MORDHEIM

On the last year of the second millennium, five hundred years before the rule of the most benevolent Emperor Karl-Franz, there fell a time unlike any other. Just as they had before the birth of divine Sigmar, the wings of fire in the sky again heralded the coming of great things – the coming of Plague, the coming of War, the coming of Pestilence and Hunger.

Though its unholy name is now stricken from the records of the Great Library of Altdorf, and its ruins razed by Magnus the Saviour of the Empire, I would tell you the tale of the cursed city, brought low by the wrath of gods.

I would tell you the tale of

Nordheim

Nordheim

A Mighty Tome of Horror and Adventure by

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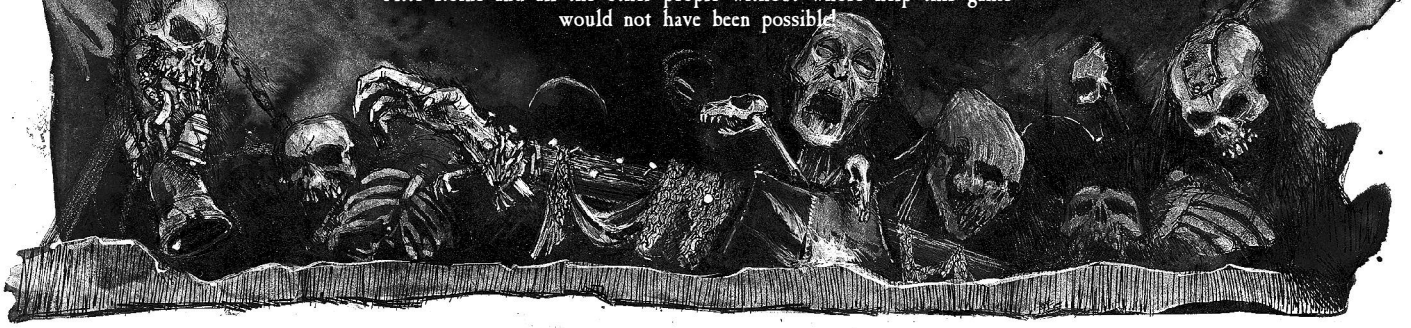


Contents

The Empire in Flames 8
The City of the Damned 10
The Warbands of Mordheim 14

Rules

Introduction 19
Characteristics 22
The Turn 24
Movement 25
Shooting 29
Close Combat 34
Leadership & Psychology 38
Weapons & Armour 40
Miscellaneous Equipment 52
Magic 56

Warbands

Starting Out 64
Warbands 66
Merceneries 68
The Cult of the Possessed 72
Witch Hunters 78
The Sisters of Sigmar 82
The Undead 86
Skaven 90

Campaigns

Campaigns 100
Experience 104
Scenarios 109
Income 118
Trading 128
Hired Swords 131
Dramatis Personae 136

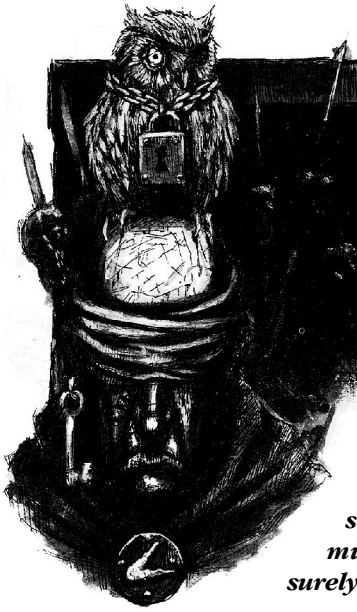
Optional rules

Optional Rules 144
Mounted Warriors 147
Blackpowder Weapons 148
Fighting Individual Battles 149

Listen now to my tune: ah, how my flute sings! Heed my call mortals, and do not think of the things that waits you in the shadows where my siren's call lures you. Come men, come rats, come the creatures of the dark. Hear not the cries of those who have gone before you, see not the brink of the abyss where your dancing steps take you.

Dance to the tune of my flute, even if your feet are raw and bleeding. Smile with me, even if it is the smile of skulls and your skin peels away. Laugh with me, though your throats may choke with bile. For you are all my puppets, and I shall lead you in a merry dance.

The merry dance of death.



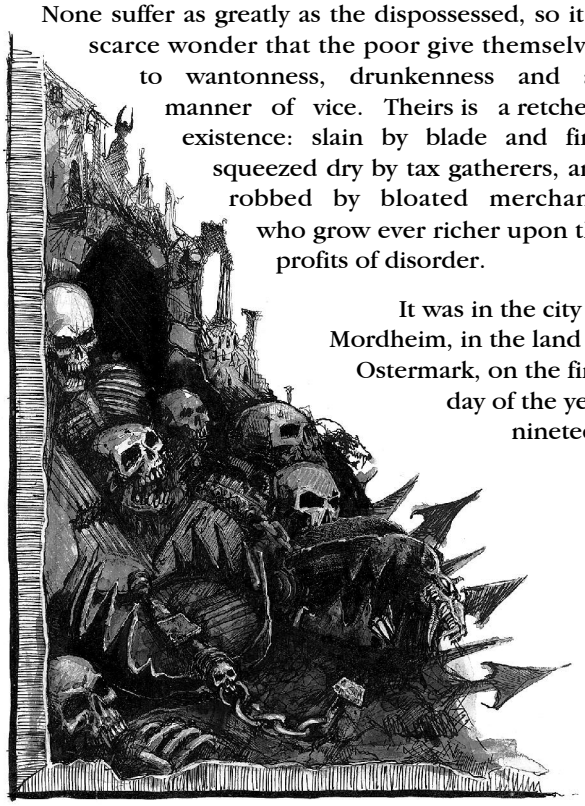
The empire in flames

It is almost twenty centuries since Sigmar Heldenhammer purged from our lands the monstrous hordes that dwelt there. So was founded the greatest of all the realms of men – the Empire. Today our thoughts turn once more to Sigmar, the God of Battles: Sigmar, the Father of Men, as the millennium turns and the time of his second coming approaches. In temples throughout our land the multitudes gather to bear of the many and wondrous events that will surely unfold upon the return to his people of the living god.

The Chronicler of Ostermark - entry for the year 1999

Never is the Father of Men more sorely needed than in the dying year of the last century of the second millennium. For the Empire, once as mighty in arms as it was bold in spirit, is now a realm rent by war and weakened by corruption. No Emperor rules in these dark and terrible days, instead the Empire is riven into many lands, from Ostermark in the cold north to Wissenland in the distant south, from Marienburg by the Western Ocean to Sylvania that lies under the shadow of the Worlds Edge Mountains. Each lord fights his brothers within his borders and his neighbours without. Thus the lords of the Empire squabble over the crown whilst bandits and rogues roam at will.

None suffer as greatly as the dispossessed, so it is scarce wonder that the poor give themselves to wantonness, drunkenness and all manner of vice. Theirs is a retched existence: slain by blade and fire, squeezed dry by tax gatherers, and robbed by bloated merchants who grow ever richer upon the profits of disorder.



It was in the city of Mordheim, in the land of Ostermark, on the first day of the year nineteen hundred and ninety nine of the era of Sigmat that the Seeress of the Sisters of Sigmar first observed in the night sky the long awaited sign. It was as the prophet Macadamnus of Greill had predicted more than five hundred years before when he wrote:

In the city of his sisters he will return to us on wings of fire.
From his throne he shall reign in incorruptible flesh forever:
No death shall there be for those that gather to him there.
And the northern lords shall rule the lands of the world together.

The Cantos of Macadamnus - Verse CXXVI

Only then was it clear that the city referred to was none other than Mordheim. This city was home to the Holy Order of the Sisters of Sigmar, the 'sisters' of the prophesy, and also the most northerly of the lands of the Empire. As to the 'wings of fire', this meaning too was plain for all to see. Overhead in the night sky was Sigmar's own holy sign, the double-tailed comet whose appearance two thousand years before was held to have foretold of his birth. Night after night the comet grew brighter. Day after day people flooded into Mordheim as news spread through the Empire of Sigmar's impending descent upon wings of fire.

As that last year of the twentieth century wore on, the comet swelled until the night was altogether banished from the streets of Mordheim. Its fires raged in the heavens so that the sun itself seemed a dull cold thing in comparison. Beneath that portentous orb the people of Mordheim seemed to forget any sense of modesty and gave themselves up to a ceaseless orgy of depravity. Who knows how many souls were crammed into that city? How many hundreds of thousands had gathered there from all over the Empire so that every

street of every district overflowed with the unceasing music of merrymaking. Outside the city walls the newcomers heaved and crushed and danced. None sought rest or shelter – for in those endless days no-one stopped to sleep but danced, feasted, drank and gave themselves up to indecent pleasures. Later, it is said that Daemons crept from the shadows and mingled with the throng, crying joyously and cavorting with man and woman alike. But who can be sure of anything that happened, their minds clouded ever afterwards by the horror of those times.

Thus was gathered into Mordheim on the eve of its destruction all the sins of men together, as a boil gathers the poisons of the body ready to be lanced by the surgeon's knife.

Bernhardt Hal - Witch Hunter General

It was not Sigmar but his judgement that fell upon the city of Mordheim on the first moment of the first day of the new era. As the cavalcade of wickedness reached its zenith the Hammer of Sigmar fell to earth and ended forever the lives of every man, woman and child within the city. With a roar ten thousand times louder than thunder the ground seemed to rise to meet the fire, casting down buildings, toppling walls and flattening trees in a flaming blast. In the distant city of Altdorf temples shuddered and falling masonry plummeted to the streets below. Far beyond the Empire's borders the underground fortresses of the Dwarfs, that had stood for generations, cracked and fell.

Nothing remained of Mordheim but burned and charred ruins. The city was so crowded that not everyone could enter, and a few of the revellers that massed outside the city walls did avoid the cataclysm. These survivors fled as far as they could, carrying the tale of Sigmar's divine punishment throughout the Empire. But even these did not escape unharmed – for many subsequently died, their bodies twisted and distorted from within by mutation and their minds tortured by the memories of what they had witnessed.

A pall of smoke hung over the ruin for seven days and seven nights, and a great heat burned as a glowing coal from the furnace of the netherworld.

The Chronicler of Ostermark
– entry for the year 2000

A swirling vapour enshrouded the city for many days after its destruction. This miasma was lit from within by an unearthly green glow and was so hot that none could approach. Eventually, this vapour dispersed somewhat and the ruins cooled. A few of the dispossessed drifted back to make a search for valuables abandoned in haste or such treasures as might have escaped the wrath of Sigmar.

In the new year strange stories began to circulate of a wondrous stone discovered in the ruins – a glowing dark shard capable of working miracles. Soon other stones were discovered, of all shapes and sizes, credited with powers of the most extraordinary kind. If such tales are to be believed the sick were cured. the blind could be made to see, tall trees would grow from the ground in a single day, and the very dead could be raised and made to speak again.

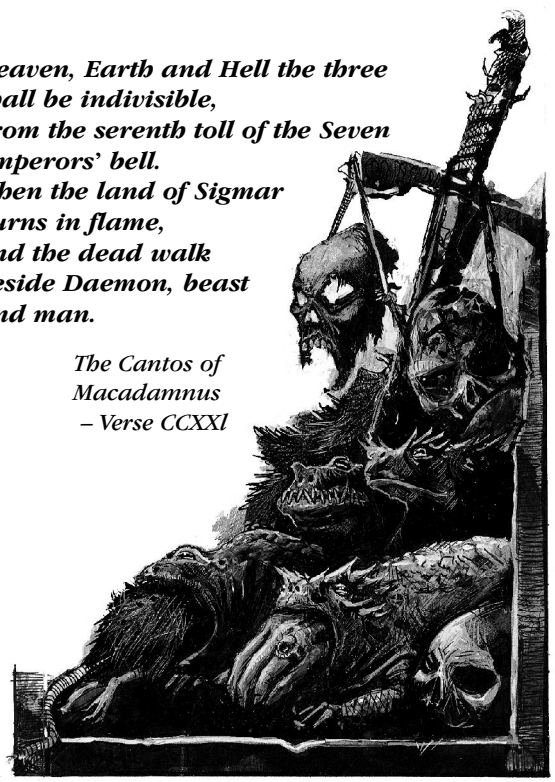
Most telling of all was the successful transmutation of lead to gold – a feat undertaken at the behest of Siegfried, Count of Reikland, by his personal alchemist van Hoffman. Rumours of this discovery spread like wildfire throughout the Empire and beyond as all manner of men flocked to the ruins of Mordheim to search for wyrdstone, as the strange stones were now called.

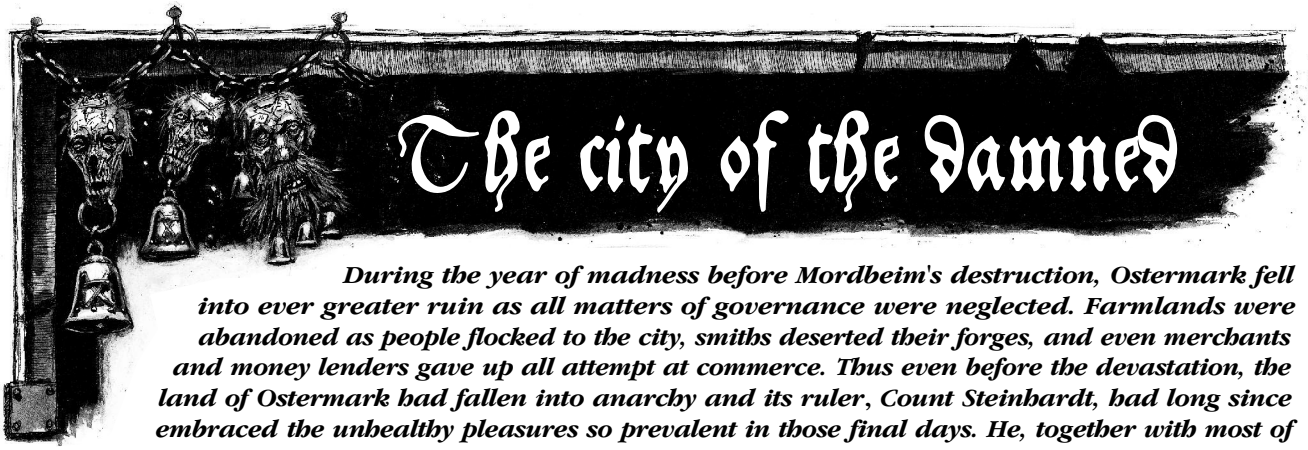
So it was that the ruins of Mordheim drew the attention of the lords of the Empire and many more besides – for power and wealth was surely there for the taking! For some there was the promise of wealth in the form of gold which would pay their armies and advance their imperial ambitions, for others there was the lure of magical power, yet others were drawn by simple greed or else by more sinister reasons that loyal and goodly men could but hardly imagine.

Then came the reports of monsters that lurked in the ruins, gigantic rats the size of men, the walking-dead, Daemons and mutant creatures that might once have been men. Of such things nothing more is to be said here. All came to Mordheim with their dreams – though few scarce imagined that by their actions the destiny of the world would soon be decided.

Heaven, Earth and Hell the three shall be indivisible,
From the seventh toll of the Seven Emperors' bell.
When the land of Sigmar burns in flame,
And the dead walk beside Daemon, beast and man.

The Cantos of Macadamnus
– Verse CCXXI





The city of the Damned

During the year of madness before Mordbeim's destruction, Ostermark fell into ever greater ruin as all matters of governance were neglected. Farmlands were abandoned as people flocked to the city, smiths deserted their forges, and even merchants and money lenders gave up all attempt at commerce. Thus even before the devastation, the land of Ostermark had fallen into anarchy and its ruler, Count Steinhardt, had long since embraced the unhealthy pleasures so prevalent in those final days. He, together with most of the nobility of the land, perished in the cleansing fires of Sigmar and sorrowfully there were few who mourned the passing of the ancient and honourable line of Steinhardt.

They flock to mordheim

Today the land of Ostermark exists in name only. Wild reavers roam freely over lands that are now neglected and ruinous. Foreign armies march through its territory without heed and such honest men who remain, a pitiful few, must endure the constant marauding of thieves and bandits. Yet men still come to Ostermark, indeed they flock there from all over the Empire like carrion to a corpse. They are drawn by the mysterious lure of wyrdstone, for the magical powers of this stone have made it valuable beyond its weight in gold. Though the rewards for their endeavours may be great, and many a fortune has been earned in a day, the dangers are greater still.

When treasure seekers first entered Mordheim they did so without care and often singly or in pairs, for little did they imagine the terrors that lurked in the grim ruins of the city. Many vanished without trace. Others returned maimed in body or unseated in mind, babbling uncontrollably of outlandish and bestial creatures. Some talked endlessly of Daemons and creatures from the pit. A few emerged empty-handed from the ruins to laugh insanely and unceasingly to this very day. Soon it was only the most foolhardy who ventured alone into the City of the Damned. Fortune seekers chose instead to gather into armed groups or warbands: all the better for their mutual protection.

Nor was it only monstrous things that were to take the lives of fortune hunters. For the very air of Mordheim was found to be poisonous to those who lingered there too long. Even the wyrdstone they sought was to prove the death of many – for its raw magical power proved capable of burning flesh and wreaking horrific changes of mind and form. Many who entered Mordheim as comrades were soon driven to discord and murder by the vapours of the air and sorcerous energies of the wyrdstone. Others needed no magical influence before they set upon their fellows, the very discovery of the valuable stone was enough to make them turn upon each other like savages who dispute a glittering trinket whilst all around them lie even greater treasures. Many more were to emerge from their sorties apparently unharmed, yet they soon sickened and died, or else developed such monstrous deformities of the flesh that their comrades abandoned them to die or else slew them outright to spare their shame.

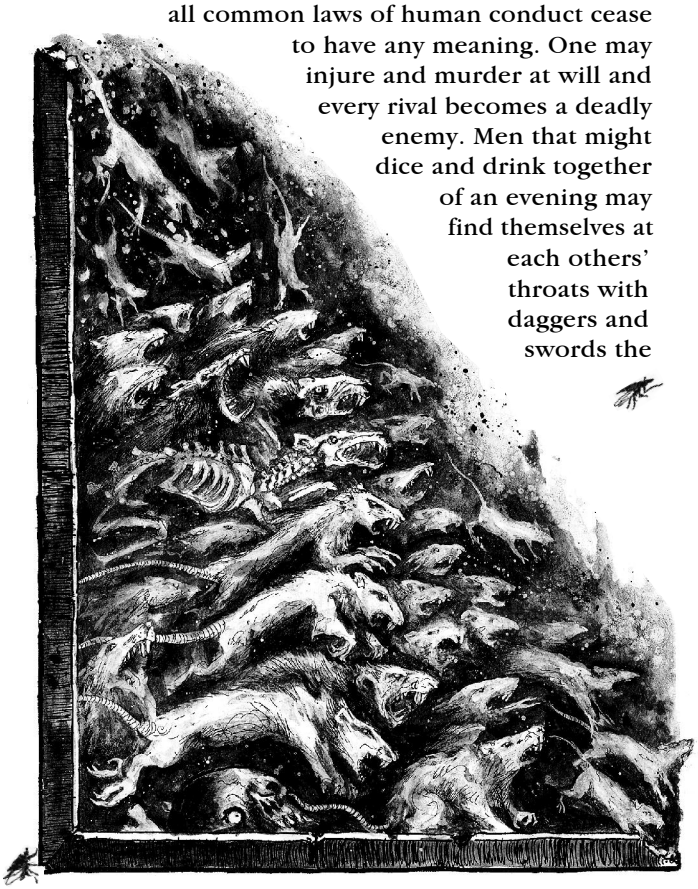
To enter the gargoyle-guarded gates of that place is to pass through the very gates of death!

Last Words of an Unknown Adventurer

They make their encampment

Because of the pestilence within the city there have grown up beyond its tumbled walls numerous shabby settlements of tents and such rude encampments as parties of hunters build to pass a week in the mountains. Needless to say the great rivalry of men from different lands of the Empire has meant that these are set apart from each other and fortified with crude earthworks against their neighbour's attack. Some, such as Sigmarhaven, are safe enough for all their disorder, mounting paid watchmen to keep the peace and providing a market place for the arms sellers, sutlers and many victuallers whose shoddy wares fetch inflated prices in the treasure-fever camps that gird the ruins. Others, like Cutthroat's Den, are little more than nests of murderers where mutants walk freely and hooded men barter corpses to Necromancers in return for tainted gold.

These refuges, vile as they are, are safe compared with the ruins of Mordheim itself where even to tarry for an idle hour can spell death or worse. The bands of men that dare to venture within are brave indeed or else filled with a desperate kind of madness. Mercenary adventurers find employment quickly in the warbands that sally through the gates of Mordheim each day. Once through that gate, though, all common laws of human conduct cease to have any meaning. One may injure and murder at will and every rival becomes a deadly enemy. Men that might dice and drink together of an evening may find themselves at each others' throats with daggers and swords the next morning. Such is the law of Mordheim where there are no rules but the natural rule of kill or be killed, for only the strongest are destined to win the greatest prize of all.



The Count of Middenland offers this much gold! The Count of Reikland offers that much more! The Grand Theogonist offers the blessing of Sigmar – though I'd sooner have his gold! Every power in the Empire wants wyrdstone and will do anything to get it... anything except come here and take it for themselves! So – drink up my lads for tomorrow we do their dirty work for 'em and then... we'll make 'em pay!

Fernando Pavaroti, Mercenary Captain

They seek to gain great power

No one emperor reigns over the Empire and none has done so undisputed for four hundred years or more. Amongst the counts of the Empire there are many who would wear the crown had they but the strength to impose their will upon their neighbours. By ancient tradition the Emperor is elected from amongst the rulers of the land, who are known as Electors, so that the aspirant must seek the support of his fellows to obtain the majority. In addition there are other authorities who, whilst not eligible for the crown are also Electors, and these must be courted too for their influence is very great. Most notable is the Grand Theogonist of Sigmar, the leader in spirit of the people of Sigmar, whose temples stand in each town in every part of the Empire.

The discovery of wyrdstone in Mordheim has thrown all into confusion – for it offers an opportunity to break the deadlock between rival claimants. Each count has sponsored mercenary adventurers to recover what wyrdstone they can, Of these the rulers of Reikland, Middenland and Sylvania press hardest for the throne whilst Lady Magritta, the common choice amongst the lesser states and champion of the merchant guilds, has been disqualified by the Grand Theogonist of Sigmar according to the doctrine of male ascent by which no woman may wear Sigmar's crown. Thus it is that the eyes of these great rivals turn towards Mordheim and its uncanny wyrdstone that has the power to turn base metals to gold.

Who is lord in Ostermark? Who is not lord nor Emperor beside for every villain is prince in a land where power lies as eagerly at the foot of rogue, noble & beast.

