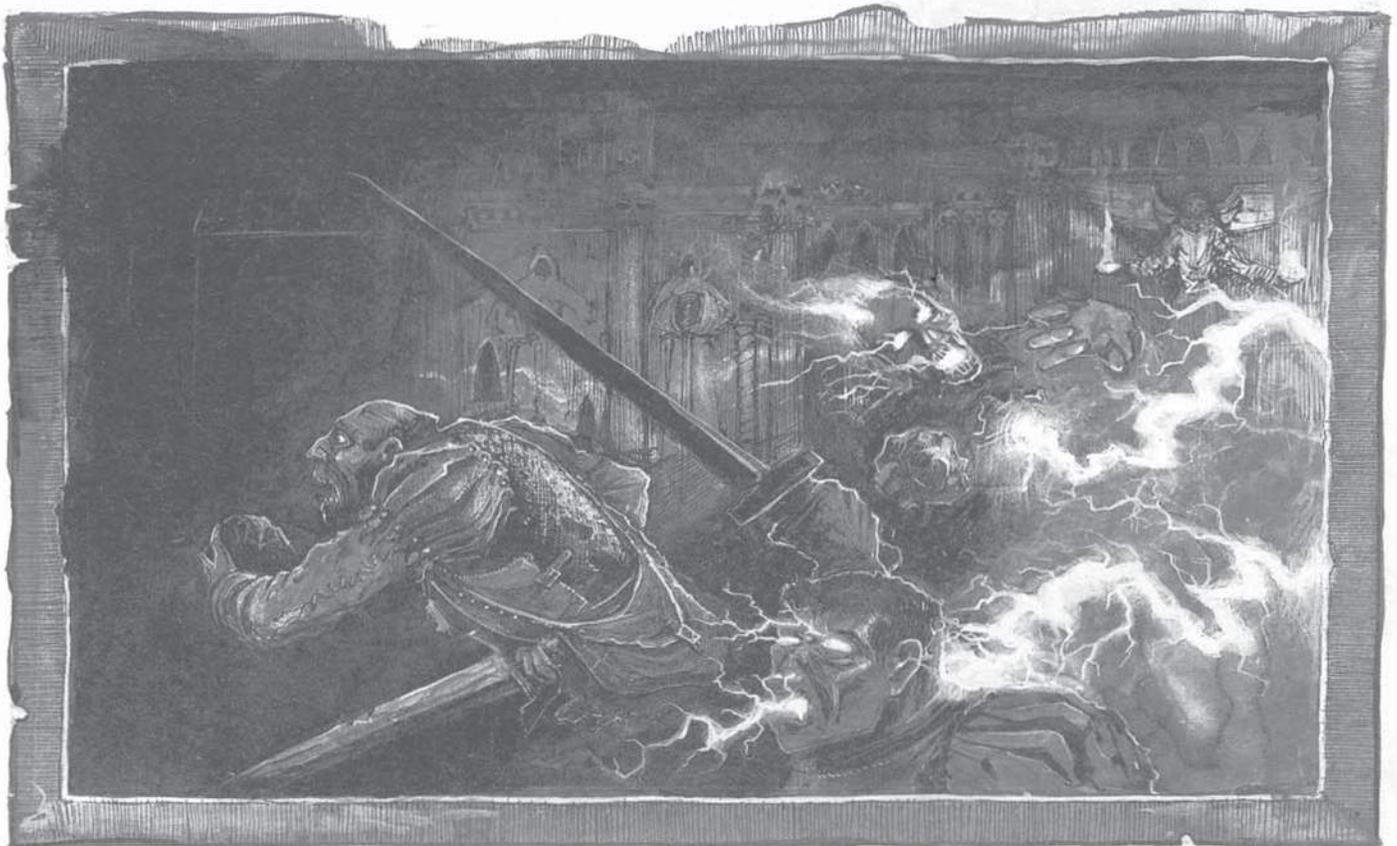
Surely the Warrior-Priest is blessed by Sigmar as he survives to the end.