The Chronicler of Ostermark
- entry for Midsummer's Day 2000

The counts are not alone in their greed for power. The Empire has suffered disarray for many hundreds of years and during that time the influence of the merchants and temples has grown greatly. In the city of Marienburg, the largest and most prosperous port in the Old World, merchants have flourished as nowhere else, and today the Burgomeisters of that city wield powers of patronage greater than that of many noble born men. Most influential of all are the Freetraders, a secret circle of the most wealthy guildsmen whose ambition is to raise the Lady Magritta of Marienburg to the throne of the Empire. The citizens of Marienburg are so well known for their richness of dress, love of jewellery and preening ways that there are many who make fun of them and call them 'popinjays'. In truth, there are many more who envy the wealth and security of Marienburg in a time of unrest. As the power of the counts has declined so the power of the merchant guilds has grown apace. Now there are plenty of rich commoners who would like to see an end to the old ways and a new ruling assembly that would give the mercantile classes political authority to match their wealth.

Such is the general discontent that there are some amongst the wealthy who seek to gain power by means most foul! They turn to sorcery, that darkest of arts, recognised by all right-thinking folk as the very embodiment of evil, and whose practice has long since been punished with torture and death. Though few dare say so it is common knowledge that wizards walk abroad in the Empire, meeting secretly to worship dark gods, and creeping amongst the charnel houses to steal the dead. In hidden cellars these agents of corruption summon Demons to do their bidding whilst Necromancers send undead agents into the night to murder and steal. Now it is believed sorcerers walk openly in the City of the Damned, seeking that same wyrdstone whose powers may multiply the vitality of their own dark arts many times over. In consequence the Templars of Sigmar gather to Mordheim, their carts laden with cages, braziers, irons and ingenious instruments of torture, to do the work of Sigmar where it is most sorely needed. Witch Hunters are they called, most commonly by those that fear them and those that hate them, and by themselves too, for they take pride in their persecution of heretics.

The stumps and greasy ashes of the pyres covered the common field as far as the eye could see and the smoke from the witch-fires drifted through the streets. Its stench filled our mouths for days afterwards.

Diary of Selestian Bran

Behind the Witch Hunters stands the greatest spiritual authority in the Empire, the Grand Theogonist of Sigmar. He too dreams of temporal power, having denied the crown to Magritta of Marienburg, he is said to secretly covet it for himself. The destruction of Mordheim has created an atmosphere of religious terror, for who can deny that Sigmar's judgement has come to pass and his people have been found wanting? Since the new year thousands have gathered to the holy places to make peace with their god and accept his punishment. Many supplicants have pledged their goods to the temples and taken to the roads as penance. Great crowds of beggars travel the lands, scourging themselves and each other to atone for the sins of all men. Now the Grand Theogonist has sent his Witch Hunters into Mordheim, ostensibly to cleanse it of the evil that undoubtedly dwells there, but also, it is said, to gather up wyrdstone for his own purposes.

Crow the black Daemon's brother,
As carrion to corpses gather.
Greed, ambition, guile and hate,
All crowd through fiery gate.
Who now wears Sigmar's crown,
Save be who would be overthrown.

Prophesy of Cassandora
– Seeress of the Sisters of Sigmar

The warbands of mordheim

What manner of men come to Mordheim? What manner of men do not! To the tattered encampments that lie around Mordheim come men from every state in the Empire, from Middenheim and the city of Ulric to Marienburg by the Western Ocean, from Sylvania and Wissenland and every state between. Some come for obtuse reasons of their own, but most come for one purpose only – to make their fortune. The largest portion of these mercenary adventurers are hired by the pretenders to the Imperial throne, the Counts of Middenheim, Marienburg and the Reikland, three patrons who are by far the richest and most ambitious contenders for power. Indeed these three are such bitter rivals that it is rare to find men from different places even encamped together, and practically unheard of to find men from one land fighting in the same warband as men from another.

As we trod that well beaten track into the City of the Damned we passed them banging from the crosses to which they had been nailed in long procession by the roadside. We walked then that avenue of broken corpses whose eyes yet followed us, whose heads turned as they addressed us thus in thin, dead words, 'Turn back... turn back... turn back'.

Of the other claimants to the throne the Count of Sylvania, Count von Carstein, is the most powerful but such is his reputation few are tempted by his gold. For he is said to practice occult heresies of the most abominable nature, drinking the blood of men and raising the dead with foul necromancy. His minions are strange and sly, and though they skulk in shadow and hide from honest daylight they too can be found in Mordheim. Few suspect the true nature of his, save perhaps the Witch Hunters who trust no one, and for the moment, at least, he remains just another contender for the throne of Sigmar.

Who knows what ambitions the Grand Theogonist of Sigmar nurtures for himself? Having refused to crown the Lady Magritta of Marienburg he has set himself against the merchant guilds and most notably the Freetraders of Marienburg whose secret membership occupies positions of authority throughout the Empire. Whilst proclaiming a holy crusade against mutants and sorcerers the Grand Theogonist has sent the Order of Templars, better known as Witch Hunters, to scour Mordheim for wyrdstone. His sermons preach redemption the vengeance of Sigmar, and the love of the temple, but many suspect it is earthly rather than spiritual power that he craves.

And what of the thwarted ambitions of the Freetraders and all those like them to whom the old order and old ways are shackles and chains binding their desire? Many have turned to the secret cults of the dark gods whose worship is the most dire of heresies and to the practices of sorcery which all nature abhors as the very stuff of Chaos. Their ambitions drive them

secretly to Mordheim where they gather up the wyrdstone. There they have found a leader, a Dark Emperor, though whether man or Daemon none can say. He is known as the Shadowlord, Master of the Possessed, and is said to dwell within the pit of Mordheim deep inside the crater where the fires of Sigmar's fury still burn hot and foul smoke billows from gaping fissures. From this realm within a realm come daemonic creatures of twisted and malign appearance, things of hideous aspect and great strength, which have come to infest the ruins of the City of the Damned.

Within the city nothing remained as it was but all was utterly devastated, charred and ruinous. Where the hammer blow fell there now stretched a pit the edges of which remained hot to the touch and its sides were as clear and smooth as glass where the very rock had ran molten in the furnace of Sigmar's fury. When the pall lifted from the pit, which took many weeks so thick and noxious were the vapours that rose from it, the curious could discern here and there, as insects trapped in amber, the faces of the dead peering in terror from their glassy tomb, arrayed still as on that fateful night of wantonness and merrymaking.

What too of the Sisters of Sigmar, ancient enemies of the Order of Templars whose fanatical creed denies the divinity of women in Sigmar's temple? Stern and unbending in their views and deaf to reason, the Witch Hunters openly curse them for being heretics and an affront to Sigmar. The Sisterhood themselves are not without power. Their numbers are drawn from the daughters of the noblest houses throughout the Empire. Their cloisters have provided a refuge for many who would otherwise have proven troublesome or embarrassing to their families. These two agencies of Sigmar's will fight side-by-side in Mordheim yet are also the most deadly of enemies, for their rivalry is of an implacable and holy nature which no words of forgiveness can end.

The Sisters of Sigmar hold a unique position in Mordheim for their convent, the Temple of Sigmar's Rock, sits upon a tall and rocky Island midstream in the River Stir which flows through Mordheim dividing it in two. Though the destruction of Mordheim left few buildings standing it is an undoubted miracle that the Temple of Sigmar's Rock and its inhabitants survived unblemished. Indeed, whilst all those about them fell into depravity and wantonness the Sisterhood maintained their holy vigil and raised unending prayer to Sigmar and by this means they escaped his judgement – or so they say, for certainly there are no witnesses to dispute their claims. The Witch Hunters sneer at these pious claims and maintain instead that a daemonic pact allowed the Sisterhood to betray Mordheim yet escape destruction itself. Even today the Sisters seem blessed, or else favoured by some diabolic power, for the great height of their refuge raises them above the poisonous vapours and they claim to be able to resist the contagion without suffering harm.

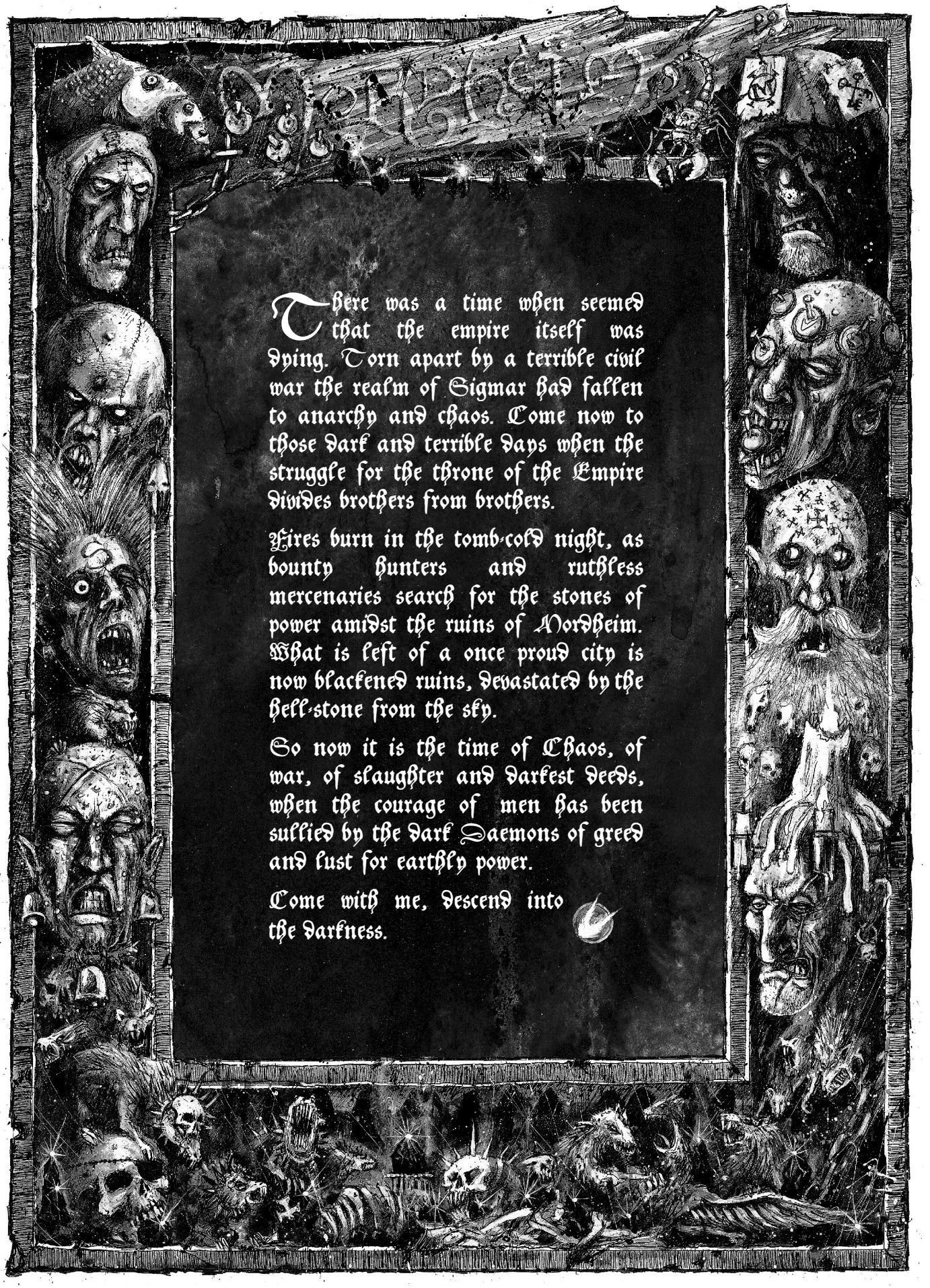
And what of those other denizens, the monstrous and the maimed, the mutant and the daemonic in what holes do they dwell and to what ends do they come? These things remain a mystery to this day, yet in time, all mysteries must be revealed. The strange rat-shaped creatures that skitter in the ruins we will cast from our minds for now, as many a bold mercenary adventurer would gladly do if he could, for their story is their own, and for the most part men deny their very existence or else place them amongst the other monstrous and deformed creatures of which there is no shortage in the City of the Damned.

Thus are set the principle players upon the stage of destruction: the mercenary adventurers of Reikland, Middenheim and Marienburg, the undead minions of the vampiric Count von Carstein, the Cult of the Master of the Possessed, the Grand Theogonist's Witch Hunters, the holy Sigmarite Sisters, and most mysterious of all the creatures of the ruins.

And though thou walk with the shadow of fear before thine eyes, and the bitter taste of Death upon thy tongue, yet each day thou shalt hear the call of thy doom and wage war upon the destruction.

And though thou sleep beneath the blinded pall of night, and the taste of darkness is ever sweetened by victory, yet the grasp of death is daily defeated, and the glow of immortality grows ever brighter.

And though thou layest now in the cold grip of earth, and worms spawn silently upon thy palate, yet thy prison of moulded flesh gives succour still to the maggots that feed in unseeing, unthinking and uncertain hope.



There was a time when seemed that the empire itself was dying. Torn apart by a terrible civil war the realm of Sigmar had fallen to anarchy and chaos. Come now to those dark and terrible days when the struggle for the throne of the Empire divides brothers from brothers.

Fires burn in the tomb-cold night, as bounty hunters and ruthless mercenaries search for the stones of power amidst the ruins of Nordheim. What is left of a once proud city is now blackened ruins, devastated by the hell-stone from the sky.

So now it is the time of Chaos, of war, of slaughter and darkest deeds, when the courage of men has been sullied by the dark Daemons of greed and lust for earthly power.

Come with me, descend into the darkness.

Welcome to Mordheim, City of the Damned! Mordheim is a game of combat that takes place during the short but intense period when scores of warbands fought hundreds of bitter skirmishes throughout the city.

This book contains all the information you will need in order to play Mordheim, as well as background information, advice on starting a warband, running a campaign, collecting and painting your own warband, etc.

tabletop conflict

In Mordheim, the opposing factions – warbands – are represented by models, assembled and painted by you, each representing a single warrior.

Your tabletop becomes part of the City of the Damned: the scene of the action, with ruined buildings, overhangs and walkways where the battles take place.

The aim of the game is to outfight your opponent, which requires a mixture of skill and luck. You'll soon learn how to arm and equip your warband effectively, and how to exploit the ruins and other terrain to your best advantage.

You'll probably want to expand your basic warband as you and they gain experience. This is easy as there are lots of models available for the warbands and new miniatures will be coming out all the time. With these you can expand your warband, equip your warriors with different weapons and armour, and hire mercenaries to join them.

building a warband

At first you will probably want to play individual games (see the Warbands section for more details) rather than a campaign. This will allow you to learn the rules, and also give you the opportunity to decide which type of warband is most suited to your particular style of play.

If you are playing in a campaign, you will have the chance to expand and improve your warband after each game. By winning battles your warband will gain riches and wyrdstone, discover magical artefacts and may also have the opportunity to recruit mercenaries.

In a campaign, every time your warband fights, its warriors gain in skill and experience. Raw recruits quickly progress to become fully fledged warriors, and your Heroes will learn new skills which will make them even better in combat.

Each warband has its own objective and motivation for fighting in Mordheim: be it riches or political influence. Through countless battles and street skirmishes you can try to achieve your ambition and emerge victorious from the city!

new players

If you're new to Games Workshop games you'll be reassured to know that finding other players is not normally a problem – you'll be surprised how many there are!

There may be a Games Workshop store near to you where you can buy models, paint and games supplements. However Games Workshop stores are not just shops, they are hobby centres, where the staff will happily help you to learn the rules, show you how to paint, and suggest ways to develop your warband.

warhammer players

If you already play Warhammer, the basic rules of Mordheim will be familiar to you. Remember though, Warhammer is designed for fighting battles between entire armies, whilst Mordheim represents individual action between a dozen or so warriors.

As a result, some of the rules developed for mass combat in Warhammer do not apply to Mordheim, such as unit Break tests and rank bonuses. On the other hand, there are new rules for wounded warriors, climbing, parrying and other aspects of individual combat.

what you will need

As well as this book, you will need the following items to play Mordheim.

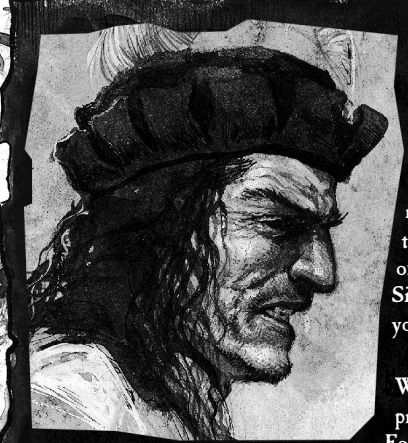
citadel models

You will need enough miniatures of the appropriate race/type to represent the warriors in your warband. It is a good idea to work out your warband on paper first and then purchase the miniatures that you require. Almost all possible weapon variations can be added using the Mordheim equipment sprues.

As you will see in the Warbands section, each warband fights in a particular way – some are expert bowmen while others are better in hand-to-hand combat. When choosing which warband you want to lead you could choose one that reflects your preferred playing style, or you could read the background section and choose one that really captures your imagination. A good way of picking a warband is simply to pick the one with the models you like the best.

playing surface

You will also need something to play your battles on. Any firm, level surface is best, such as a tabletop or an area of floor – most kitchen tables will do. It's a good idea to use an old sheet or blanket to protect the table from scratches. Some players make a special gaming board from chipboard or other similar material (divided into two or more pieces for ease of storage) which they can use on top of a table to extend the playing area. Whatever you use, you will find that a square area approximately 4 x 4' is about right for most battles.



"Are you new here, boy? Thought so. I am Luthor Wolfenbaum. You must have heard of me. They call me the Crimson Blade of Reikland. No? By Sigmar, where are you from, lad?

Well, I've got a proposition for you. For a few gold crowns, I can tell you which warriors to hire, how to equip your men, where to find the best weapons and armour... The only thing I ask in return for my aid is a pouch of gold crowns. Don't look at me like that, lad. It's hard enough to stay alive in Mordheim, let alone find wyrdstone. Ah, that's better.

Yes, that's enough. Good. Let's go, lad. And my first piece of advice is free: watch your back..."

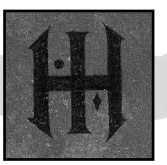
terrain

The bitter struggles of a Mordheim battle take place in labyrinthine streets, ruined buildings and on derelict walkways. Pre-cut card and plastic scenery is available from Games Workshop, but many gamers enjoy making their own. As a rule, a table packed with scenery will lead to closer and more exciting games.

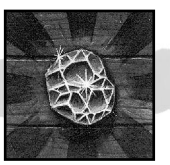
Throughout the book you will find photographs, drawings and descriptions of Mordheim. These should give you plenty of ideas for producing your own scenery. Games Workshop's book *How to Make Wargames Terrain* is also a good source of ideas and practical hints on all asp

counters

Counters can help you keep track of things on the tabletop. You can always keep notes about who is hidden, carrying treasure, etc, but counters are a convenient memory jogger and speed the game up.



Hidden counter



Wyrdstone counter

Above are some examples of counters you could photocopy and stick onto thin card if you wish.

dice

All dice rolls use a standard six-sided dice (usually shortened to D6). Sometimes you will be asked to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number indicated to get the final result. You may have to roll a number of dice in one go. For example, 2D6 means roll two dice and add the scores together. You may also come across the term D3. As there is no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up: 1 or 2 equals 1, 3 or 4 equals 2 and 5 or 6 equals 3. If you are given the opportunity to re-roll a dice roll, you *must* accept the second score, even if it's worse than the original.

tape measure

For measuring ranges you will need a tape measure marked in inches, or a couple of plastic range rulers.

other equipment

You will also need pens and paper to record details of your warriors' weapons and other details. You can use roster sheets for this, and blank ones are included at the back of this book. We recommend you photocopy them rather than use the originals.

Witch Hunter Marius Dire looked down from the crest of the hill at his destination. The land before him was shrouded in twilight gloom, the ever-present cloud over Mordheim blocking out the afternoon sun. Patches of forest spread out from horizon to horizon until they came abruptly to an end several miles away. In the distance the city of the damned could be half-seen through the shadow cast by the pall of smoke and dust hanging over the devastated settlement. Marius turned to his faithful companion, Hensel, who was gazing doubtfully at the grim landscape.

"I can smell the stench of Chaos, the foul stink of unholy magic," spat the Witch Hunter.

"Are you sure the Tainted One came here?" Hensel asked, tightening his grip on the haft of a battered old halberd.

"I know his spoor," Marius replied, turning his stony stare at Hensel. "Graves have been disturbed along the way, the peasants tell of half-dead things plaguing their farms. I've hunted him through briar and bog, forest and fen, and I know his trail well. From his foul lair in the Middle Mountains I ousted him, for one hundred and seventy-five leagues I have pursued him. Through Osterland and Talabecland I have harried and dogged him. He has come to Mordheim, be sure of it. The lure of Chaos has brought him here."

Marius' voice became a bitter whisper. "My vengeance will never be sated until he lies dead by my own hands, his head severed and his heart cut out! Only his blood can pay for the misery he has brought me and my kin! I will make him pay for his crimes!"

As the pair continued, the smell of woodfires was carried along by the desultory breeze. Breaking from the treeline, they saw a small settlement ahead, and hastened towards it. A sign was planted in the withered grass to one side of the track, three skulls hung from it by rotten twine. On closer inspection the skulls were clearly deformed: one had three eye sockets, another was grossly misshapen while the third showed vestigial homs and fang-like teeth.

"Brigandsburg, travelers welcome'." Hensel read aloud. "Sounds inviting."

Brigandsburg itself consisted of four stone buildings, once a farmhouse and outbuildings by their layout, surrounded by numerous wooden structures that had been haphazardly thrown together in the last few months. Chickens roamed the streets, a small boy was chasing a group of scrawny goats, whilst pigs grunted at the two newcomers from behind a rope fence. A thin old man was tending to the swine and looked up with suspicion in his eyes when he noticed Marius and Hensel.

"Who's in charge here?" Marius demanded, leaning over the fence to scowl at the pig tender.

"Don't rightly know, milord," the peasant replied, scratching at a weeping boil on his neck with the grimy, broken nails of his right hand. He squinted his eyes in concentration, then hawked and spat. "There's Lapzig the Bold, come all the way from Altdort, no less He's got the most men, so I guess he could be in charge. Then again, you might try talking to Master Lupos, he's the richest of the merchants. You can usually find Lapzig in the alehouse and ol' Lupos is next to the stables." The swineherd indicated the general direction with the wave of his left arm, which Hensel noticed ended in a crude wooden hook rather than a hand.

They found Lupos haggling with a thin, wasted young boy. The merchant's stomach bulged over his rope belt and a shapeless felt hat was rammed onto his head. As soon as he noticed Marius and Hensel his frown turned to a wide grin.

"Ah, more settlers for Brigandsburg!" he beamed, pushing aside the lad and holding his arms open wide.

"We need men and supplies," snapped Marius stalking into the stable to stand in front of the overweight tradesman.

"If you've got the money, I've got the time," laughed Lupos, clapping a hand to Marius' shoulder, which was shrugged off hastily with snarl. "I'll take crowns, barter or wyrdstone" the merchant added.

"Wyrdstone?" Marius asked, eyes narrowing dangerously.

"Aye, wyrdstone. Heals the sick, turns lead to gold and water to wine, by all accounts. The gift of the gods, so they say," replied Lapos with a theatrical wink.

"The gods of anarchy and misrule!" declared Marius "It is corruption incarnate, evil embodied, Chaos given solid form! It burns the soul and sears the mind. It decays and pollutes all who possess it. To touch it is to invite damnation itself! I'll pay in good, honest gold for my wares. This place seethes with corruption. Decadence and Chaos surrounds you. I will cleanse this place with torch and blade, so help me Sigmar!"

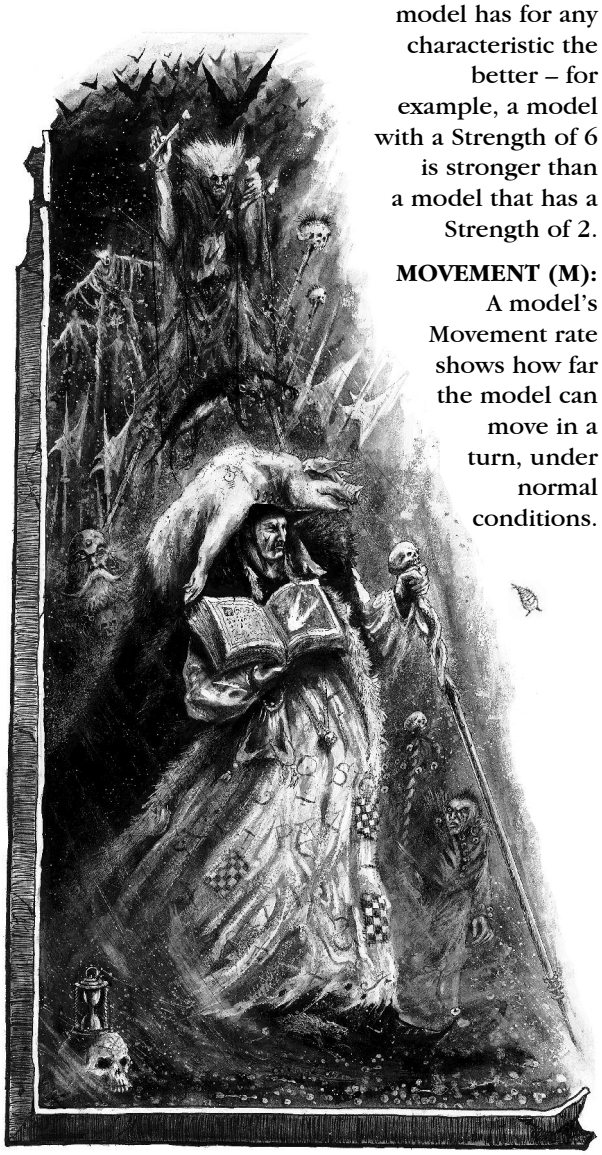
"Will ye now?" asked Lupos with a disbelieving look. "We'll see, we'll see."

"You will see, obese fool!" hissed Marius, grabbing Lupos' collar in one hand and pointing to the ragged scar across his own throat with the other. "The Tainted One gave me this reminder of his Dark Ways. That and the memory of my loved ones falling beneath his blade. He and all like him will die before I submit!"

Characteristics

In Mordheim the warriors each have different abilities, some being better at certain actions, for example, fighting, shooting or climbing, than they are at others. This variety in each warrior is represented in the form of *characteristics* and *skills*. Right now don't worry about skills – these come later with practice and battle experience. For now we just need to consider a warrior's characteristics.

Each model is defined by a set of characteristics: *Movement*, *Weapon Skill*, *Ballistic Skill*, *Strength*, *Toughness*, *Wounds*, *Initiative*, *Attacks* and *Leadership*. Each characteristic is assigned a value of (usually) between 1 and 10. The higher the value your model has for any characteristic the better – for example, a model with a Strength of 6 is stronger than a model that has a Strength of 2.



MOVEMENT (M): A model's Movement rate shows how far the model can move in a turn, under normal conditions. For example, a typical Human has a move of 4", while a fleet-footed nimble Skaven has a move of 5".

WEAPON SKILL (WS): Weapon Skill is a measure of close combat ability (ie, how good the warrior is at hand-to-hand fighting). A deadly swordsman or a crazed berserker would have a high value compared to a lowly acolyte, for example. The higher the WS, the more likely your warrior is to hit his opponent.

BALLISTIC SKILL (BS): This shows how good a shot the individual is. When you shoot a bow or fire a pistol, the chance of hitting a target depends upon your model's Ballistic Skill. A normal Human has a BS of 3, though an experienced marksman might have a BS of 4, 5 or even higher.

STRENGTH (S): Strength indicates how strong a warrior is! It is especially important for hand-to-hand combat, because the stronger you are the harder you can hit. A Strength value of 3 is about average.

TOUGHNESS (T): This is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club or fist. The tougher you are, the harder you are to wound or kill. An average Toughness value is 3, though a gnarled old warrior might have a Toughness of 4!

WOUNDS (W): A model's Wounds value shows how many times the model can be wounded before it collapses, is killed or incapacitated. Most individuals have only 1 Wound but veteran warriors or large creatures such as Ogres might have more.

INITIATIVE (I): The Initiative value indicates how fast and nimble the warrior is. It determines the attacking order in hand-to-hand combat, and is particularly important when the model is climbing and moving amidst the ruins of Mordheim.

ATTACKS (A): The Attacks value indicates how many blows the model can make in hand-to-hand combat. Most warriors have an Attacks value of 1, but powerful fighters may have more. The more Attacks you have, the greater the chance you've got of beating your opponents into an unrecognisable pulp!

LEADERSHIP (Ld): Leadership represents raw courage, self control and charisma. The higher the model's Leadership value, the more likely he is to remain steadfast in combat while others run off or are slain. For example, a cowardly Skaven may have a Leadership of 5, while a cool, calm Elf could have a Leadership of 8 or higher.

zero level characteristics

Some creatures in Mordheim have been given a '0' for certain characteristics which means that they have no ability in that field whatsoever. This usually applies to creatures unable to use missile weapons (who would have a BS of 0) but it might equally apply to other characteristics as well.

If a model has a WS of 0 then it cannot defend itself in hand-to-hand combat, and any blows struck against it will automatically hit.

characteristic profiles

A model's characteristic values are written in the form of a chart called a *characteristics profile* (or just *profile)*.

Warrior	M	WS	BS	S	T	W	I	A	Ld
Dieter Stahl	4	3	3	3	3	1	3	1	7

The example above is a typical profile for a Human warrior.

As you fight in more games against other players, your warriors will get better and their characteristics may increase. All these details are recorded using the Warband roster sheets provided at the back of this book. This is explained properly later on. For now it is enough to know what each characteristic is for and how their values vary.

characteristic tests

Often in the game a model will be required to take a test on one of his own characteristics. In order to pass this test, the model has to roll a D6 and obtain a result equal to or lower than the value of the characteristic involved. Note that if you roll a 6, you automatically fail the test regardless of the model's characteristic value.

For example: *Dieter Stahl is jumping down from a wall that is 3" high and has to take an Initiative test. He has an Initiative value of 3 on his characteristic profile and therefore will be successful if he rolls a 1, 2 or 3 on a D6. If he rolls a 4, 5 or 6 he will fail the test and fall down, suffering all the painful consequences!*

leadership tests

Tests against the Leadership characteristic are done in a slightly different way. In the case of a Leadership test, you should roll two dice and add the two scores together. If the result is equal to or less than the model's Leadership characteristic, the test has been passed.

For example: *Dieter's Leadership is 7, so to pass a Leadership test he must roll 7 or less on 2D6.*

The turn

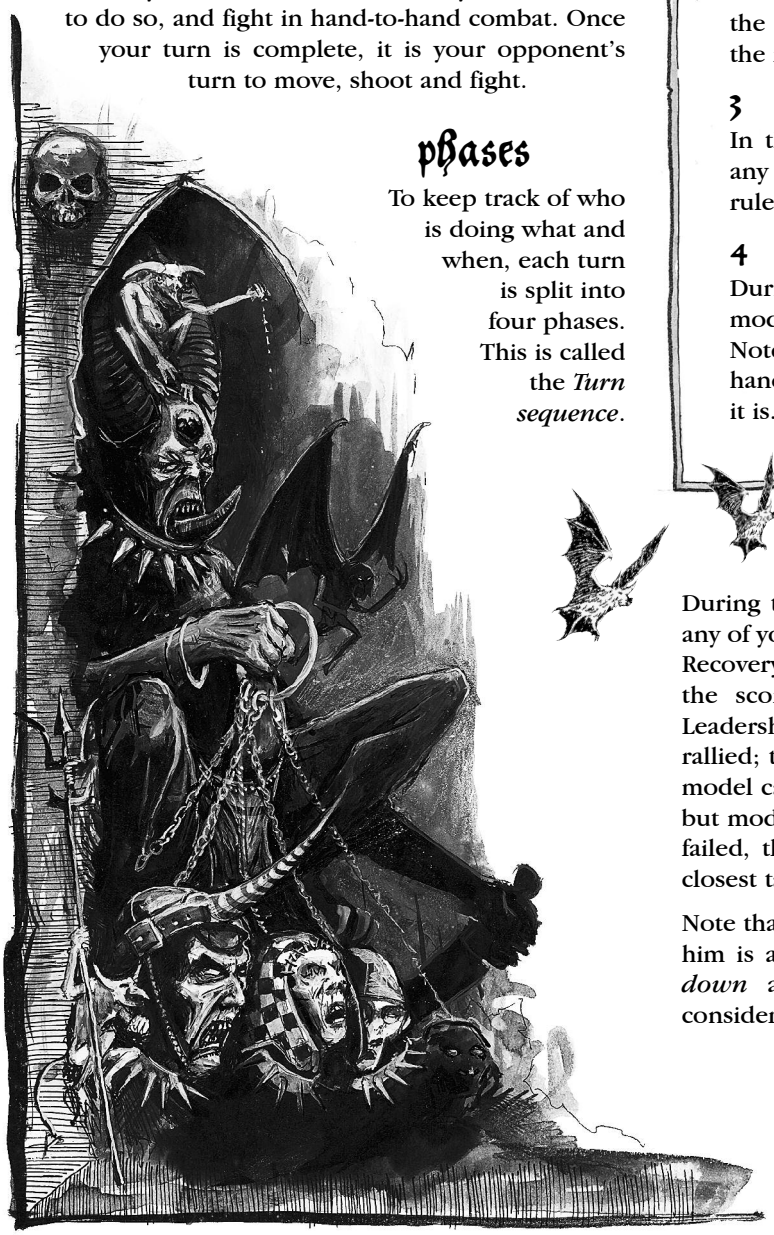
In Mordheim you are in a charge of a warband and your opponent is in charge of another.

The warriors and scenery in the game are set up on the tabletop in a way that is appropriate for the encounter you are fighting. Do not worry about this for now as these things will be explained in full in the Scenarios section.

To play, one side takes a turn, then the other side, then the original side and so on, much like in a game of draughts or chess. When it is your turn, you may move all your models, shoot with any warriors able to do so, and fight in hand-to-hand combat. Once your turn is complete, it is your opponent's turn to move, shoot and fight.

Phases

To keep track of who is doing what and when, each turn is split into four phases. This is called the *Turn sequence*.



Turn sequence

1 Recovery

During the recovery phase you may attempt to rally individuals who have lost their nerve and recover models that are *knocked down* or *stunned*.

2 Movement

During the movement phase you may move the warriors of your warband according to the rules given in the Movement section.

3 Shooting

In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.

4 Hand-to-hand combat

During the hand-to-hand combat phase all models in hand-to-hand combat may fight. Note that both sides fight in the hand-to-hand combat phase, regardless of whose turn it is.

recovery phase

During the recovery phase you may attempt to rally any of your models who have lost their nerve (see the Recovery Phase rules). To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied; turn it to face in any direction you wish. The model cannot move or shoot for the rest of the turn, but models able to do so can cast spells. If the test is failed, the model will continue to flee towards the closest table edge.

Note that a model cannot rally if the closest model to him is an enemy model (*fleeing*, *stunned*, *knocked down* and *hidden* models are not taken into consideration for this).

During the recovery phase, warriors in your warband who have been *stunned* become *knocked down* instead and warriors who have been *knocked down* may stand up (see the Injuries section).

Movement

During the movement phase models are moved in the following order:

1. Charge!

If you want a model in your warband to charge at an enemy model and attack it in hand-to-hand combat then you must do this at the start of the movement phase before moving any of your other models.

When you charge a model, declare to your opponent that you are doing so and indicate which of his models it is attacking.

2. Compulsory Moves

Sometimes a model is forced to move in a certain way and this is called a *compulsory move*. For example, a fighter whose nerve breaks must run away from his enemies and take cover.

Make all of your models' compulsory moves before finishing any remaining movement.

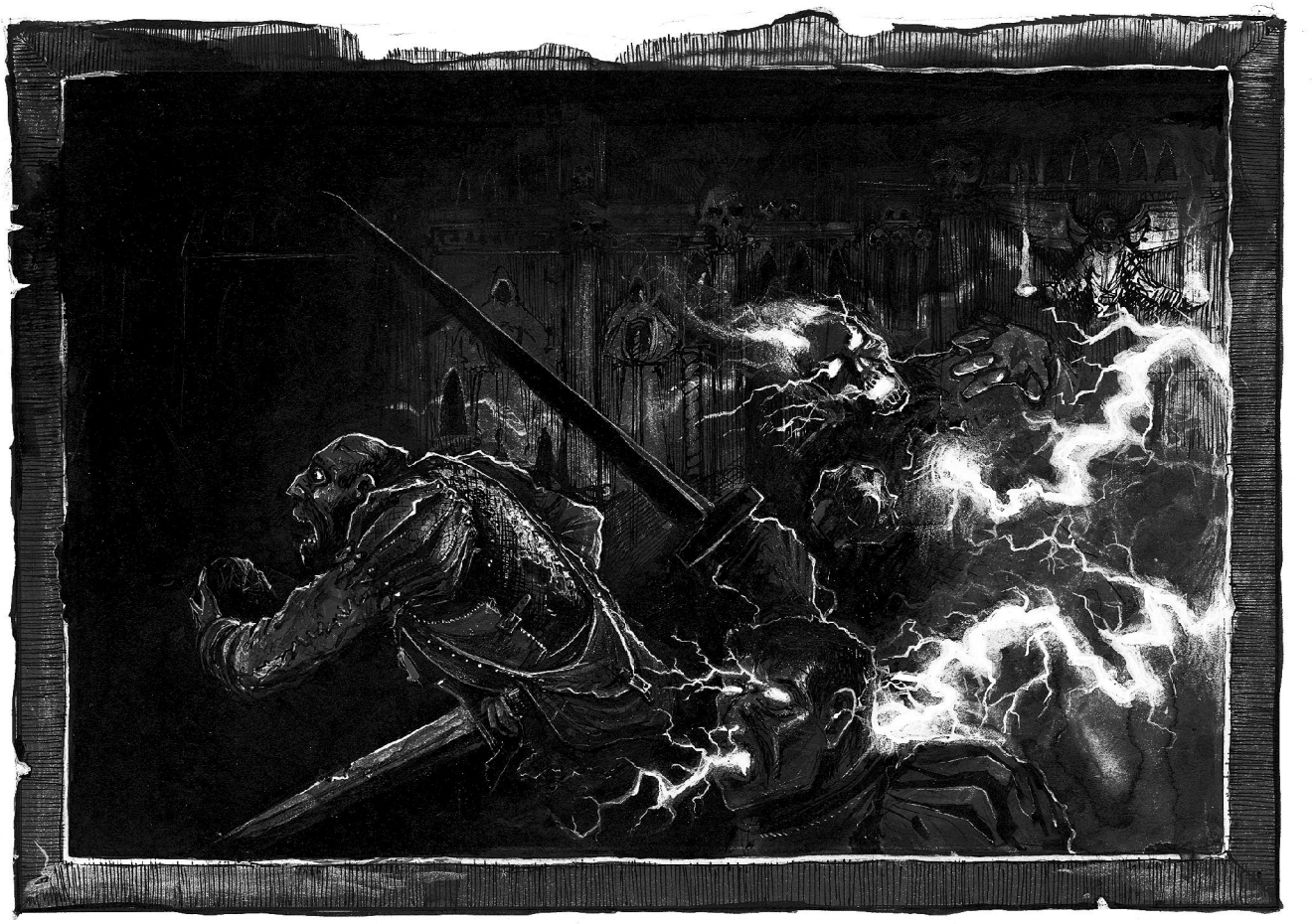
3. Remaining Moves

Once you have moved your chargers and made any compulsory moves, you may move the rest of your warriors as you see fit.

moving

During their movement phase, models can move up to movement rate their in any direction. They may move (including running and charging) up and down ladders and stairs, and over low obstacles such as barrels, boxes, etc.

In normal circumstances models don't have to move their full distance, or at all if you do not want them to. All exceptions are explained later and invariably involve either charging or compulsory moves.

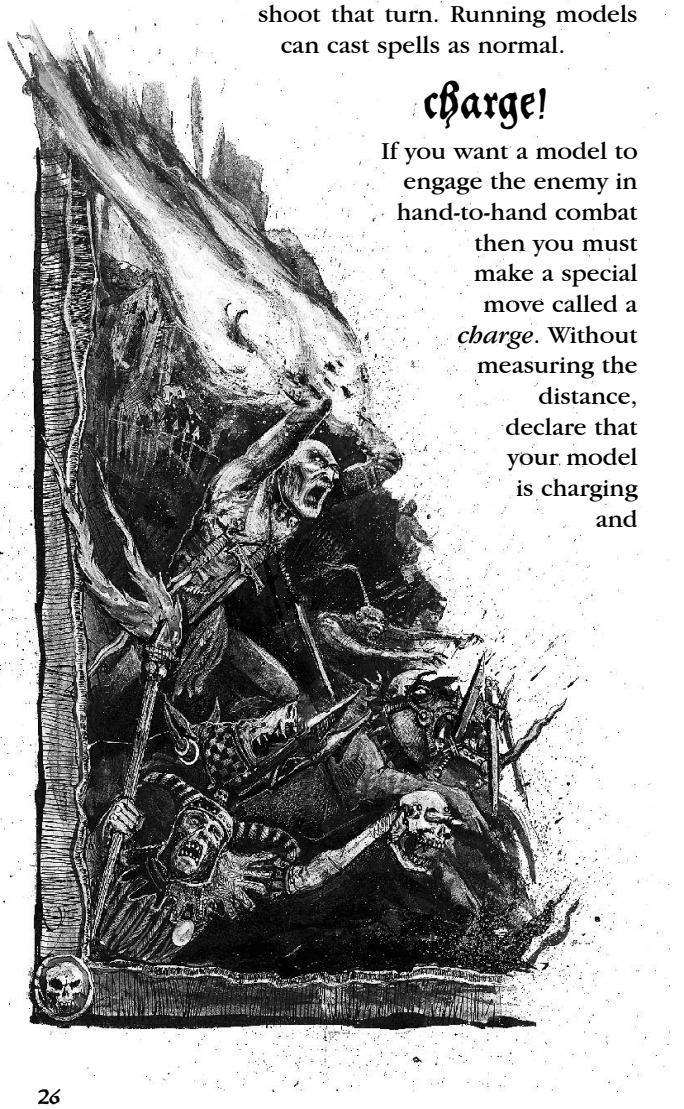


running

The normal Movement value of models represents a warrior moving at a fairly rapid rate, but allows time for him to aim and shoot a weapon and generally observe what is going on around him. If you wish, a model may move much quicker than this – he can run! A running warrior can move at double speed (for example, 8" rather than 4"). Note that running is not the same as charging as it does not allow your model to engage the enemy in hand-to-hand combat.

A model can only run if there are no enemy models within 8" of it at the start of the turn (*fleeing*, *stunned*, *knocked down* and *hidden* models do not count). Check this distance after any charges have been declared. If there are any enemies within 8" at the start of the turn, the model will prepare to fight instead and so is unable to run. The running model can move closer than 8" to an enemy as it moves.

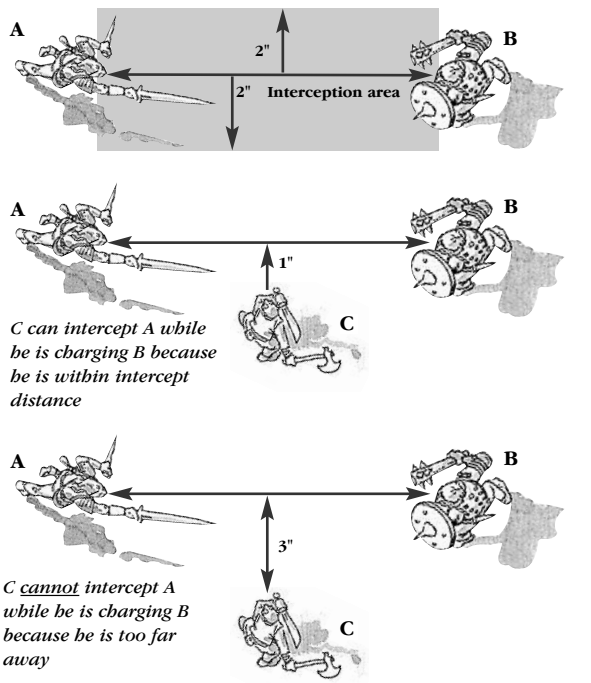
Any model that runs loses its chance to shoot during that turn. He is concentrating on running and is not prepared to fight, having sheathed or shouldered his weapons. You should declare that models are running as they move, as this will remind both players that the model is unable to shoot that turn. Running models can cast spells as normal.



charge!

If you want a model to engage the enemy in hand-to-hand combat then you must make a special move called a *charge*. Without measuring the distance, declare that your model is charging and indicate which enemy model he is going to attack. You can charge any opposing model if you can draw an unobstructed line from your model to the target. If your warrior wants to charge an enemy model within 4" that he can't see (eg, because it is behind a corner) but has *not* been declared as *hidden*, he must pass an Initiative test to detect it. If he fails the roll, your model may not charge this turn, but may move his normal distance, shoot and cast spells.

A charge is like a running move, performed at double the Movement rate, but ends with the attacker moving by the most direct route into base-to-base contact with the enemy model. Once their bases are touching they are engaged in hand-to-hand combat. Models are also considered to be in hand-to-hand combat even when separated by a low wall or obstacle, where it is impossible for the bases to touch physically because the obstacle is in the way.



If an unengaged (ie, not in hand-to-hand combat) enemy model lies within 2" of the charge route, that model may choose to intercept the charger if he wishes. This 'interception area' is shown in the diagram above. Only one enemy model may attempt to intercept each charger. If the intercepting warrior would normally require a Fear test to engage the charger then he must pass one in order to be allowed to intercept. Failure means he will not move. If the intercepting warrior causes fear then move the models into contact and then take a Fear test for the original charger (assuming he would normally do so) as if he was the one being charged. Regardless of the results of this test it is still the original charger who counts as charging in the subsequent round of combat, not the intercepting warrior.