Witch Hunter Turn 8

It was now or never. To win the game John-Paul had to get his warband to occupy as many of the objective buildings as possible. Janich Katchen stood up and immediately moved into the nearest building. The last Flagellant climbed up into the tall tower.

There was only one fight to resolve. Neither the Zealot or the Blood Horn could hit each other, and with that the game ended. The Witch Hunters occupied three of the four buildings so John-Paul was the winner!



The Aftermath

Carnage!



Paul Sawyer

That was one of the bloodiest games in the ruins of Mordheim I've had the pleasure to play in. Admittedly, the scenario dismissing the need for those girly Rout tests had a lot to do with it but nonetheless there was blood on the streets!

So how did it go for the insidious forces of darkness? Well, it all started so very well with the use of Random Encounters leading to the fortuitous acquisition of a wandering Ogre mercenary (the look on John-Paul's face...). This made a big difference as John-Paul had the edge with his three Hired Swords and the Ogre helped redress the balance.

'Occupy' is a tricky but predictable scenario as both warbands tend to gain possession of a house each and then meet in the middle for the right to the others. This game was no different after the first couple of turns posturing and manoeuvring.

I don't think I'd change all that much as I'm quite pleased with the way my warband performed. The only real downer were the Possessed themselves who let themselves down so badly in an area they usually excel at – close combat. Still, they are relatively inexperienced and with the experience of a few more battles they should pick up a skill or two and pose some serious problems for any opponent.

The other area of concern was over the Warlock, Merritt Ragefast. This is an odd thing to complain about as he did untold damage to the misguided Templars of that weak fool, Sigmar. No, the blame lies solely with me. As the slaughter continued unabated on the cobbled streets of Mordheim, I lost track of which turn we were on and left it too late for the Warlock to peg it across the gantry and into the next building – thus denying me a prospective building – doh!



"Hurry John-Paul, it's time for my tea."

Ordinarily, with the growing list of casualties the thought of a voluntary rout might have crossed my mind but with the Cabal facing their most hated enemies, the Witch Hunters, I just couldn't face the thought and would battle to the end in the service of the Shadowlord!

Once the dust had settled and we had time to lick our wounds, the full impact of such a bloody encounter became clear.

- Both of the Blood Helms had been purged by the righteous Witch Hunters.
- A Beastman of the Blood Horns hadn't made it back to the warband's hideout and was last seen being bludgeoned to the floor in a surprise attack from the mercenary Pit Fighter.
- Continuing with their poor showing during this battle, both of the Possessed picked up debilitating injuries; Gheelann would carry his old battle wound into coming fracas and Pahn'zzz's leg was badly lacerated and would only be able to move at the same speed as the Brethren.
- Only one member of the Cabal of the Scarred Pit came away with anything positive from the confrontation; Blackmane, my Beastman Hero would be more deadly when fighting in houses as he acquired the *Pit Fighter* skill (+1WS and +1A in houses).

Luckily, despite the casualties, I managed to find an extra shard of wyrdstone through exploration and also picked up three from trading. So with the sale of all of these, I could afford to replace the dead Beastman henchman and will still be able to field a dangerous warband in my next game.

Until then I will bide my time and wait for those pious weaklings of Sigmar to lower their guard... Then they will feel the wrath of the Cabal of the Scarred Pit!

Sigmar be Praised



John-Paul Brisigotti

Truly one of the bloodiest battles this wretched city has ever seen. Out of an initial 28 men who entered the arena, only eight were left standing.

Having picked the 'Occupy' scenario it was evident from the start that it was going to be bloody, as both warbands did not

have to test to rout. Despite having two more men, the six models Paul had with more than one wound really had me worried, as these guys can really take a beating and still fight back.

After the obvious initial moves towards the two buildings neither of us had attempted to engage each other in hand-to-hand combat. The cowardly servants of Chaos were skulking in the ruins, obviously worried about the might of Sigmar. Believing I was blessed, I pushed the issue and leaped into action sending the entire band forward. Much to my surprise, the servants of Chaos fled on one flank and attacked the vulnerable Father Schrover and his warhounds. Obviously the *Soulfire* had left its mark from our earlier encounters and they feared the cleansing flame.