Sometimes a charging warrior may not reach the enemy because you have miscalculated the distance. If this happens move your warrior his normal move distance towards the enemy. This is called a *failed charge*. The model cannot shoot in the same turn in which he failed a charge, but he can cast spells as normal.

Models cannot be moved into hand-to-hand combat except by charging – any move that brings a warrior into hand-to-hand combat is a *charge* by definition. A model that charges will 'strike first' in the first round of the ensuing combat.

charging more than one opponent

If you can move your warrior into base contact with more than one enemy model with its charge move, it can charge them both. This might be inadvisable as it'll then be fighting two enemies at once!

hiding

The Hiding rule represents warriors concealing themselves in a way that our unmoving and dramatically posed models cannot. A hiding warrior keeps as still as possible, just peeking out of cover.

A model can hide if he ends his move behind a low wall, a column or in a similar position where he could reasonably conceal himself. The player must declare that the warrior is hiding and place a Hidden counter beside the model for it to count as being *hidden*.

A model that runs, flees, is *stunned* or charges cannot hide that turn. His sudden burst of speed does not give him time to hide.

A model may stay hidden over several turns, so long as he stays behind a wall or similar feature. He may even move around so long as he stays hidden while doing so. If an enemy moves so that he can see the hidden warrior, the model is no longer hidden and the counter is removed. When hidden, a warrior cannot be seen, shot at or charged.

While hiding, a model cannot shoot or cast spells without giving away its position. If a hidden model shoots, or moves so that he can be seen, he is no longer hidden and can be shot at as normal.

A model may not hide if he is too close to an enemy model – he will be seen or heard no matter how well concealed. Enemy warriors will always see, hear or otherwise detect hidden foes within their Initiative value in inches. So a warrior whose Initiative value is 3 will automatically spot all hidden enemies within 3".

terrain

The ruined city of Mordheim is a dark and dangerous place, where tumbled down towers and blasted houses form a vast maze of streets and alleyways.

OPEN GROUND
The tabletop surface, floors of buildings, connecting overhangs, ladders and ropes are all considered to be open ground and will not affect movement even if the model is charging. It can also go through doors and hatches without slowing down.

DIFFICULT GROUND
Difficult ground includes steep or treacherous slopes, bushes and the angled roofs of buildings. Models move at half speed over difficult terrain.

VERY DIFFICULT GROUND
This is really dangerous terrain, such as narrow crawlholes through the rubble. Models may move at a quarter rate, so if the model moves 4" over open ground it can only move 1" over very difficult ground.

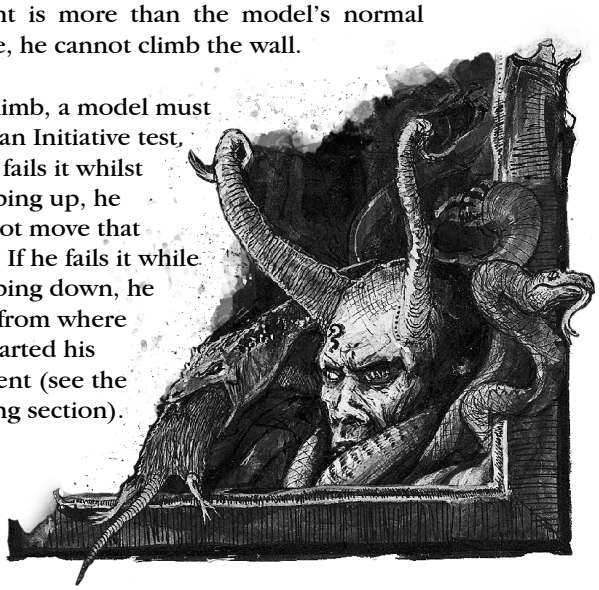
WALLS AND BARRIERS
Walls, hedges and other low obstacles form barriers that you can either go around or leap over. A model can leap over a barrier that is less than 1" high. This does not affect its movement in any way.

climbing

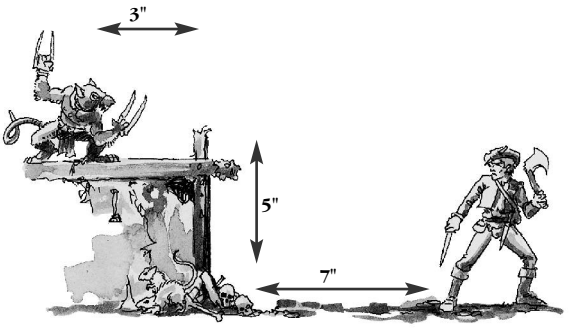
Often the ruined buildings of Mordheim do not have stairs or ladders, so your warriors will have to climb to reach the upper floors of buildings.

Any model (except animals!) can climb up or down fences, walls, etc. He must be touching what he wants to climb at the start of his movement phase. He may climb up to his total Movement in a single movement phase (but cannot run while he is climbing). Any remaining movement can be used as normal. If the height is more than the model's normal move, he cannot climb the wall.

To climb, a model must take an Initiative test. If he fails it whilst climbing up, he cannot move that turn. If he fails it while climbing down, he falls from where he started his descent (see the Falling section).



jumping Down



The Skaven runs/charges from the top of a building, jumping down during the move. It moves 3" to reach the edge, then jumps down and has to see whether it can safely make it to the ground. As it has to jump down 5", it must pass two Initiative tests to avoid taking D3 S5 hits. If it fails it will stop its move at the bottom of the wall (if it is not taken out of action). If it passes both tests, it can continue its run/charge and move the remaining 7".

Your warrior may jump down from high places (up to a maximum height of 6") such as walkways and balconies at any time during his movement phase. Take an Initiative test for every full 2" he jumps down. If he fails any of the tests, the model falls from the point where he jumped, takes damage (see *Falling*) and may not move any more during the movement phase. If successful, the model can continue his movement as normal (jumping down does ***not*** use up any of the model's Movement allowance).

Diving charge

You may charge any enemy troops that are below a balcony or overhang, etc, that your model is on. If an enemy model is within 2" of the place where your warrior lands, he may make a *diving charge* against it. Take an Initiative test for each full 2" of height your model jumped down from, up to a maximum of 6", like a normal jump. If he fails any of them, your model has fallen and suffers damage, may not move any more during the movement phase and cannot charge the enemy. If he succeeds, the model gains a +1 Strength bonus and +1 to hit bonus but only during the following hand-to-hand combat phase.

jumping over gaps

Models may jump over gaps (up to a maximum of 3") and streets, (eg, from the roof of a building to another). Deduct the distance jumped from the model's movement but remember that you cannot measure the distance before jumping. If your model does not have enough movement to jump the distance, he automatically falls. If your model is able to cover the distance, he must pass an Initiative test or fall. A model may jump over a gap and still fire a missile weapon if it is not running. It may also jump as part of its charge or running move.

warriors knocked Down or stunned

If a warrior is *knocked down* or *stunned* (see the Shooting section for details) within 1" of the edge of a roof or building, there is a chance that it will slip and fall off. Take an Initiative test. If the test is failed, the model falls over the edge to the ground and takes damage as detailed below.

falling

A model that falls takes D3 hits at a Strength equal to the height in inches that it fell (eg, if the model fell 4", it would take D3 hits at Strength 4). No armour saves apply. Falling will not cause critical hits (see the Hand-to-Hand Combat section for the Critical Hits rules). A model that falls may not move any further or hide during that turn, even if it is not hurt.

Shooting

Warriors that fight in the ruins of Mordheim are usually armed to the teeth! Individual warriors often have several different weapons such as swords, knives, bows and even blackpowder weapons.

During your warband's shooting phase each of your warriors may shoot once with one of his weapons. This means that he can fire a bow, shoot with a crossbow, or hurl a throwing knife, for example.

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

who can shoot

Each model can shoot once in the shooting phase, so long as he can see a target and assuming he has a suitable weapon. He may not fire in the following circumstances: if he is engaged in hand-to-hand combat, has run or failed a charge in the movement phase, has rallied this turn or is *stunned* or *knocked down*.

To shoot at a target, a model must be able to see it, and the only way to check this is to stoop over the tabletop for a model's eye view. Models can see all around themselves (ie, 360°), and they may be turned freely to face in any direction before firing. Note that turning on the spot does *not* count as moving.

closest target

You must shoot at the closest enemy, as he represents the most immediate threat and therefore the most obvious target. However, you may shoot at a more distant target if it is easier to hit or if closer models are *stunned* or *knocked down* (see diagram on next page). For example, a closer target may be hard to hit because it is in cover, whilst a more distant target might be in the open and therefore an easier shot.

You may always choose to shoot at a Large Target if you can see it, whether it is in cover or not and even if it is not the closest target.

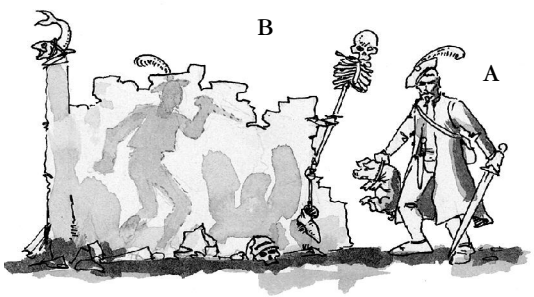
You can shoot at models that are *fleeing, knocked down* or *stunned*, but you can choose to ignore them, because they do not represent an immediate threat. It is better to shoot the closest standing enemy model instead.

Note that you may not shoot at models that are engaged in hand-to-hand combat, as the risk of hitting your comrades is too great.

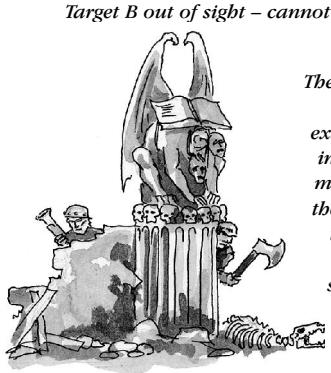
cover

The many walls, ruined buildings and other masonry in Mordheim offer plenty of cover. If any portion of the target is hidden by a piece of scenery or another model, the shooting model will suffer a penalty as explained below.

Targets in cover



Target A in the open – no To Hit modifier for cover
Target B out of sight – cannot be shot at



The pictures on the left and below show examples of warriors in cover. It does not matter how much of the target is in cover, the model that is shooting always suffers a -1 To Hit modifier.

Sometimes it will be obvious whether a target can be seen; at other times it will be more difficult, as buildings and other scenery are in the way. If the shooter can see only part of the target's body, the target is in cover and the shooter suffers a -1 penalty on his To Hit roll.

If a shot misses its target by 1, and that target claimed the -1 modifier for cover, then the shot strikes the cover instead. Normally this doesn't matter, but in the case where a model is concealed behind another warrior, or when the cover is a powder keg, it might be extremely important!

Two huge stone gargoyles squatted in front of the crumbling arch of the gateway, leering at Marius and his henchmen as they approached. Lapzig made the sign of the sacred hammer across his chest as they passed between them. The wall itself was already being reclaimed by the land, tendrils of ivy grew everywhere and patches of moss were spreading over the ancient blocks. As they passed into the shadow of the Gargoyle Gate, Mariu and Hensel saw the City of the Damned properly for the first time.

Just inside the gate was a wide cobbled square, the stores around its edge were old but still standing. Their windows were broken, the doors had been stolen for firewood, even the timbers of some had been hacked at for precious fuel. The empty window frames and doorways stared at them like stone skulls.

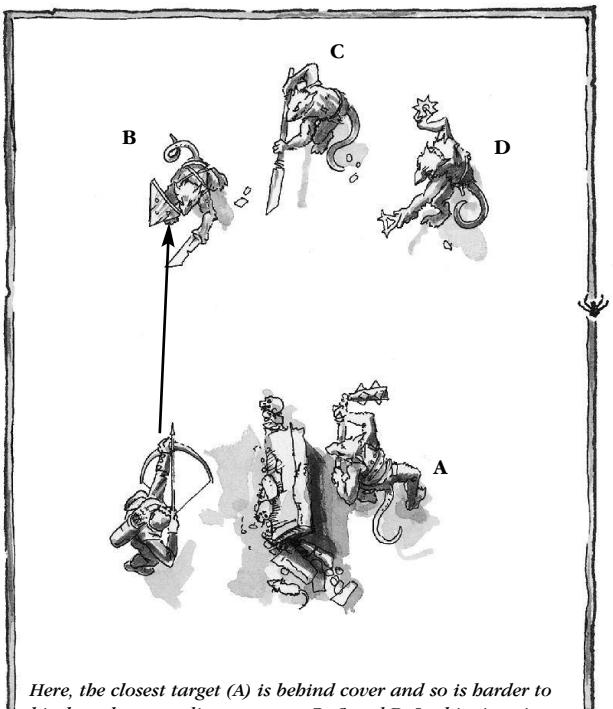
"It's pretty tame here. Wait until we get further in, then you'll really understand what has happened to this place," Lapzig growled. With a flick of a finger he sent one of his men to scout ahead. Just then a wheezing cough reverberated around the courtyard and all turned to see a hunched figure limping across the square towards them, swathed in rags.

"Tell ye fortune, sires?" the stranger asked. His eyes were covered in bloodstained bandages and a palsied leg protruded at an odd angle from beneath the old man's tattered, stained white robes.

"Get thy devilry from me!" bellowed Marius with wide, staring eyes. He wrenched his sabre from its scabbard and brandished it in the beggar's face. "Worshipper of darkness, I shalt run thee through!"

"Wait!" the beggar cried, holding up a bony hand. "'Tis not from Chaos comes my visions, but from holy Sigmar himself." The man fumbled in his robes and pulled out a tarnished icon of a hammer. "I was a priest here once. When the sky fell I clawed out my eyes so that I would not see the evil around me, only Sigmar's great wisdom. He tells me that you should turn back now to save your soul. One does not leap into damnation, one walks there a step at a time."

"Begone with your riddles, wretch," Lapzig interrupted, shoving the old man away. "We must not tarry within the walls too long, already there will be others aware of our presence."



Here, the closest target (A) is behind cover and so is harder to hit than the more distant targets B, C and D. In this situation the firer may shoot at target B even though he is further away than A.

shooting from an elevated position

A model situated in an elevated position (ie, anything that is more than 2" above the table surface, such as an upper floor of a building), may freely pick any target he can see and shoot at it. The exception to this rule is that if there are enemies in the same building and in line of sight of the shooter, he must shoot at these, as they present a more immediate threat.

range

Once you have decided to shoot and have chosen a target you must measure to see whether the shot is within range. Each type of missile weapon has a maximum range, as described in the Weapons & Armour section of the book.

Assuming that your target is within range your warrior can proceed with the shot. If the target is out of range then he has automatically missed this turn.

hitting the target

To determine whether a shot hits its target, roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by his Ballistic Skill). The chart below shows the minimum D6 roll needed to score a hit.

BS of shooter	1	2	3	4	5	6	7	8	9	10
D6 roll needed	6	5	4	3	2	1	0	-1	-2	-3

Wound chart

target's toughness

weapon's strength	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	–	–	–	–	–	–
2	3	4	5	6	6	–	–	–	–	–
3	2	3	4	5	6	6	–	–	–	–
4	2	2	3	4	5	6	6	–	–	–
5	2	2	2	3	4	5	6	6	–	–
6	2	2	2	2	3	4	5	6	6	–
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

hit modifiers

It is easier to hit a target that is in the open compared to a target behind cover. Usually it is also easier to hit a target if it is close compared to one further away.

These situations are represented by the following modifiers:

HIT MODIFIERS

-1	Cover	If any part of the model is obscured by scenery or other models then it counts as being in cover.
-1	Long range	If you are shooting at a target that is more than half of your weapon's maximum range away.
-1	Moving & shooting	If your model has moved at all (other than standing up, or turning to face your target) during this turn.
+1	Large target	If either the target model has the Large Target special rule (such as an Ogre), or whose main 'body' is over 2" tall or wide (such as most buildings).

roll to wound

Once you have hit a target test to see if a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment, just scratches the skin or causes some very minor injury which the warrior bravely (or stupidly) ignores. If you fail to cause a wound, the target is unharmed.

To determine whether your shot has caused a wound, compare the Strength of the weapon with the Toughness of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Weapons & Armour section.

The chart above shows the D6 score required to turn a hit into a wound Note that a dash (–) means that there is no chance of wounding the target.

Deploying your archers in the upper floors of buildings is a good idea. They will be in cover and can freely pick their targets.

critical hits

If you roll a 6 when rolling to wound (for hand-to-hand combat and shooting only) you will cause a critical hit. Roll a D6 and consult the Critical Hit chart below to determine the damage caused by the critical hit. You should also roll to see whether the target makes its armour save or suffers damage as normal.

In addition, if the attacker normally needs 6s to wound his target, he cannot cause a critical hit. His opponent is simply too tough to suffer a serious injury at the hands of such a puny creature!

Each warrior may only cause one critical hit in each hand-to-hand combat phase (see the Close Combat section), so if he has several attacks, the first 6 you roll to wound will cause a critical hit.

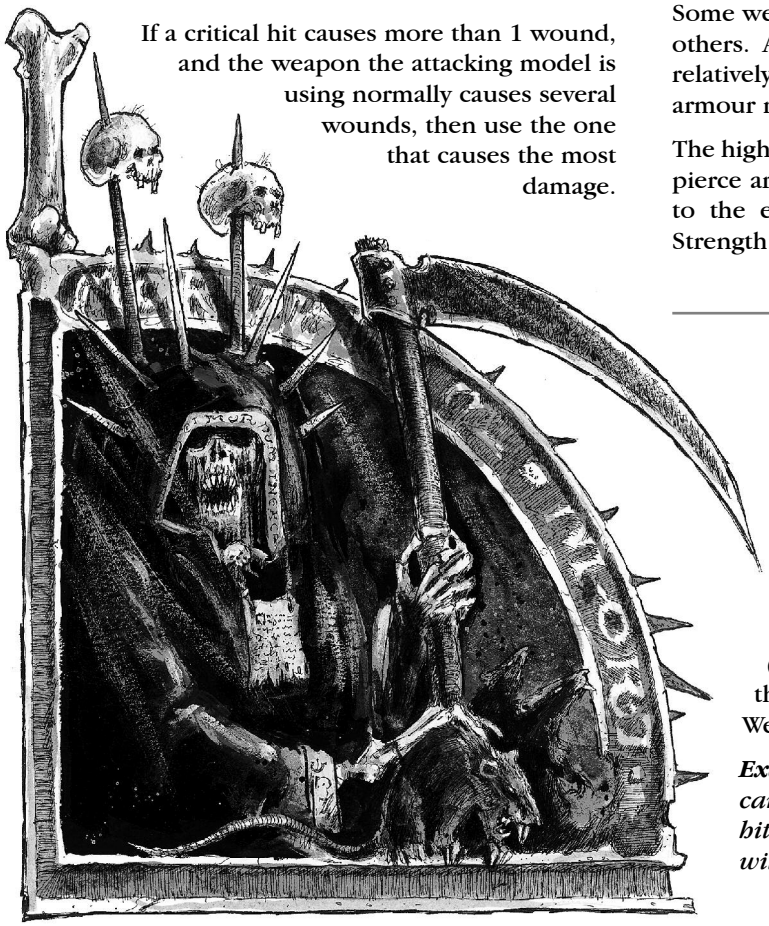
CRITICAL HIT CHART

1-2 **Hits a vital part**. The wound is doubled to 2 wounds. Roll any armour saves before doubling the wound.

3-4 **Hits an exposed spot.** The wound is doubled to 2 wounds. The attack ignores all armour saves.

5-6 **Master strike!** The wound is doubled to 2 wounds. The attack ignores all armour saves. You gain +2 to any Injury rolls.

If a critical hit causes more than 1 wound, and the weapon the attacking model is using normally causes several wounds, then use the one that causes the most damage.



armour

Steel breastplates, chainmail, leather tunics, shields… all these and more are readily available in the forges of the villages surrounding Mordheim. That is if you are prepared to pay the price, since armour is very expensive.

If a warrior wearing armour suffers a wound roll a D6. If the dice roll is sufficiently high the wounding hit has bounced off the armour and has not hurt the wearer at all. The dice score required varies according to the type of armour.

The table below summarises the most common armour types and the D6 rolls required to make a save. Note that carrying a shield increases the save by +1. For example, a warrior in light armour with a shield will save on a roll of a 5 or 6. A warrior who has a shield but no armour will save on a roll of a 6.

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

armour save modifiers

Some weapons are better at penetrating armour than others. A shot from a short bow can be deflected relatively easily, but a shot from a crossbow penetrates armour much more effectively.

The higher a weapon's Strength, the more easily it can pierce armour. The chart below shows the reduction to the enemy's armour saving throw for different Strength weapons.

Strength	Save modifier
1-3	None
4	-1
5	-2
6	-3
7	-4
8	-5
9+	-6

Some weapons are better at penetrating armour than their Strength value suggests (Elven bows, for example). This is covered in the entry for each particular weapon (see the Weapons & Armour section).

Example: *Dieter wears heavy armour and carries a shield. His armour save is 4+. He is hit by a crossbow (Strength 4) and therefore he will save on a D6 roll of 5+ (ie, 4+–1=5+).*

injuries

Most warriors have a Wounds characteristic of 1, but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 from his total each time he suffers a wound. Make a note on the roster sheet. So long as the model has at least 1 wound remaining he may continue to fight.

As soon as a fighter's Wounds are reduced to zero, roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 for the wound that reduced the model to zero wounds and for every wound the model receives after that. If a model suffers several wounds in one turn, roll once for each of them and apply the highest result.

1-2 Knocked Down

The force of the blow knocks the warrior down. Place the model face up to show that he has been knocked down.

3-4 Stunned

The target falls to the ground where he lies wounded and barely conscious. Turn the model face down to show that he has been stunned.

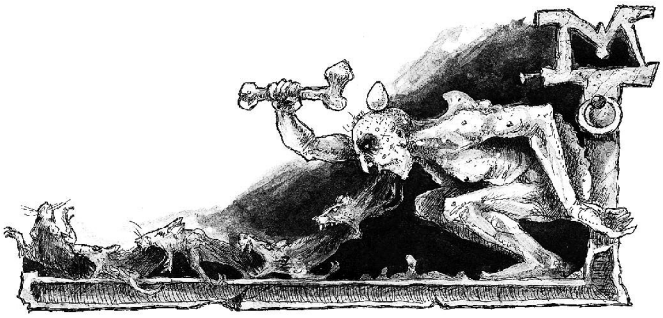
5-6 Out of action

The target has been badly hurt and falls to the ground unconscious. He takes no further part in the game and is immediately removed from the battle.

knocked down

A fighter who has been knocked down falls to the ground either because of a jarring blow he has sustained, because he has slipped, or because he has thrown himself to the ground to avoid injury. Turn the model face up to show that he has been knocked down. Knocked down models may crawl 2" during the movement phase, but may not fight in hand-to-hand combat, shoot or cast spells. If he is in base-to-base contact with an enemy, a knocked down model can crawl 2" away only if the enemy is engaged in hand-to-hand combat with another opponent, otherwise he has to stay where he is. In combat he cannot strike back and the enemy will have a good chance of putting him out of action (see the Warriors Knocked Down section of the Close Combat rules on page 37).

A warrior who has been knocked down may stand up at the start of his next turn. In that turn he may move at half rate, shoot and cast



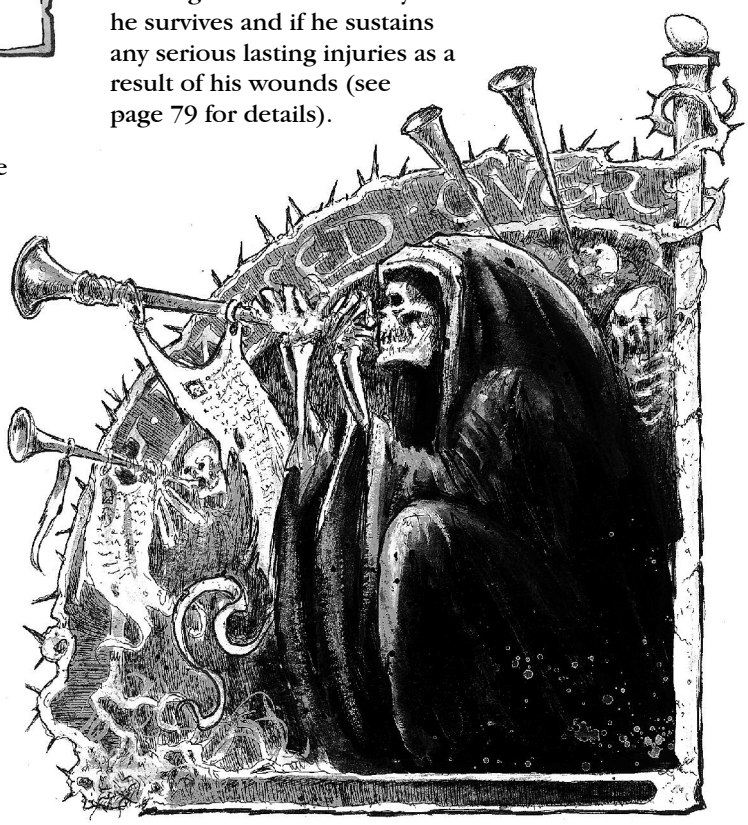
spells, he cannot charge or run. If he is engaged in hand-to-hand combat, he may not move away and will automatically strike last, irrespective of weapons or Initiative. After this turn the fighter moves and fights normally, even though he has zero wounds left. If the model takes any further wounds, then roll for injury once more, exactly as if the model had just sustained its last wound.

stunned

When a warrior is stunned, he is either badly injured or temporarily knocked out. Turn the model face down to show that he has been stunned. A fighter who is stunned may do nothing at all. A player may turn the model face up in the next recovery phase, and the warrior is then treated as knocked down.

out of action

A warrior who is out of action is also out of the game. Remove the model from the tabletop. It's impossible to tell at this point whether the warrior is alive or dead, but for game purposes it makes no difference at this stage. After the battle you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see page 79 for details).



Close combat

who can fight

Models whose bases are touching are engaged in hand-to-hand combat. This can only happen once a warrior has charged his enemy, as models are otherwise not allowed to move into contact.

All close quarter fighting is worked out in the hand-to-hand combat phase. Regardless of whose turn it is, all models in hand-to-hand combat will fight. A warrior can fight against enemies to his side, front, or rear. In reality the fighters are constantly moving, dodging, and weaving as they struggle to kill their adversaries.

Models fighting in hand-to-hand combat do ***not*** shoot in the shooting phase. They are far too busy fighting for their lives. Any very close range shots they are able to make using pistols are treated like close combat weapon attacks (see the Weapons & Armour section).

who strikes first

Normally, models fight in order of descending Initiative with the highest striking first. If their Initiatives are equal, roll a dice to see who strikes first. If a model stood up in the Recovery phase of that turn, then he will strike last irrespective of any other circumstances.

Sometimes a model will be allowed to 'strike first' for some reason. Most commonly this is because they charged in that turn, but some equipment, skills and spells produce the same effect. If only one model 'strikes first' then it does so and the remainder of the combatants strike in Initiative order as described above.

If there are several models who are each entitled to 'strike first', then they determine the order of combat between themselves by Initiative, as described above. Once all those that were eligible to 'strike first' have fought, any other combatants fight in Initiative order.

which models fight

A model can fight if its base is touching the base of an enemy model. Even models attacked from the side or rear can fight.

If a warrior is touching more than one enemy, he can choose which to attack. If he has more than 1 Attack, he can divide them in any way the player wishes, so long as he makes this clear before rolling to hit.

Hitting the enemy

To determine whether hits are scored, roll a D6 for each model fighting. If a model has more than 1 Attack roll a D6 for each attack.

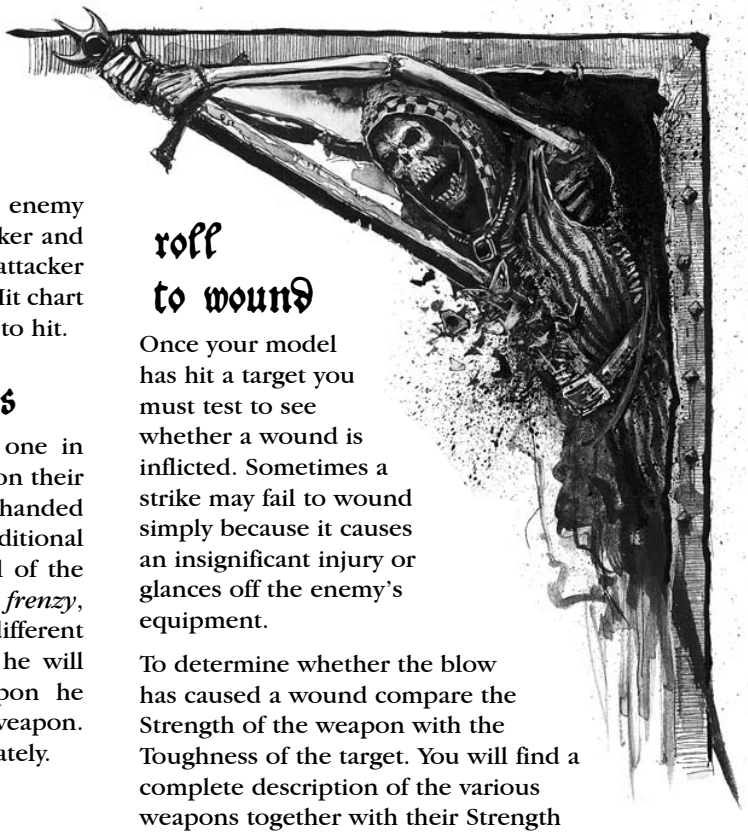
The dice roll needed to score a hit on your enemy depends upon the Weapon Skills of the attacker and the foe. Compare the Weapon Skill of the attacker with that of his opponent and consult the To Hit chart below to find the minimum D6 score needed to hit.

fighting with two weapons

Some maniac warriors carry two weapons, one in each hand, so they can rain a flurry of blows on their enemies. A warrior armed with two one-handed weapons may make 1 extra Attack with the additional weapon. Note that this is added to the total of the warrior's attacks after other modifiers, such as *frenzy*, have been applied. If he is armed with two different weapons (sword and dagger, for example), he will make a single attack with whichever weapon he chooses, and all others with the remaining weapon. Roll to hit and wound for each weapon separately.

weapon modifiers

Unlike hits from shooting, the Strength of the attacker is used to determine wounds, rather than that of the weapon itself. However, some weapons confer a bonus on the attacker's Strength (see the Weapons & Armour section for full details).



roll to wound

Once your model has hit a target you must test to see whether a wound is inflicted. Sometimes a strike may fail to wound simply because it causes an insignificant injury or glances off the enemy's equipment.

To determine whether the blow has caused a wound compare the Strength of the weapon with the Toughness of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Weapons & Armour section.

Follow the same procedure for wounding and causing critical hits as in the Shooting section. Note that a dash (–) means that there is no chance of wounding the target.

To Hit chart

Defender's weapon skill

Attacker's weapon skill	1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	5	5	5	5	5	5
2	3	4	4	4	5	5	5	5	5	5
3	3	3	4	4	4	4	5	5	5	5
4	3	3	3	4	4	4	4	4	5	5
5	3	3	3	3	4	4	4	4	4	4
6	3	3	3	3	3	4	4	4	4	4
7	3	3	3	3	3	3	4	4	4	4
8	3	3	3	3	3	3	3	4	4	4
9	3	3	3	3	3	3	3	3	4	4
10	3	3	3	3	3	3	3	3	3	4

Wound chart

Attacker's Strength \ Defender's Toughness	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	–	–	–	–	–	–
2	3	4	5	6	6	–	–	–	–	–
3	2	3	4	5	6	6	–	–	–	–
4	2	2	3	4	5	6	6	–	–	–
5	2	2	2	3	4	5	6	6	–	–
6	2	2	2	2	3	4	5	6	6	–
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

armour

Combatants that are wounded have the chance to avoid damage if they are wearing armour or carrying shields. This is exactly the same as described for shooting, and the same rules apply.

For each wound suffered the player rolls a D6. If he rolls greater than or equal to the armour save of his fighter then that wound has been absorbed or deflected by the armour.

armour save modifiers

Some models are so powerful that armour provides less protection against them.

The higher a creature's Strength the more easily it can pierce armour. The following chart shows the reduction in the enemy's armour saving throw caused by the attacker's Strength.

Strength	Save modifier
1-3	None
4	-1
5	-2
6	-3
7	-4
8	-5
9+	-6

Some weapons also confer a bonus to the user's Strength, making it more likely that any hits will pierce the opponent's armour. These bonuses are given in the Weapons & Armour section.

parry

Bucklers are small shields which offer no increase to the armour saving throw, but allow you to parry attacks. Swords are also used to parry enemy attacks.

When an opponent scores a hit, warriors equipped with bucklers or swords may try to parry the blow.

Roll a D6. If the score is higher than the number your opponent rolled to hit, the buckler or sword has parried the strike. Note that it is therefore impossible to parry a blow which scored a 6 on the roll to hit.

"Swordsmen are always at their best when they are equipped with swords and bucklers. The enemy will find it really difficult to penetrate their defences and it makes them good when attacking, too."

A buckler or sword may only parry one blow per hand-to-hand combat phase. A parried blow is ignored and has no effect. If your opponent scored several hits, you will have to try to beat the highest score (if the highest score is a 6, you automatically lose the chance of parrying that opponent's attacks). If a model is fighting against several opponents, it may only parry the strike from the enemy who makes the first hit(s) (ie, the attacking model with the highest Initiative). In the case of equal Initiative characteristics roll a dice to decide who strikes first.

If your model is armed with a buckler and a sword, you may re-roll any failed parries once. A model armed with two swords can still only roll once.

A model may not parry attacks made with twice (or more) his own basic Strength – they are simply too powerful to be stopped.

warriors knocked down

If an enemy is fighting a warrior who is *knocked down*, he may attack him to put him out of his misery. All attacks against a warrior who is *knocked down* hit automatically. If any of the attacks wound the *knocked down* model and he fails his armour save, he is automatically taken *out of action* as explained previously. A *knocked down* model may not parry.

warriors stunned

A *stunned* warrior is at the mercy of his enemies. A *stunned* model is automatically taken out of action if an enemy can attack him in hand-to-hand combat.

attacking stunned and knocked down warriors

Note that a model with multiple attacks may not *stun/knock down* and then automatically take a warrior *out of action* during the same hand-to-hand combat phase. The only way you can achieve this is to have more than one of your models attacking the same enemy. So, if the enemy is *stunned/knocked down* by the first warrior, he can be hit and put *out of action* by the next warrior to attack.

If your model is engaged in close combat with an enemy who is still standing, he cannot attack any other models that are *stunned* or *knocked down*, since in reality they will not pose an immediate threat to him and their companions will try to protect them.

moving from combat

Once models are engaged in hand-to-hand combat they cannot move away during their movement phase. They must fight until they are either taken *out of action*, until they take out their enemies, or until one or the other breaks and runs.

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

breaking from combat

A warrior who panics whilst fighting in hand-to-hand combat will break off and make a run for it as described in the Leadership & Psychology section.

When a fighter breaks from combat he simply turns and runs off. His opponents automatically hit the warrior as he breaks, each inflicting 1 hit which is worked out immediately.

Note that warriors cannot choose to leave a fight voluntarily.

Leadership & psychology

the rout test

A player must make a Rout test at the start of his turn if a quarter (25%) or more of his warband is *out of action*. For example, in a warband that has twelve warriors a test is needed if three or more are *out of action*. Even warbands who are normally immune to psychology (such as Undead) must make Rout tests.

If the Rout test is failed, the warband automatically loses the fight. The game ends immediately and surviving warriors retreat from the area. A failed Rout test is the most common way in which a fight ends.

To take a Rout test roll 2D6. If the score is equal to or less than the warband leader's Leadership, the player has passed the test and may continue to fight.

If the warband's leader is *out of action* or *stunned*, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic amongst any remaining fighters who are not *stunned* or *out of action*.

voluntary rout

A player may choose to voluntarily Rout at the start of any of his own turns if he wishes, but only if he was already required to take a Rout test or if a quarter (25%) or more of his warband are *out of action*.

leaders

A warrior within 6" of his leader may use his leader's Leadership value when taking Leadership tests. This represents the leader's ability to encourage his warriors and push them beyond normal limits.

A leader cannot confer this bonus if he is *knocked down, stunned* or *fleeing* himself. The sight of your leader running for cover is obviously far from encouraging!

all alone

Being outnumbered and alone is a nerve-racking situation for any warrior.

If your warrior is fighting alone against two or more opponents, and there are no friendly models within 6" (*knocked down, stunned* or fleeing friends do not count), he must make a test at the end of his combat phase. The test is taken against the model's Leadership on 2D6. If the warrior scores equal to or under his Leadership his nerve holds. If the score is greater than his Leadership, the warrior breaks from combat and runs. Each one of his opponents may make one automatic hit against him as he turns to run. If the model survives, he runs 2D6" directly away from his enemies.

At the start of each of his turns, the warrior must take another Leadership test. If he passes, he stops but can do nothing else during his own turn except cast spells. If he fails or is charged, he runs 2D6" towards the nearest table edge, avoiding any enemy models. If he reaches the table edge before he has managed to recover his nerves, he is removed from combat.

If a warrior is charged while he is fleeing, the charger is moved into base contact as normal, but the fleeing warrior will then run a further 2D6" towards the table edge, before any blows can be struck.

fear

Fear is a natural reaction to huge or unnerving creatures. A model must take a Fear test (ie, test against his Leadership) in the following situations. Note that creatures that cause fear can ignore these tests.

a) If the model is charged by a warrior or a creature which causes *fear*.

If a warrior is charged by an enemy that he *fears* then he must take a test to overcome that fear. Test when the charge is declared and is determined to be within range. If the test is passed the model may fight as normal. If it is failed, the model must roll 6s to score hits in that round of combat.

b) If the model wishes to charge a *fear*-causing enemy.

If a warrior wishes to charge an enemy that it *fears* then it must take a test to overcome this. If it fails the model may not charge and must remain stationary for the turn. Treat this as a failed charge.

frenzy

Some warriors can work themselves into a berserk state of fury, a whirlwind of destruction in which all concern for their own personal safety is ignored in favour of mindless violence. These warriors are described as being *frenzied*.

Frenzied models must always charge if there are any enemy models within charge range (check after charges have been declared). The player has no choice in this matter – the warrior will automatically declare a charge.

Frenzied warriors fight with double their Attacks characteristic in hand-to-hand combat. Warriors with 1 Attack therefore have 2 Attacks, warriors with 2 Attacks have 4, etc. If a warrior is carrying a weapon in each hand, he receives +1 Attack for this as normal. This extra Attack is not doubled.

Once they are within charge range, frenzied warriors are immune to all other psychology, such as *fear* and don't have to take these tests as long as they remain within charge range.

If a frenzied model is *knocked down* or *stunned*, he is no longer *frenzied*. He continues to fight as normal for the rest of the battle.

hatred

Hatred is a very powerful emotion, and during this era of strife and war, bitter rivalry is commonplace.

Warriors who fight enemies they *hate* in hand-to-hand combat may re-roll any misses when they attack in the first turn of each hand-to-hand combat. This bonus applies only in the first turn of each combat and represents the warrior venting his pent-up hatred on his foe. After the initial round of hand-to-hand combat he loses some impetus and subsequently fights as normal for the rest of the combat.

stupidity

Many large and powerful creatures, as well as some of the more unhinged individuals in Mordheim, are unfortunately rather stupid.

Models that are *stupid* test at the start of their turn to see if they overcome their stupidity. Make a test for each model affected by stupidity. If you pass the test by rolling their Leadership value or less on 2D6 then all is well – the creatures behave reasonably intelligently and the player may move and fight with them as normal.

If the test is failed all is not well. Until the start of his next turn (when it takes a new Stupidity test) the model will not cast spells or fight in hand-to-hand combat (though his opponent will still have to roll to hit him as normal).

If a model who fails a Stupidity test is not in hand-to-hand combat, roll a D6.

1-3 The warrior moves directly forward at half speed in a shambling manner. He will not charge an enemy (stop his movement 1" away from any enemy he would have come into contact with). He can fall down from the edge of a sheer drop (see the Falling rules) or hit an obstacle, in which case he stops. The model will not shoot this turn.

4-6 The warrior stands inactive and drools a bit during this turn. He may do nothing else, as drooling is *so* demanding.

Regardless of whether the test is passed or failed, the result applies until the start of the model's following turn (when it takes a new Stupidity test).

"You can either have lots of men or really good equipment, weapons and armour. Make your own mind up which. I would try and strike a balance between the two."

Weapons & armour

Life and death in Mordheim is decided by the quantity and quality of the weapons a warrior carries. This section describes the different weapons and other equipment such as armour and shields.

Fist

The truly desperate, who don't even own a knife, have to fight with their bare hands. Needless to say, their chances of survival are comparable to Halflings going without food for eight hours!

Note: The following rule only apply to warriors who have lost their weapons. Creatures such as Zombies, animals, etc, ignore these rules. Warriors using their fists can only ever make 1 attack.

Range: Close Combat; **Strength:** As user -1; **Special Rule:** +1 Enemy armour save

SPECIAL RULE

+1 Enemy armour save: An enemy wounded by a fist gains a +1 bonus to his armour save, and a 6+ armour save if he normally has none.

Dagger

Daggers and knives are extremely common, and men are allowed to carry them in enclaves where weapons are otherwise forbidden. Many a warrior in Mordheim has died with a dagger in his back.

Range: Close Combat; **Strength:** As user; **Special Rule:** +1 Enemy armour save

SPECIAL RULE

+1 Enemy armour save: Daggers are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Hammer, staff, mace or club

Perhaps the simplest type of weapon, these brutal, bludgeoning instruments range from primitive wooden clubs to elaborately forged Dwarf hammers made from the finest steel. A blow from a mace can easily crush a skull or knock a man unconscious.

Range: Close Combat;
Strength: As user; **Special Rule:** Concussion

SPECIAL RULE

Concussion: Hammers and other bludgeoning weapons are excellent to use for striking your enemy senseless. When using a hammer, club or mace, a roll of 2-4 is treated as *stunned* when rolling to see the extent of a model's injuries.

Axe

The axe is the traditional weapon of Empire woodsmen, and is also used as a weapon in poorer rural areas. Axes have a heavy blade and, if swung by a strong man, can cause a lot of damage. The blade of an axe can easily cut through armour, though it requires considerable strength from the wielder.

Of all the warriors in the Old World, Dwarfs are the most adept at making axes. Their axes are invaluable to the warriors of the Old World and are some of the most sought after weapons.

Range: Close Combat; **Strength:** As user; **Special Rule:** Cutting edge

SPECIAL RULE

Cutting edge: An axe has an extra save modifier of -1, so a model with Strength 4 using an axe has a -2 save modifier when he hits an opponent in hand-to-hand combat.

Sword

The sword is often referred to as the 'king of weapons'. The most common sword available, the broadsword of the Empire, is a masterpiece by the standards of any smith: four full feet of gleaming steel, double-edged and razor-sharp.

Swords are much more effective weapons than crude clubs and axes, though learning to use a sword is a long and difficult process. It takes years to truly master this weapon – most warriors in Mordheim die long before they get this far!

Range: Close Combat; **Strength:** As user; **Special Rule:** Parry

SPECIAL RULE

Parry: Swords offer an excellent balance of defence and offence. A model armed with a sword may parry blows. When his opponent rolls to hit, the model armed with a sword may roll a D6. 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.

Flail

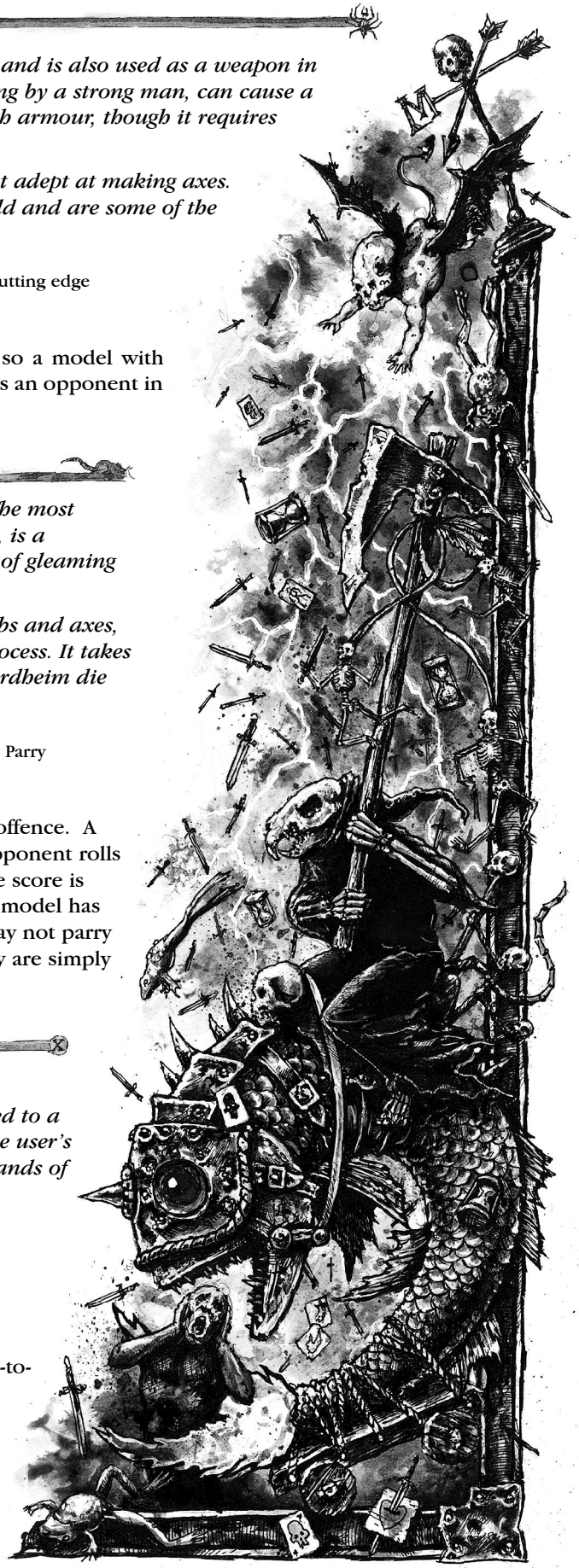
The flail is a heavy weapon wielded with both hands. It normally consists of heavy weights, often spiked, attached to a pole or handle by means of heavy chains. Flails drain the user's stamina quickly, but are awesomely destructive in the hands of a skilled (or unhinged) warrior.