After several bloody rounds, Paul's Warlock finally woke up causing me no end of problems, as he managed to blast two Witch Hunters into unconsciousness from his protective nest at the top of the ruined tower.

In all, I think the Witch Hunters performed heroically and even a couple of the unfaithful Hired Swords did well. Grungi the Mad had obviously been drinking excessively before the battle, making his aid in the battle less than admirable. Witch Hunters really have the edge, with troops like Flagellants who can take a hit as well as dish out some serious damage. Warhounds proved a good addition and, despite not being able to improve, are great in the early stages of your warband's rise to fame. Despite the obvious

vulnerability of Father Schrover, the fear his prayers caused to the Chaos host was worth it as they expended unnecessary energy trying to remove him from the field of battle. Obviously Sigmar had other ideas. In all it really did come down to sticking with it and not fearing the fear-causing Possessed. Battles such as these become part of the teachings of the faithful, as Chaos once again was forced to bow to the one true god. Definitely the best game of Mordheim I have ever had. I am sure this is not over.

Even with ten men out at the end of the battle, all my Heroes survived with only a minor inconvenience as one of the Witch Hunters was robbed whilst lying unconscious on the battlefield. Such godless people are numerous in the ruins of Mordheim.

Several of my loyal followers went to a better place, with two Flagellants and a warhound succumbing to their injuries. Blessed are those who give themselves to defeat Chaos.



Paul tries to distract John-Paul with a performance of the chicken dance.

Even with these losses we still found five shards of wyrdstone as well as a Mordheim map and some prisoners, one of which became a new Flagellant for the righteous. After re-equipping my Witch Hunter and recruiting another Flagellant, I kept both Klaus the Beast and Heinrich the Gouger as worthy additions to 'The Unforgiving'.



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Town Cryer Magazine

Back issues of Town Cryer magazine are available, please phone for details.

HOW TO ORDER

You can get all the above miniatures via the regular Games Workshop Mail Order services. Give them a call on the following numbers:

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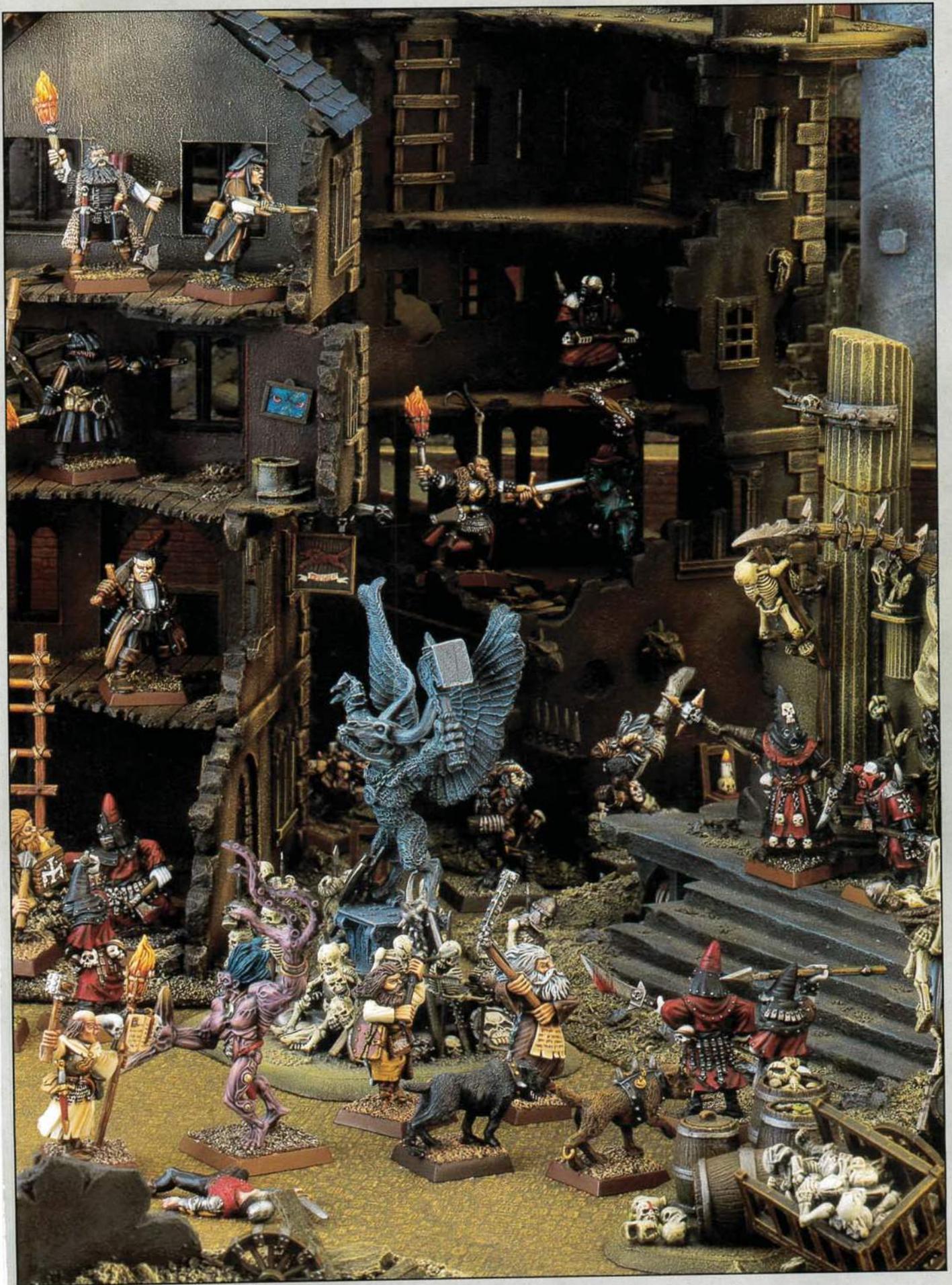
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The zealous Witch Hunters battle to exterminate the Cult of the Possessed.

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For menial tasks
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Must be willing to work the

Night Shift

Apply to
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Finest Bretonnian Lance hand
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BLACK ARROW Marksman of the highest quality.



'One shot - one kill'
Lodged at the
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Johann's Emporium has
the following goods for
sale or trade.

Hochland long rifle, small
damaged iron kettle, double-
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silk shirt, spear, Dwarf axe,
salmon, anvil, jewelled sword,
unlucky charm, buckler and
rusty rake.

Why not call in at ye olde
gate keeper's cottage?

Lucas Borcht

PIT FIGHTER

Expert at close quarters

Services to the
highest bidder

Apply at the

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PUBLIC NOTICE

Hangings

This month's attractions:

Mandred the Jester for
Witchcraft most foul.

Helger Ridebek for blasphemy.

Max Reinholdt for horse theft.

Christopher Sachs for the theft
of the Tears of Shallya.

To take place on
the ninth day of Festag

The Work of
**PICO
GIACOMETTI**
War Artist Extraordinaire

Will be on show at the
Griffon Gate market
on the
Fifth of Angestag

Ye FINEST WINE AUCTION

The Golden Griffon Inn

Ye finest collection of wines
from around the known world.

Including the vintage

MARIENBURG 1832

Auction to be held on the
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For ye safe return of
ANNA
precious daughter of
ye venerable
Burghermeister, Otto
von Verbeeck.



500
Gold Crowns

Expert PHYSICIAN

Arturo Burelli

Illnesses purged, Stitches sewn,
Veins bled, Boils lanced,
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Reasonable Prices
Leeches supplied by the
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Try my new scientific
technique of scalding to drive
out fevers and ailments

OBITUARIES

Gerhard Wiess, drowned.

Eugene Bruhl, consumed by a
mutant snake.

Pieter Gelder, killed by the
claws of a Possessed.

Ernst Franz, shot in the back
by an Elven arrow.

Lucas von Rubens, poisoned in
his sleep.

Karl Struddelhoffen, found
frozen to death.

Hans Simler, eaten by a squig.



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