Range: Close Combat; **Strength:** As user +2;
Special Rules: Heavy, Two-handed

SPECIAL RULES

Heavy: A flail is extremely tiring to use and thus the +2 Strength bonus applies only in the first turn of each hand-to-hand combat.

Two-handed: As a flail requires two hands to use, a model using a flail may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.



Morning star

A morning star consists of a wooden or steel shaft with heavy chains that have spiked steel balls attached. It is very destructive and requires great skill to wield effectively.

Range: Close Combat; **Strength:** As user +1; **Special Rules:** Heavy, Difficult to use

SPECIAL RULES

Heavy: The morning star is extremely tiring to use, so its +1 Strength bonus applies only in the first turn of each hand-to-hand combat.

Difficult to use: A model with a morning star may not use a second weapon or buckler in his other hand because it requires all his skill to wield it. He may carry a shield as normal though.

Halberd

The halberd's heavy blade is mounted upon a sturdy shaft of oak or steel and has a point like a spear and a cutting edge like an axe. Since it can be used to chop as well as thrust, it is an adaptable weapon, but is difficult to use inside buildings.

Range: Close Combat;
Strength: As user +1; **Special Rule:** Two-handed

SPECIAL RULE

Two-handed: A model armed with a halberd may not use a shield, buckler or additional weapon in close combat.

If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Spear

Spears range from sharpened sticks used by Goblins to the impressive cavalry spears typical of the Elves.

Range: Close Combat; **Strength:** As user;
Special Rules: Strike first, Unwieldy, Cavalry bonus

SPECIAL RULES

Strike first: A warrior with a spear strikes first in the first turn of hand-to-hand combat.

Unwieldy: A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon.

Cavalry bonus: If using the rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Lance

Lances are long, heavy spears used by mounted shock troops to rip through armour and fling their foes to the ground. They are the chosen weapons of Knights Templar and other wealthy warriors. To use a lance requires great skill and strength, and only the richest warriors ride the heavy warhorses needed to wield these mighty weapons effectively.

Range: Close Combat; **Strength:** As user +2; **Special Rules:** Cavalry weapon/bonus

SPECIAL RULES

Cavalry weapon: A warrior must own a warhorse to use a lance, as it can only be used whilst he is on horseback.

Cavalry bonus: If using optional rules for mounted models, a warrior armed with a lance receives a +2 Strength bonus when he charges. This bonus only applies for that turn.

Double-handed sword, hammer, axe, etc

A blow from a double-handed axe or sword can cut a foe in half and break armour apart. It takes a long time to learn how to use these weapons and even then only extremely strong men are able to wield them effectively.

Range: Close Combat; **Strength:** As user +2;
Special Rules: Two-handed, Strike last

SPECIAL RULES

Two-handed: A model armed with a double-handed weapon may not use a shield, buckler or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his armour save against shooting.

Strike last: Double-handed weapons are so heavy that the model using them always strikes last, even when charging.

Gromril weapon

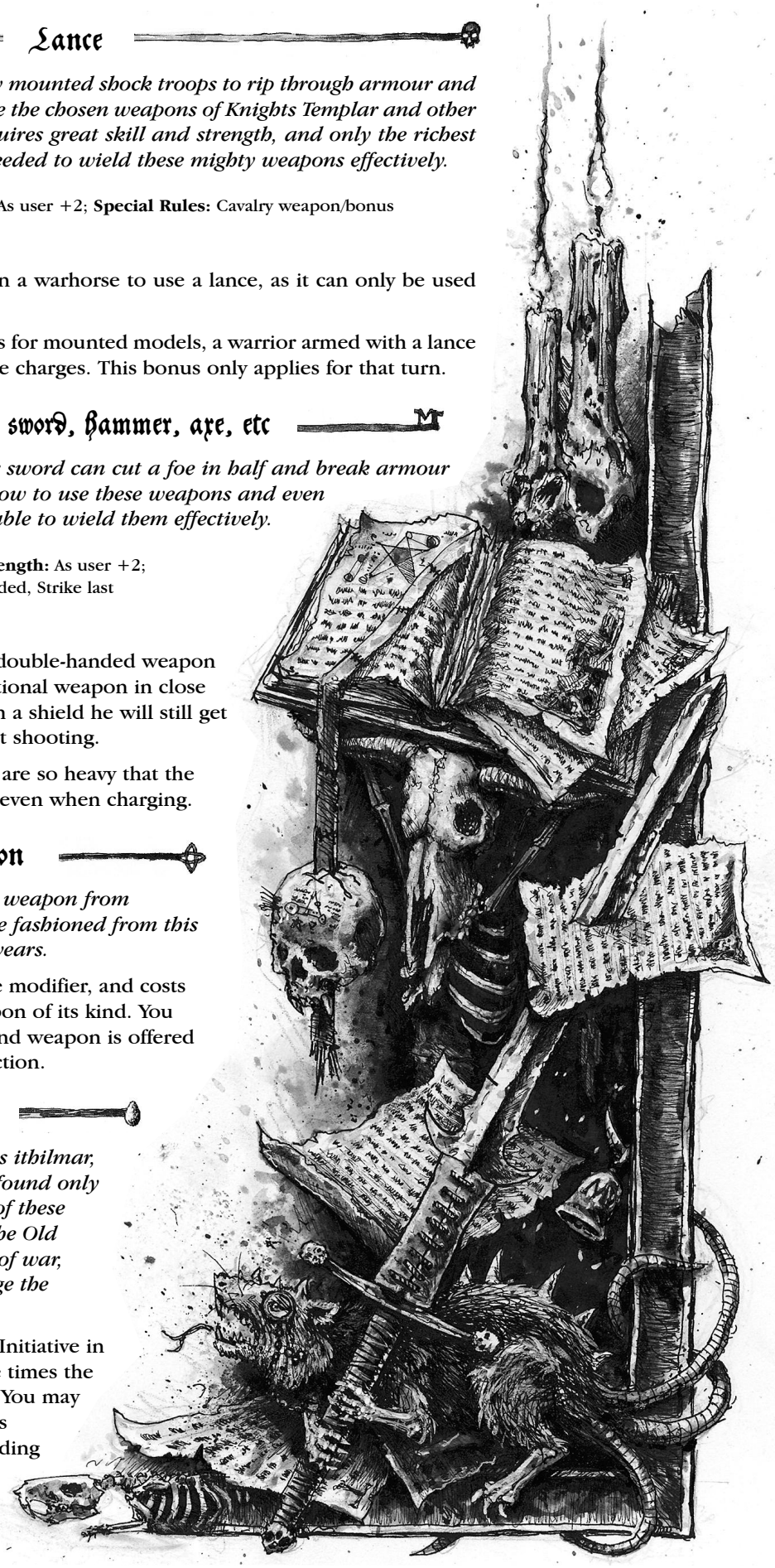
Only a Dwarf Runesmith can forge a weapon from gromril, a rare meteoric iron. A blade fashioned from this metal will stay keen for a thousand years.

A gromril weapon has an extra -1 save modifier, and costs four times the price of a normal weapon of its kind. You may choose which type of hand-to-hand weapon is offered to you as explained in the Trading section.

Ithilmar weapon

Elven blades are forged from priceless ithilmar, an extremely light but strong metal, found only in the fabled Elven kingdoms. A few of these weapons are occasionally found in the Old World and these are normally spoils of war, taken by the Norse raiders who pillage the coastal settlements of the Elves.

An ithilmar weapon gives its user +1 Initiative in hand-to-hand combat, and costs three times the price of a normal weapon of its kind. You may choose which hand-to-hand weapon is offered to you as explained in the Trading section.



Missile weapons

Short bow

Short bows are small, short-ranged bows that are cheap and require little strength to use. Some cavalry carry a shortened bow which is easier to shoot from horseback than a larger bow. Halflings also use short bows, as they lack the strength and height required to use a long bow.

Maximum Range: 16"; **Strength:** 3; **Special Rules:** None

Bow

The bow is carried by most races and used extensively in warfare. It is a compact yet powerful weapon, that is cheap to make and easy to maintain.

Maximum Range: 24"; **Strength:** 3; **Special Rules:** None

Long bow

A long bow is made of alternating layers of either yew or elm. A skilled archer can hit a chosen leaf on a tree from three hundred paces with this weapon.

The long bow is favoured by experienced archers due to its great reach and accuracy.

Maximum Range: 30"; **Strength:** 3; **Special Rules:** None

Elf bow

Elven bows are the finest missile weapons of their kind. Constructed from ithilmar or wood from the Elf forests, with strings woven from the hair of Elf maidens, Elven bows are far superior to any missile weapons made by other races. In the hands of an Elven archer, the Elf bow is a truly potent weapon, its long range and penetrating power making it far superior to any bow made by humans.

Maximum Range: 36"; **Strength:** 3; **Special Rules:** -1 Save modifier

SPECIAL RULE

Save modifier: An Elf bow has a -1 save modifier on armour saves against it.

Crossbow

A crossbow consists of a short, strong bowstave mounted on a wooden or steel stock. The crossbows of the Empire are made of steel and often include a winding mechanism to draw back the string. It takes a long time to prepare a crossbow, but a bolt fired from one has a tremendous range and can penetrate armour easily.

Crossbows take much longer than other bows to make, so they are expensive and relatively rare weapons. Still, they are the preferred weapon of many in Mordheim because of their power and long range.

Maximum Range: 30"; **Strength:** 4; **Special Rule:** Move or fire

SPECIAL RULE

Move or fire: You may not move and fire a crossbow on the same turn, other than to pivot on the spot to face your target or to stand up.

Sling

Slings are rarely used, mainly because they are no more powerful than bows and have a shorter range. A sling is little more than a looped strip of cloth or leather into which a stone is placed. The sling is whirled about the slinger's head and the sling stone is then released towards the target.

While this weapon is looked down upon by most archers, a skilled slinger can slay a man from a considerable distance, and the ammunition is easy to find: rocks are everywhere and free!

Maximum Range: 18"; **Strength:** 3; **Special Rule:** Fire twice at half range

SPECIAL RULE

Fire twice at half range: A slinger may fire twice in the shooting phase if he does not move in the movement phase. He cannot shoot over half range (9") though, if he fires twice. If the model fires twice then each shot is at -1 to hit.

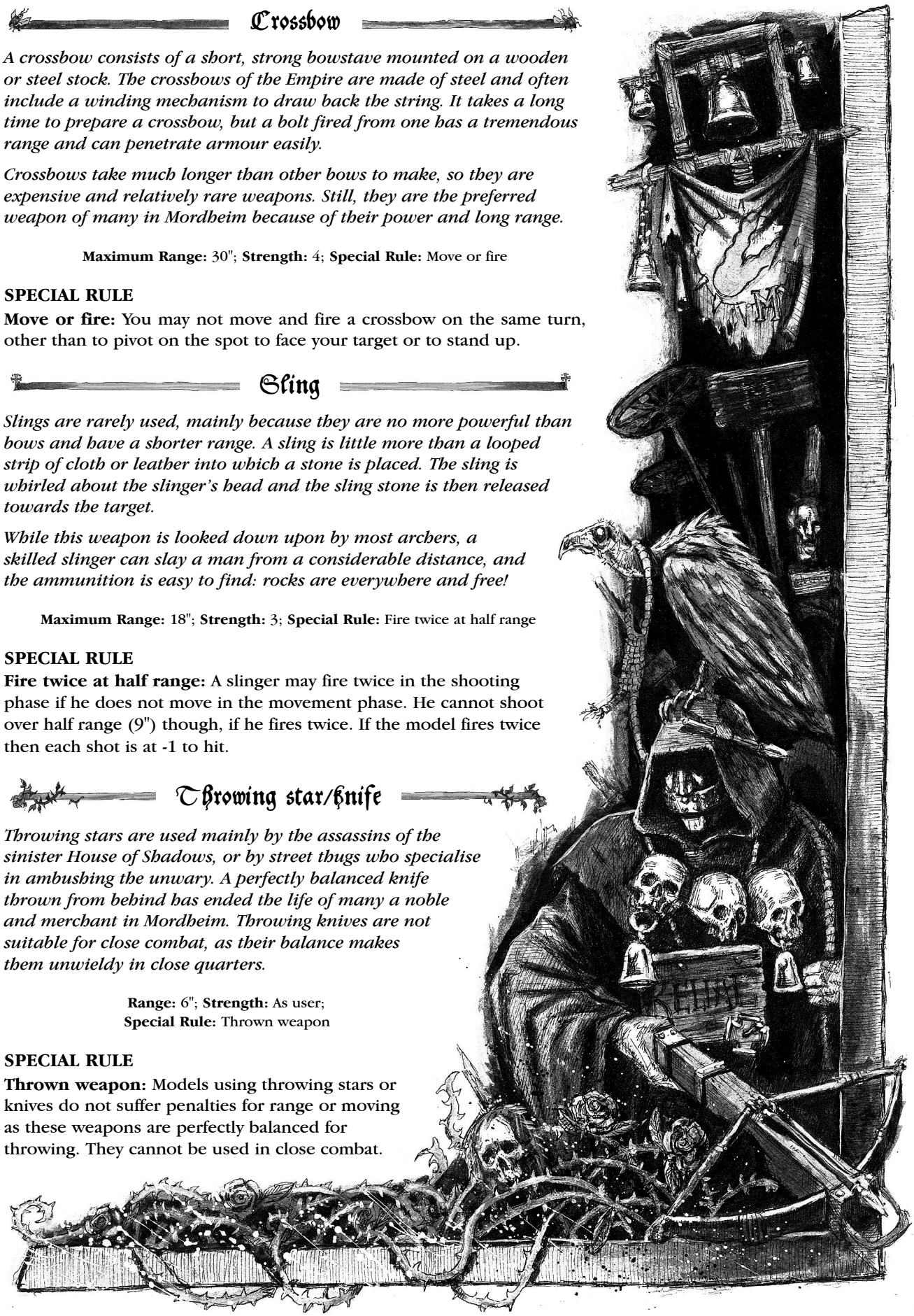
Throwing star/knife

Throwing stars are used mainly by the assassins of the sinister House of Shadows, or by street thugs who specialise in ambushing the unwary. A perfectly balanced knife thrown from behind has ended the life of many a noble and merchant in Mordheim. Throwing knives are not suitable for close combat, as their balance makes them unwieldy in close quarters.

Range: 6"; **Strength:** As user;
Special Rule: Thrown weapon

SPECIAL RULE

Thrown weapon: Models using throwing stars or knives do not suffer penalties for range or moving as these weapons are perfectly balanced for throwing. They cannot be used in close combat.



Repeater crossbow

Repeater crossbows are extremely complex devices, expensive to acquire and difficult to make. While this makes them rare, they certainly have their uses: they can rain a deadly hail of bolts on enemies, and a warrior using one may move quite fast and still fire his weapon.

Maximum Range: 24"; **Strength:** 3; **Special Rule:** Fire twice

SPECIAL RULE

Fire twice: A model armed with a repeater crossbow may choose to fire twice per turn with an extra -1 to hit penalty on both shots.

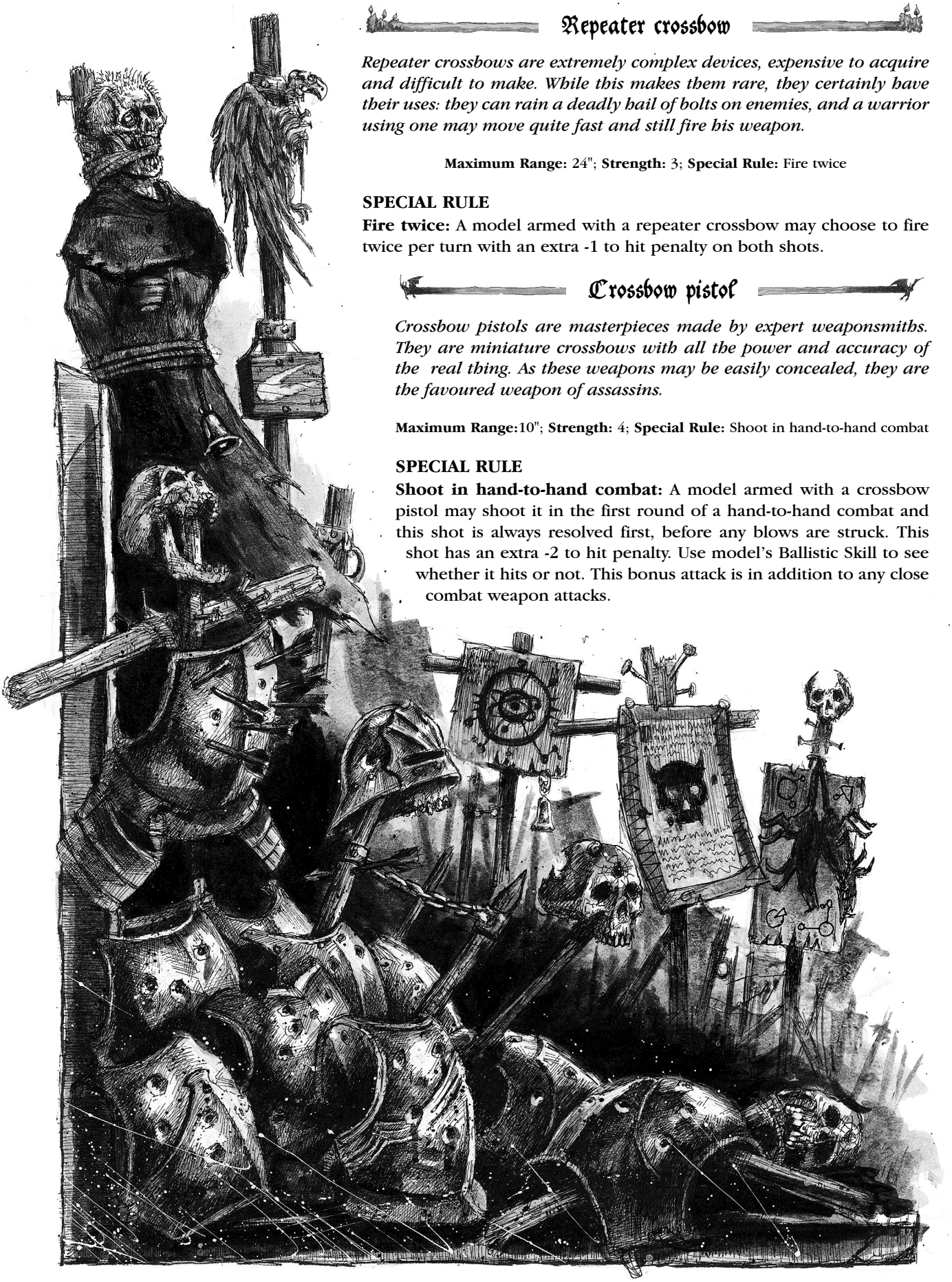
Crossbow pistol

Crossbow pistols are masterpieces made by expert weaponsmiths. They are miniature crossbows with all the power and accuracy of the real thing. As these weapons may be easily concealed, they are the favoured weapon of assassins.

Maximum Range:10"; **Strength:** 4; **Special Rule:** Shoot in hand-to-hand combat

SPECIAL RULE

Shoot in hand-to-hand combat: A model armed with a crossbow pistol may shoot it in the first round of a hand-to-hand combat and this shot is always resolved first, before any blows are struck. This shot has an extra -2 to hit penalty. Use model's Ballistic Skill to see whether it hits or not. This bonus attack is in addition to any close combat weapon attacks.



Blackpowder weapons

Blackpowder weapons are only a very recent invention in the Warhammer world. They are often unreliable and temperamental but they do hit exceedingly hard and armour offers almost no protection, as their lead bullets can penetrate even the strongest breastplate or shield.

Most blackpowder weapons are bought from Dwarfs at great expense, though some of the forges of Nuln and Altdorf have started to experiment with making handguns.

Pistol

A pistol is a small, simple blackpowder weapon fired by a spring mechanism. Most pistols are expensive, unreliable, and poorly constructed.

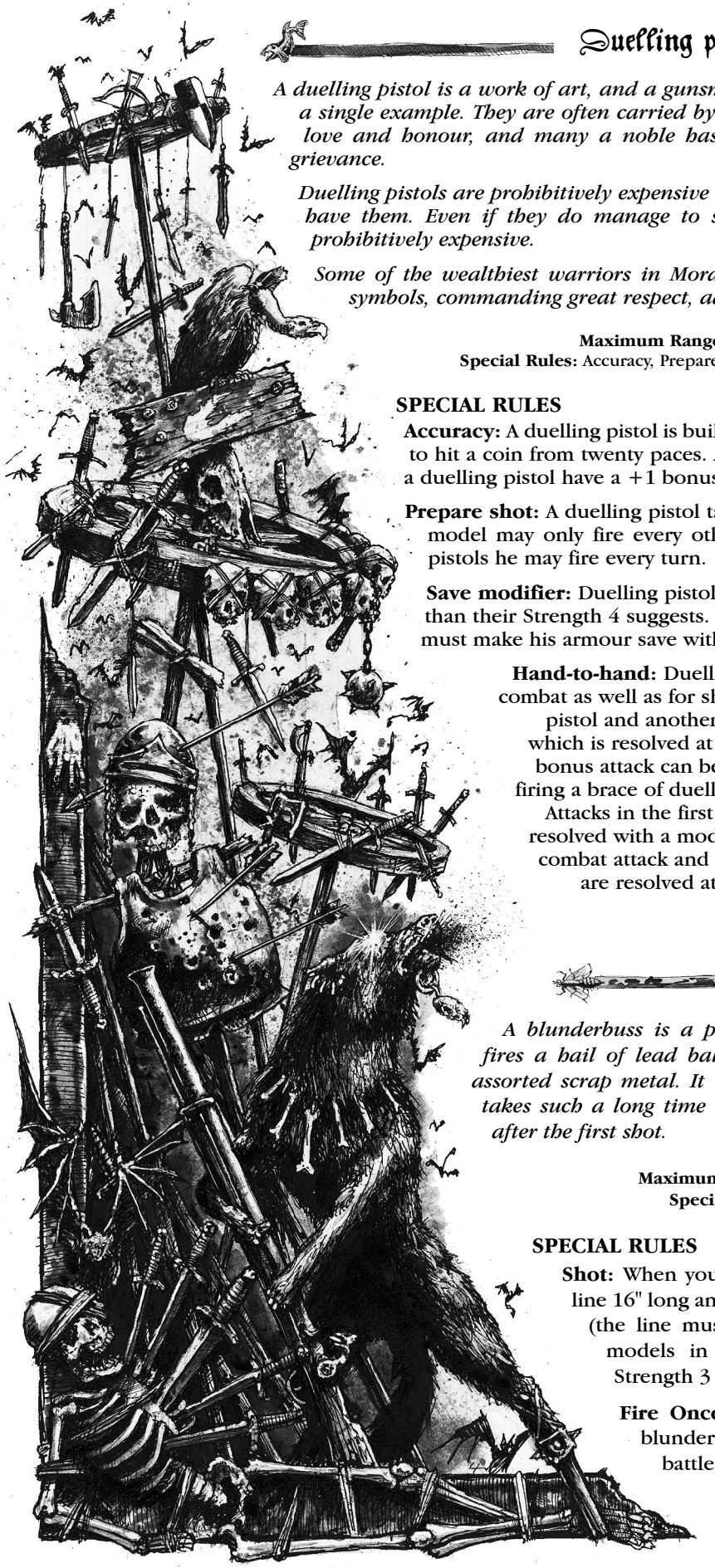
Maximum Range: 6"; **Strength:** 4; **Special Rules:** Prepare shot, Save modifier, Hand-to-hand

SPECIAL RULES

Prepare shot: A pistol takes a whole turn to reload, so you may only fire every other turn. If you have a brace of pistols (ie, two) you may fire every turn.

Save modifier: Pistols are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a pistol must take its armour save with a -2 modifier.

Hand-to-hand: Pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.



Duelling pistol

A duelling pistol is a work of art, and a gunsmith labours long and hard to produce a single example. They are often carried by Imperial nobles to solve disputes over love and honour, and many a noble has died at dawn in a duel over some grievance.

Duelling pistols are prohibitively expensive weapons and common warriors rarely have them. Even if they do manage to steal or buy one, the ammunition is prohibitively expensive.

Some of the wealthiest warriors in Mordheim carry duelling pistols as status symbols, commanding great respect, admiration and envy.

Maximum Range: 10"; **Strength:** 4;
Special Rules: Accuracy, Prepare shot, Save modifier, Hand-to-hand

SPECIAL RULES

Accuracy: A duelling pistol is built for accuracy as a skilled duellist is able to hit a coin from twenty paces. All shots and close combat attacks from a duelling pistol have a +1 bonus to hit.

Prepare shot: A duelling pistol takes a complete turn to reload, so your model may only fire every other turn. If he has a brace of duelling pistols he may fire every turn.

Save modifier: Duelling pistols are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a duelling pistol must make his armour save with a -2 modifier.

Hand-to-hand: Duelling pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a duelling pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of duelling pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.

Blunderbuss

A blunderbuss is a primitive blackpowder weapon, which fires a hail of lead balls, rusty bolts, bent nails, and other assorted scrap metal. It is a powerful, if erratic, weapon and takes such a long time to load that most warriors discard it after the first shot.

Maximum Range: Special; **Strength:** 3;
Special Rules: Shot, Fire once

SPECIAL RULES

Shot: When your model fires the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit by a Strength 3 hit.

Fire Once: It takes a very long time to load a blunderbuss so it may only be fired it once per battle.

Handgun

A handgun is a simple firearm. The quality of construction varies ranging from the crude wooden 'hakbuts' of the artillery school of Nuln, to the more sophisticated Dwarf firearms that have levers and springs which hold the burning match, and triggers which release the firing mechanism and fire the gun.

Handguns are not terribly reliable weapons: the gun barrel occasionally tends to explode violently or the powder fails to ignite. But the weapon has a great range and tremendous penetrating power, making a mockery of even the thickest armour.

In Mordheim, handguns are rare and expensive, but a warband which can boast such a weapon will command respect from all its rivals.

Maximum Range: 24"; **Strength:** 4;
Special Rules: Prepare shot, Move or fire, Save modifier

SPECIAL RULES

Prepare shot: A handgun takes a complete turn to reload, so you may only fire it every other turn.

Move or fire: You may not move and fire a handgun in the same turn, other than to pivot on the spot to face your target or stand up.

Save Modifier. Handguns are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a handgun must take its armour save with a -2 modifier.

Hochland long rifle

Hochland is a province famed for its hunters, and the preferred weapon of its nobility when they go hunting is a long-ranged rifle. They are extremely rare and precious weapons, and only the most experienced weaponsmiths are capable of manufacturing them.

Maximum Range: 48"; **Strength:** 4;
Special Rules: Move or fire, Prepare shot, Pick target, Save modifier

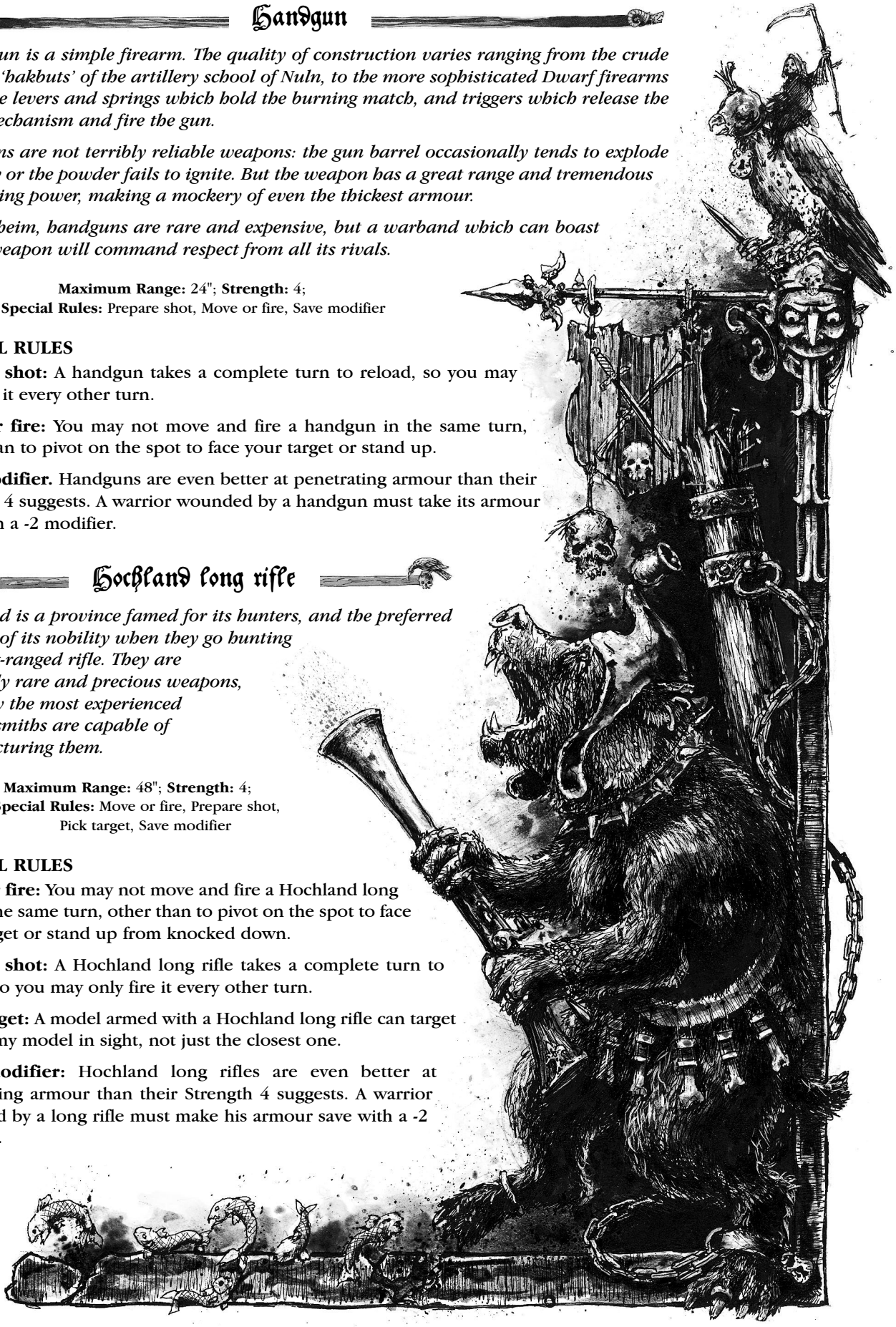
SPECIAL RULES

Move or fire: You may not move and fire a Hochland long rifle in the same turn, other than to pivot on the spot to face your target or stand up from knocked down.

Prepare shot: A Hochland long rifle takes a complete turn to reload, so you may only fire it every other turn.

Pick target: A model armed with a Hochland long rifle can target any enemy model in sight, not just the closest one.

Save modifier: Hochland long rifles are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a long rifle must make his armour save with a -2 modifier.



Armour

When fighting in close combat, a good suit of armour may mean the difference between life and death. The finest armour in the known world is made in Dwarf forges, where the secrets of steel and fire are well understood. Hardened leather jackets are often worn by the hunters of Osterland, while city soldiers prefer mail coats and steel breastplates. The forges of the Empire have many skilled smiths capable of forging fine armour, for the humans learned this craft from Dwarf master smiths in the early days of the Empire.

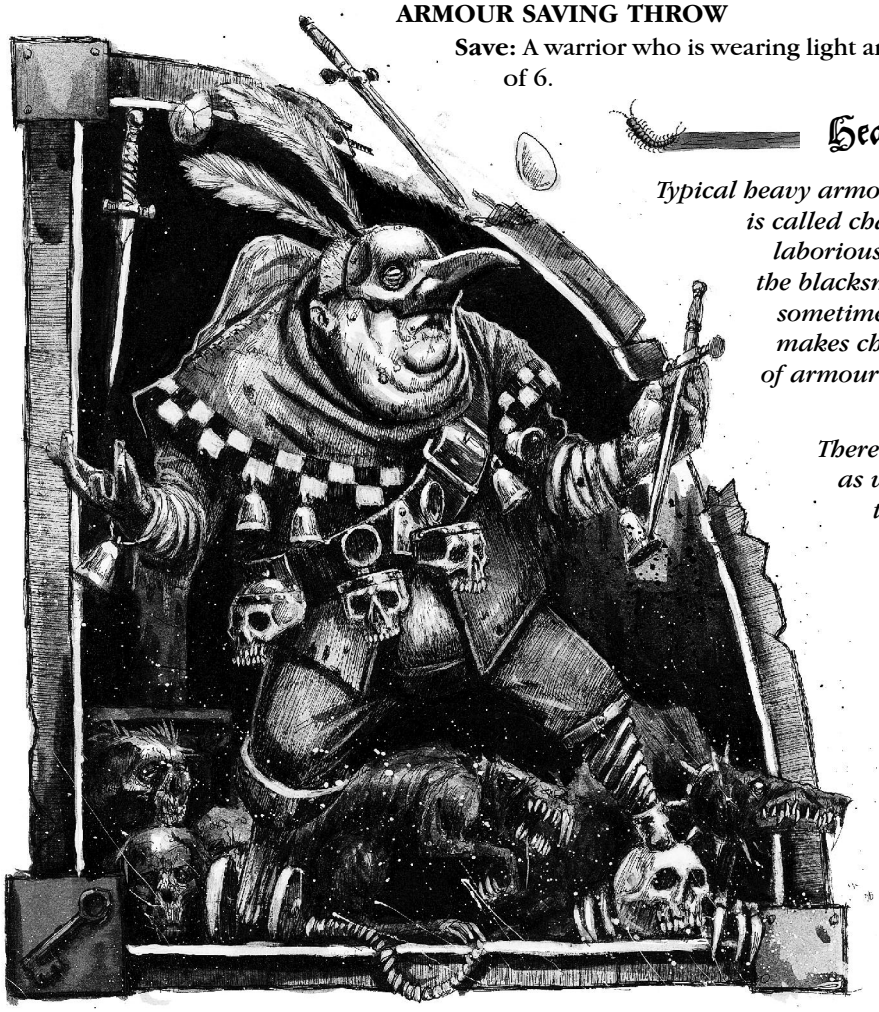
In Mordheim, only the most wealthy and powerful are able to afford the luxury of owning a suit of armour (the less well-off have to make do with leather tunics and occasionally helmets and wooden shields). The richest leaders of the most successful warbands wear suits of high quality armour and a good suit of armour is just as much a symbol of wealth and power as it is protection against weapons.

Light armour

Light armour encompasses a wide variety of materials from hardened leather tunics to chain shirts forged from steel. It does not offer complete protection against arrows or swords, but it is better than having nothing at all. Light armour does not inhibit movement.

ARMOUR SAVING THROW

Save: A warrior who is wearing light armour has a basic D6 saving throw of 6.



Heavy armour

Typical heavy armour is made from metal links and is called chain mail. Forging chain mail is a laborious and time consuming process, as the blacksmith must put together hundreds, sometimes thousands, of metal links. This makes chain mail expensive, but this type of armour provides excellent protection for anyone who can afford it.

There are other types of heavy armour as well, of which the best known are the steel breastplates and greaves worn by the foot knights of the Templar orders.

SPECIAL RULES

Save: A warrior that is wearing heavy armour has a basic D6 saving throw of 5+.

Movement: A warrior that is armed with both heavy armour and a shield suffers a -1 Movement penalty.

Shield

There are two types of shield common to the warriors of Mordheim: the first is made of wood, occasionally reinforced with metal plates. This basic type of shield, although strong, does tend to splinter, but this can sometimes save the user's life as his enemy's weapon can get trapped allowing him to strike back whilst his enemy struggles to free his weapon.

Metal shields are heavy and cumbersome, but last much longer and can take a battering. A typical Empire shield is either round or triangular, and carries the emblem of the province or city of its owner.

ARMOUR SAVING THROW

Save: A model with a shield has a basic save of 6 on a D6.

Buckler

Bucklers are small, round shields designed for parrying or deflecting blows. They are usually made of steel for they need to be tremendously durable to survive the brutal blows of hand-to-hand combat. Using a buckler requires great skill, but a nimble warrior can protect himself from blows which would otherwise cripple him.

SPECIAL RULE

Parry: A model equipped with a buckler may parry the first blow in each round of hand-to-hand combat. When his opponent scores a hit, a model with a buckler 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.

Helmet

From the shining steel helmets of Bretonnian knights to the leather caps of the Skaven, all sensible warriors try to protect the most vulnerable part of their body – their head. Even the most vain fighters still use a helmet, as it can be festooned with plumes, horns and other decorations.

Helmets come in varying shapes and sizes, but their basic function remains the same.

SPECIAL RULE

Avoid stun: A model that is equipped with a helmet has a special 4+ save on a D6 against being *stunned*. If the save is made, treat the *stunned* result as *knocked down* instead. This save is not modified by the opponent's Strength.

Ithilmar armour

Ithilmar is a silvery metal which is as light as silk and stronger than steel. Elves are experts at fashioning weapons and armour from ithilmar, and the Elven kingdom of Caledor is the only place in the world where this metal can be found.

Ithilmar armour gives the wearer a 5+ basic save, and does not slow him down if he is also armed with a shield.

Gromril armour

Gromril is the rarest and strongest metal known of in the Old World. Only a very few Dwarf smiths know the secret of forging gromril, and a suit of armour made from it fetches a huge price.

Gromril armour gives the wearer a 4+ basic save, and does not slow him down if he is also armed with a shield.

Miscellaneous equipment

This section covers all the strange and unusual equipment your warriors can find in the ruins or buy from the merchants and pedlars in the settlements and villages around Mordheim.

Only Heroes may buy and carry the equipment described in this section. You may not give it to Henchmen unless the rules specifically say so.

rope & hook

A warrior using a rope & hook will find it much easier to move amongst the ruins of Mordheim.

A warrior equipped with a rope & hook may re-roll failed Initiative tests when climbing up and down.

poisons and drugs

The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of envenomed blades.

Poison may not be used with blackpowder weapons. When you buy a vial of poison, there is always only enough to last the duration of one battle. You can only poison a single weapon with one vial of poison.

Black Lotus

In the deepest forests of the Southlands grows a plant that is extremely poisonous. It is known as Black Lotus and is much sought after by alchemists, assassins, wizards of the Western Coast and bored wives.

A weapon coated with the sap of the Black Lotus will wound its target automatically if you roll a 6 to hit. Note that you can still roll a dice for every wound inflicted in this way. If you roll a 6, you will inflict a critical hit with that roll. If you do not roll a 6, you will cause a normal wound. Take armour saves as normal.

Dark Venom

This is a poison extracted from Heldrakes, gigantic sea serpents that plague the Western Ocean and the coast of Naggaroth. The slightest wound infected by Dark Venom causes excruciating pain, incapacitating the bravest of men.

Any hit caused by a weapon coated with Dark Venom counts as having +1 Strength, so, for example, if a warrior with Strength 3 wielding a poisoned sword hits an opponent, he will cause a Strength 4 hit instead. Armour saving throws are modified to take into account the increased Strength of the attack.

Mad Cap Mushrooms

The feared cult of Goblin Fanatics of the Worlds Edge Mountains use these hallucinogenic mushrooms to drive themselves into a frenzied state.

Effect: Any warrior who takes Mad Cap Mushrooms before a battle will be subject to *frenzy*. The Mad Cap Mushroom has no effect on Undead such as Vampires and Zombies, or the Possessed.

Side effect: After the battle, roll a D6. On a roll of a 1 the model becomes permanently *stupid*.

Crimson Shade

Crimson Shade is the name given by Old Worlders to the leaves of the blood oak of Estalia. It is an extremely addictive drug, but grants its users inhuman quickness and strength.

Effect: A model using Crimson Shade has his Initiative increased by +D3 points, and Movement and Strength by +1 (this effect lasts for one game). Crimson Shade has no effect on Undead such as Vampires and Zombies, or the Possessed.

Side effects: After the battle, roll 2D6. On a roll of 2-3, the model becomes addicted and you must try to buy him a new batch of Crimson Shade before every battle from now on. If you fail to buy any, he will leave your warband. On a roll of 12 the model's Initiative is increased permanently by +1.

Mandrake Root

The man-shaped Mandrake Root grows in the rotting swamps of Sylvania. It is a noxious, deadly plant which is highly addictive and slowly kills its users, but also allows them to shrug off almost any pain.

Effect: Mandrake Root makes a man almost oblivious to pain. His Toughness is increased by +1 for the duration of a battle and he treats all *stunned* results as *knocked down* instead. Mandrake Root has no effect on Undead, such as Vampires and Zombies, or on the Possessed.

Side effects: Mandrake Root is highly poisonous. At the end of the battle, roll 2D6. On a roll of 2-3 the model loses 1 point of Toughness permanently.

Lucky Charm

These take many shapes, but the most common are symbolic hammers that a pious Sigmarite Priest has touched, or carved heads of ancient Dwarf gods.

The first time a model with a lucky charm is hit in a battle they roll a D6. On a 4+ the hit is discarded and no damage is suffered. Owning two or more charms does not confer any extra benefits, the model may still only try to discard the first hit.

Blessed Water

The priests of Ulric, Sigmar, Mórr and Manann hold great power over evil. Pure water from a clear fountain, blessed by one of these priests, is said to burn things of darkness and evil.

A vial of blessed water contains enough liquid for just one use, and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Blessed water causes 1 wound on Undead, Daemon or Possessed models automatically. There is no armour save. Undead or Possessed models may not use blessed water.

Elven Cloak

Made from the hair of Elven maidens and interwoven with living tree leaves, an Elven cloak is a wonder to behold. A warrior wearing such a cloak will blend into the shadows, making it very difficult to shoot at them with missile weapons. Elven cloaks rarely come up for sale, but are sometimes recovered from dead warriors or offered by Elves as rewards to men who have served them in some way.

A warrior aiming a missile weapon at a warrior wearing an Elven cloak suffers -1 on his to hit roll.

Hunting Arrows

The best hunting arrows are made by the hunters of Drakwald forest. They have sharp, barbed arrowheads which cause excruciating pain when they hit their target. A skilled archer can severely injure his target with a single arrow.

A model using a short bow, bow, long bow or Elf bow may use these arrows. They add +1 to all Injury rolls.

Garlic

Garlic is a common herb grown in most gardens of the Empire. It is said to ward off Vampires and other denizens of the dark. A Vampire must pass a Leadership test or it will be unable to charge a model carrying a clove of garlic. Garlic lasts for the duration of one battle only, whether it is used or not.

Net

Steel nets, such as those used by Pit Fighters, can be used in battles. Once per game, the net may be thrown in the shooting phase instead of the model shooting a missile weapon. Treat the net as a missile weapon in all respects with a range of 8". Use the model's BS to determine whether the net hits or not – there are no movement or range penalties. If it hits, the target must immediately roll a D6. If the result is equal to, or lower than his Strength, he rips the net apart. If the result is higher, he may not move, shoot or cast spells in his next turn, although he is not otherwise affected. In either case the net is lost.

Bugman's Ale

Of all the Dwarf brewmasters, Josef Bugman is the most famous. His ale is known throughout the Old World, and widely regarded as the best.

A warband that drinks a barrel of Bugman's before a battle will be immune to *fear* for the whole of the battle. Elves may not drink Bugman's ale as they are far too delicate to cope with its effects. There is only enough ale to supply the warband for one battle.

tome of magic

Sometimes books of forbidden lore are offered for sale in the markets and dark alleys of the settlements around Mordheim.

If a warband includes a wizard, he will gain an extra spell from the tome, permanently. He may randomly generate this new spell from his own list or the Lesser Magic list. See the Magic section for details. The benefits from each Tome of Magic apply to only one model.

Holy tome

Books of prayers and descriptions of the holy deeds of religious heroes like Sigmar Heldenhammer are copied by hand in the scriptoriums of Sigmar and Ulric, and given or sold to the faithful. Of these tomes, the *Deus Sigmar* is the most common and well known, but other texts such as the *Scriptures of Sigmar* are also sold to those who follow the faith. A holy man can recite his prayers from such a book, strengthening his faith and belief.

A Warrior Priest or Sister of Sigmar with a holy tome can add +1 to the score when determining whether he (or she) can recite a spell successfully or not.

Healing Herbs

Certain plants that grow on the banks of the River Stir have curative properties. Herbalists collect their roots and leaves and use them to treat the sick and wounded.

A Hero with healing herbs can use them at the beginning of any of his recovery phases as long as he is not engaged in hand-to-hand combat. This restores all wounds he has previously lost during the game.

Holy (unholy) relic

In this age of superstition and religious fanaticism, holy objects are an important part of life. Relics abound in the Old World: hairs of Sigmar, pieces from Ulric's hammer, teeth of Daemon Princes, all are sold to men needing encouragement before battle and as charms against sorcery.

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before.

You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.

Halfling cookbook

All Halfling chefs have their own secret recipes, and these are recorded in tomes handwritten in Mootland, the home country of the Halflings. Food prepared according to these recipes will attract warriors during these lean times.

The maximum number of warriors allowed in your warband is increased by +1 (note that neither an Undead warband nor a Carnival of Chaos warband can use this item).

animals

Animals are not often offered for sale in Mordheim. The polluted grass and filthy water cause most animals to die quickly, and since hunger is commonplace, many have been butchered for food. However, some horses occasionally go on sale for wealthy leaders who enjoy commanding their subordinates from horseback.

Horses & Warhorses

You may mount one of your Heroes on a horse or warhorse in the coming battles.

Horses and warhorses can only be used if you are using the optional rules for mounted models at the back of the book.

Only Humans can buy or use horses and warhorses.

Profile	M	WS	BS	S	T	W	I	A	Ld
Horse	8	0	0	3	3	1	3	0	5
Warhorse	8	3	0	3	3	1	3	1	5

Wardogs

The men of the Empire have always been experts at raising ferocious bloodhounds to guard their cattle and holdings against roaming Goblins and Beastmen. A highly trained wardog is a dangerous opponent and worth its weight in gold in Mordheim.

If you purchase a wardog, it will fight exactly like a member of your warband, though it is treated as part of the equipment of the Hero who bought it. You will need a model to represent it on a battlefield.

Wardogs never gain experience, and if they are put *out of action* they have exactly the same chance of recovering as Henchmen (ie, 1-2: Dead; 3-6: Alive). Wardogs count towards the maximum number of warriors allowed in your warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wardog	6	4	0	4	3	1	4	1	5

You could also use the profile above to represent one of the more exotic animals used by the warbands of Mordheim, such as trained bears, Chaos familiars or even fighting monkeys from the far-off Southlands!

lantern

A model that is in possession of a lantern may add +4" to the distance from which he is able to spot hidden enemies.

superior blackpowder

The model has acquired a better quality of blackpowder than is normally available. This new batch adds +1 Strength to all blackpowder weapons that the model has. There is enough superior blackpowder to last for one game.

mordheim map

Some survivors of the cataclysm still remain in the many settlements around Mordheim, and make a living by preparing maps of the city from memory. Many of these maps are faked, and even real ones are often crude and inaccurate.

A map can help a warband find their way through the confusing maze of streets and into areas with rich buildings to loot.

When you buy a map, roll a D6:

D6	Result
1	**Fake.** The map is a fake, and is completely worthless. It leads you on a fool's errand. Your opponent may automatically choose the next scenario you play.
2-3	**Vague.** Though crude, the map is generally accurate (well… parts of it are… perhaps!). You may re-roll any one dice during the next exploration phase if you wish but you must accept the result of the second roll.
4	**Catacomb map.** The map shows a way through the catacombs into the city. You may automatically choose the scenario next time you fight a battle.
5	**Accurate.** The map is recently made and very detailed. You may re-roll up to three dice during the next exploration phase if you wish. You must accept the result of the second roll.
6	**Master map.** This is one of the twelve master maps of Mordheim made for Count von Steinhardt of Ostermark. From now on you may always re-roll one dice when rolling on the Exploration chart as long as the Hero who possesses this map was not taken *out of action* in the battle.

cathayan silk cloak

Some rich warband leaders like to flaunt their wealth and purchase clothes made out of silk from distant Cathay. This silk is the most expensive fabric in the known world, and wearing such clothes is a sure way to attract attention – especially thieves and assassins!

Any Mercenary warband whose leader is wearing silk clothes may re-roll the first failed Rout test. However, after each battle in which the leader is taken *out of action*, roll a D6. On a roll of 1-3 the clothes are ruined and must be discarded.

tears of shallaya

Tears of Shallaya are vials of water from the holy spring in Couronne. Shallaya is the goddess of healing and mercy and it is said that this water has curative properties and is proof against any poison.

A model who drinks a vial of the Tears of Shallaya at the beginning of a battle will be completely immune to all poisons for the duration of combat. Undead and Possessed warriors may not use the Tears of Shallaya.

There is enough liquid in a vial of the Tears of Shallaya to last for the duration of one battle.

Magic

There have always been those who have used magic: witches and wizards, wise women and warlocks. But as all scholars know, all magic is dangerous, for it originates from Chaos, the source of corruption and change. Indeed, during these times, sorcery is illegal and punishable by death.

Wizards have little say in whether the world of magic touches them or not. They are born with second sight and to them the world of magical energies and spells is much more real than the mundane world of normal mortals. With all the persecution, fear and hatred it is little wonder that wizards become reclusive and suspicious, and many are downright insane. Some even turn to the worship of the dark gods, and others follow the forbidden path of necromancy.

Mordheim has become home to many magic users and they roam the ruins hiding from Witch Hunters. But there are other ways of gaining power over and above that of a normal mortal man. The gods watch over their subjects and a priest of strong faith can call upon them to assist him in battle. Of these, the Priests of Sigmar are the most common, for Sigmar is the patron god of the Empire, and his following is strong during these times of strife.

allocated spells

The chart below summarises the different kinds of magic and explains who can use what spells.

Wizard	Type of Magic
Chaos Magisters	Chaos Rituals
Warlocks	Lesser Magic
Skaven Eshin Sorcerer	Magic of the Horned Rat
Sisters of Sigmar & Warrior-Priests	Prayers of Sigmar
Necromancers	Necromancy

Each wizard starts with one randomly determined spell, but may gain more. Roll a D6 and consult the appropriate chart. If you get the same spell twice, roll again or lower the spell's difficulty by 1.

casting spells

Spells are cast in the shooting phase, and can be used even if the caster is in hand-to-hand combat. To use a spell, the wizard must roll equal to or greater than the spell's Difficulty score on 2D6. If he fails, he may not cast a spell that turn. If the test is passed the spell may be used as described overleaf. A wizard may cast one spell per turn and may not use missile weapons if he wants to cast a spell. He can however run!

A wizard may not use magic if he is wearing armour or has a shield or buckler. The only exception is the Prayers of Sigmar. Sisters of Sigmar and Warrior-Priests may wear armour and use their prayers.

Damage

Some spells cause direct damage, and are resolved the same way as damage from shooting or blows in hand-to-hand combat. Spells do not cause critical hits. Models always receive armour saves against wounds caused by spells unless noted otherwise.

Prayers of Sigmar

Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.

The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.

D6 Result

Difficulty 7

1 The Hammer of Sigmar

This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (eg, 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

Difficulty 8

2 Hearts of Steel

As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, ie, the maximum bonus to Rout tests remains +1.

Difficulty 9

3 Soulfire

The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

Difficulty 6

4 Shield of Faith

A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

Difficulty 5

5 Healing Hand

Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are *stunned* or *knocked down*, they immediately come to their senses, stand up, and continue fighting as normal.

Difficulty 9

6 Armour of Righteousness

Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes *fear* in his enemies and is therefore immune to *fear* himself.

The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.

Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also to destroy the vitality of the living.

D6 Result

1 Lifestealer **Difficulty 10**

The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself.

You may choose a single model within 6". The target suffers a wound (no save allowed) and the Necromancer gains an extra wound for the duration of the battle. This may take the Necromancer's Wounds above his original maximum value. This spell will not affect the Possessed or any Undead models.

2 Re-Animation **Difficulty 5**

At the spoken command of the Necromancer, the dead rise to fight again.

One Zombie that went *out of action* during the last hand-to-hand combat or Shooting phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.

3 Death vision **Difficulty 6**

The Necromancer calls on the power of Necromancy to reveal the moment of his enemies' death.

The Necromancer causes *fear* in his enemies for the duration of the battle.

4 Spell of Doom **Difficulty 9**

The Necromancer whispers to the sleeping dead to rise up from the ground and seize his enemies.

Choose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

5 Call of Vanhel **Difficulty 6**

The Necromancer summons the world of the dead to invigorate his Undead servants.

A single Zombie or Dire Wolf within 6" of the Necromancer may immediately move again up to its maximum Movement distance (ie, 9" in the case of Dire Wolves). If this moves them into base contact with an enemy model, they count as charging.

6 Spell of Awakening **Difficulty: Auto**

The Necromancer calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.

If an enemy Hero is killed (ie, your opponent rolls 11-15 on the Serious Injury chart after the battle) then the Necromancer may raise him to fight as a Zombie in his servitude.

The dead Hero retains his characteristics and all his weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a Henchman group on his own, and may not gain additional experience. This spell always succeeds (rules for Henchmen and experience are described later). The new Zombie follows all the normal Zombie rules (immune to poison, causes *fear*) except for retaining his profile, weapons and armour.

Chaos rituals

Chaos rituals employ the raw power of the darkest magic, and are therefore supremely useful in bringing pain and suffering, as well as change and mutation. *Chaos rituals are used by Magisters of the Cult of the Possessed, and Daemons.*

D6 Result

1 Vision of Torment

Difficulty 10

The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately *stunned*. If the model cannot be *stunned* it is *knocked down* instead.

2 Eye of God

Difficulty 7

The Chaos Mage implores the Dark gods to grant a boon to their servant.

You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model.

D6	Result
1	The wrath of the gods descends upon the target. The model is taken *out of action* immediately. He does not have to roll on the Serious Injury chart after the battle though.
2-5	The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell).
6	The model gains +1 to all of its characteristics for the duration of the battle.

3 Dark Blood

Difficulty 8

The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the *out of action* result as *stunned* instead.

4 Lure of Chaos

Difficulty 9

The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

5 Wings of Darkness

Difficulty 7

The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.

The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

6 Word of Pain

Difficulty 7

Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who hear it.

All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.

Lesser magic

Those who have not been schooled in the ways of magic can cast only relatively simple spells. Many human wizards, lacking the tradition of sorcery and the grimoires of Necromancers and Chaos Mages, have to rely on their own natural aptitude and experimentation.

Lesser Magic (or hedge magic) is used by human warlocks. It may not be as awesome as the mighty spells of Necromancers and Chaos Mages, but it is still dangerous.

D6 Result

1 Fires of U'Zhul **Difficulty 7**

The wizard summons a fiery ball of flames and hurls it upon his enemies.

The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (ie, with -1 modifier).

2 Flight of Zimmeran **Difficulty 7**

Calling upon the power of the winds of magic, the wizard walks on air.

The wizard may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).

3 Dread of Aramar **Difficulty 7**

The wizard places a sense of mind-numbing fear into the minds of his opponents.

A single model within 12" of the wizard must pass a Leadership test or flee 2D6" directly away from him. If he flees, he must test at the start of each of his own movement phases and will continue to flee until he passes a test. Note that this spell does not affect Undead or any model immune to *fear*.

4 Silver Arrows of Arha **Difficulty 7**

Silvery arrows appear from thin air and circle around the wizard, shooting out to strike his foes.

Unlike other spells, this cannot be cast whilst in hand-to-hand combat. The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model. The arrows have a range of 24". Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. The arrows cause one S3 hit each.

5 Luck of Shemtek **Difficulty 6**

The wizard summons the fickle power of magic to manipulate chance.

The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next turn.

6 Sword of Rezhebel **Difficulty 8**

A flaming sword appears in the hand of the wizard, promising red ruin to all who stand in his way.

The sword gives the wizard +1 Attack, +2 Strength and +2 Weapon Skill. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.

Magic of the Horned rat

This brand of sorcery is used by the Skaven. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

D6 Result

1 Warpfire — **Difficulty 8**

A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.

The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.

2 Children of the Horned Rat — **Difficulty Auto**

The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.

This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband.

3 Gnawdoom — **Difficulty 7**

The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.

The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.

4 Black Fury — **Difficulty 8**

With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.

The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.

5 Eye of the Warp — **Difficulty 8**

Gaze into the eye of the warp and despair!

All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.

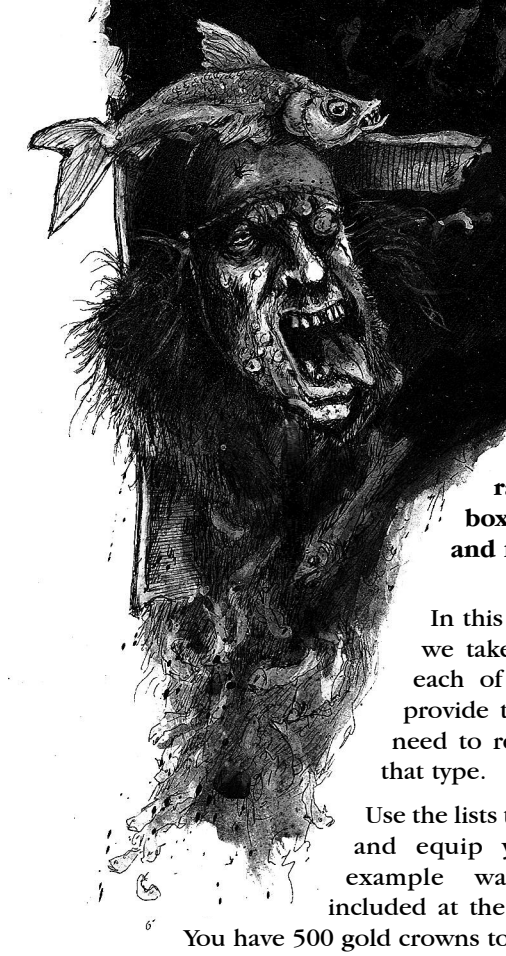
6 Sorcerer's Curse — **Difficulty 6**

The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.

The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.

What need have I for eyes that have seen such things, nor hands to touch, nor tongue to give voice to that brief uncertain terror of the dark. A curse upon hand and heart, I say, for neither serves man well but serves him ill. I see all men's hearts and hear the beating out of their lives knock-by-knock. How they grasp upon the shattered ruin of existence, so desperate are they to prolong their daily torment. Counting dross as if it were gold until their tally is done.

I am here walking gently amongst you. I watch quietly the hour come round and silently I summon you. You look upon me and recognize me then for all men know me that live ever in my service. Your grip slackens and your sword falls from lifeless fingers and drops to the ground. You cry out soundlessly and try to speak but cannot. for now you know the time for words is passed. Now you can but follow me into the darkness that waits for you as it always has...



Starting a warband

Before you begin to play you must recruit a warband to take part in the battle for Mordheim. The warbands are represented by a whole range of Citadel models available as boxed sets and blister packs. The boxed sets are designed to form an ideal starting point for your collection and further models can be added as your warband grows and thrives.

In this section of the book we take a detailed look at each of the warbands and provide the information you need to recruit a warband of that type.

Use the lists that follow to recruit and equip your warband (an example warband has been included at the back of the book.) You have 500 gold crowns to spend. Each model and their equipment (if you choose to buy any) costs a set amount of money. As you make your choices, subtract the money you have "spent" from your total until you have bought all you can. Any unspent gold crowns are put into the warband's treasury and can be used later or hoarded to buy something more expensive.

To start with you must recruit at least three warriors including a leader. The weapons, armour and mutations you choose for your warriors must be represented on the models themselves. The exceptions are knives and daggers, which you may assume are tucked in boots or concealed in clothing if not represented on the model.

Skill tables and starting experience

The warband lists also include information about the starting experience of the warriors and which skills they can choose as they progress in the game. Some warbands also include separate skill lists unique to the warband.

The rules about experience and skills will be fully explained in the Campaign section, so don't worry about them for now.

Heroes and Henchmen

For game purposes the warriors in your warband are classified as *Heroes* and *Henchmen*.

Heroes

These are exceptional individuals who have the potential to become legends. Heroes can be armed and equipped individually and may carry any special equipment they might pick up during the campaign.

Leader

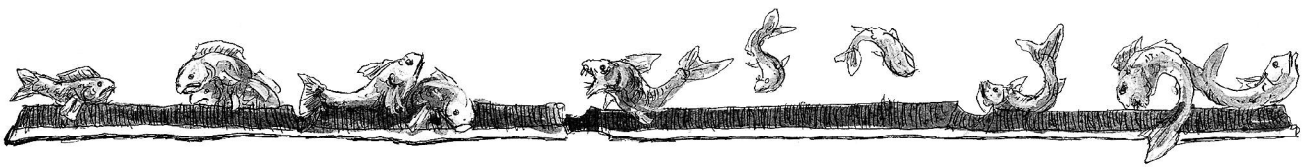
Every warband must have a leader. He represents you, the player. He makes the decisions and leads your warriors through the dark streets of Mordheim.

Other Heroes

Apart from its leader, your warband may include up to five other Heroes, who form the core of your warband. A warband may never include more Heroes of any specific type than the number given in the Warband list. This means that some warbands can only get the maximum of six Heroes by gaining experience with their Henchmen (see the Experience section).

Henchmen

Henchmen typically fall into two groups. There are Henchmen such as the Brethren of the Possessed, Skaven Verminkin and Mercenary Swordsmen. These Henchmen gain experience and become better as time goes by. They are bought in groups of one to five models.



The other type of Henchmen are those such as Warhounds and Zombies. These are too dim or too primitive to gain experience.

Henchmen may never use any special equipment you acquire during their adventures (unless otherwise noted); only Heroes may do so. Henchmen can include potentially powerful warriors, but Heroes always have an edge over them with their potential to gain extra experience.

All Henchmen belong to a *Henchmen group*, which usually consists of between one and five individuals. Henchmen groups gain experience collectively and gain advances together.

weapons and armour

Each warrior you recruit can be armed with up to two close combat weapons (in addition to his free dagger), up to two different missile weapons and any armour chosen from the appropriate list. For these purposes, a brace of pistols counts as a single missile weapon. Warriors may be restricted in regard to which types of weapons they can use. The warband's equipment lists tell you exactly what equipment is available. Note that you may buy rare weapons and armour when starting a warband, as indicated by the list in the warband's entry, but after playing the first game the only way to get further rare weapons and armour is to roll to see if you can locate them (see the Trading section).

You may buy additional equipment between battles, but your warriors can only use the weapons and armour listed in their warband entry. As they accumulate experience and gain skills, Heroes may learn to use weapons other than those initially available to them.

Every model in each Henchman group must be armed and armoured in the same way. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

warband roster

You'll need a *warband roster sheet* to record the details of your warband. Blank roster sheets can be found printed at the back of this book, one for Heroes and one for Henchman groups. We suggest that you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your warband as it changes from game to game.

When you choose a warband, take a warband roster sheet and write down the details of each Hero and Henchman group in the appropriate places. You'll notice that Heroes and Henchmen have slightly different spaces provided to reflect the different ways in which they gain experience and use weapons, armour and equipment.

It is a good idea to work out the warband on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the maximum permitted value of the warband as possible. If you have any cash left after choosing your warband write this down in the space marked as 'Treasury'. At the end of the book you'll find an example warband; you can use this if you want or choose your own – it's up to you.

The warband roster is a record of your brave group of warriors and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record details such as extra experience, equipment used, etc.

You will need to give your warband a name, and also name all your Heroes and each Henchman group. It's up to you to invent suitable names, though you'll find plenty of inspiration throughout this book.

calculate the warband rating

Each warband has a *warband rating* – the higher the rating, the better the warband. The warband rating is simply the number of warriors multiplied by 5, plus their accumulated experience.

Large creatures such as Rat Ogres are worth 20 points plus the number of Experience points they have accumulated.

ready for battle

The warband is now ready to start its fighting career!

Warbands

"Listen to me boy, there are many in Mordheim who you must face. Men from the lands of Middenheim to as far as Marienburg have staked their claim upon this forsaken city. Then there are the rat-men, the Walking Dead and those crazed Witch Hunters...

So seeing as I'm feeling generous, I will describe them all. Then maybe you'll have an idea of what you're up against. So pay attention boy, for this information just might save your life!"

The Cult of the Possessed

The Possessed. The Damned. The bogeymen. These scum are the worst of the worst. They are dangerous creatures, perhaps more so than any other group in the entire city. This Chaos-worshipping scum consists of mutants, Beastmen and cultists, and even worse things called the Possessed. If you ever let them get close to you, you'll be in big trouble – there are few who are a match for this scum in close quarters.

The Undead

The Restless Dead plague Mordheim. Zombies, Ghouls and huge hellhounds prowl the streets, and woe to anyone caught by them. He'll be eaten alive, or end up as one of the walking corpses himself. I lost my eye to one of the fanged horrors who leads the Undead. Let me tell you, that thing was not human. I put my sword through it and it still kept coming.

Witch Hunters

Witch Hunters will burn you and your warband if you give them the slightest reason. They are well armed and equipped, and show no mercy to anyone who dares to stand in their way. They are followed everywhere in Mordheim by a rabble of fanatics and those crazed Flagellants. One word from a Witch Hunter and they'll tear you apart, burn you, decapitate you and excommunicate you from the grace of Sigmar.

Middenheimers

These Northerners are nutters, madmen, berserkers! They are as strong as Ogres and meaner than Orcs. Watch out for them in close quarters – the chances are they'll crush your skull with a hammer or behead you with one of those hefty axes they carry around with them.

Reiklanders

Ah, Reiklanders, the finest of men! Disciplined, magnificent archers and good, solid warriors! Reiklanders need the best leaders, so you'd better shape up boy! For these warriors are good at almost all the skills of war, and they are more likely to hold their nerve than others in Mordheim.

Sisters of Sigmar

Don't believe everything those Witch Hunters say about the Sisters. They're no more heretics than I am and I'll skewer any man that says different. Not that the Sisters need looking after – they're mean fighters and you gotta be tough just to live like they do in that big fortress in the middle of Mordheim.

Skaven

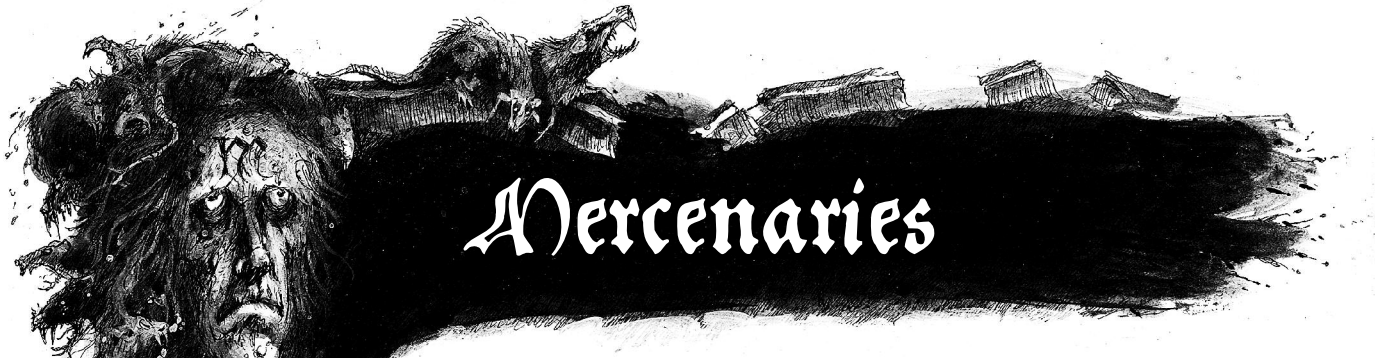
These are no ordinary vermin – big as a man, fast on their feet, and smart too, not like common rats. The whole city's full of 'em and the worse of it is they're waitin' in the old drains and sewers, watchin' for a chance to catch you on your own. Let 'em and you're a dead man.

Marienburgers

The rich boys of Marienburg. Never turn your back on them. I'll grant them this: they are completely ruthless and have more money than anyone else – hardly surprising, as those fat leeches in the Merchant's Guild fill their coffers. That's why they have such good armour and weapons, and usually a few more men than most as well. Don't let their fancy clothes and flash jewellery fool you, though. They're not wearing those weapons just for show, they know how to use them as well!

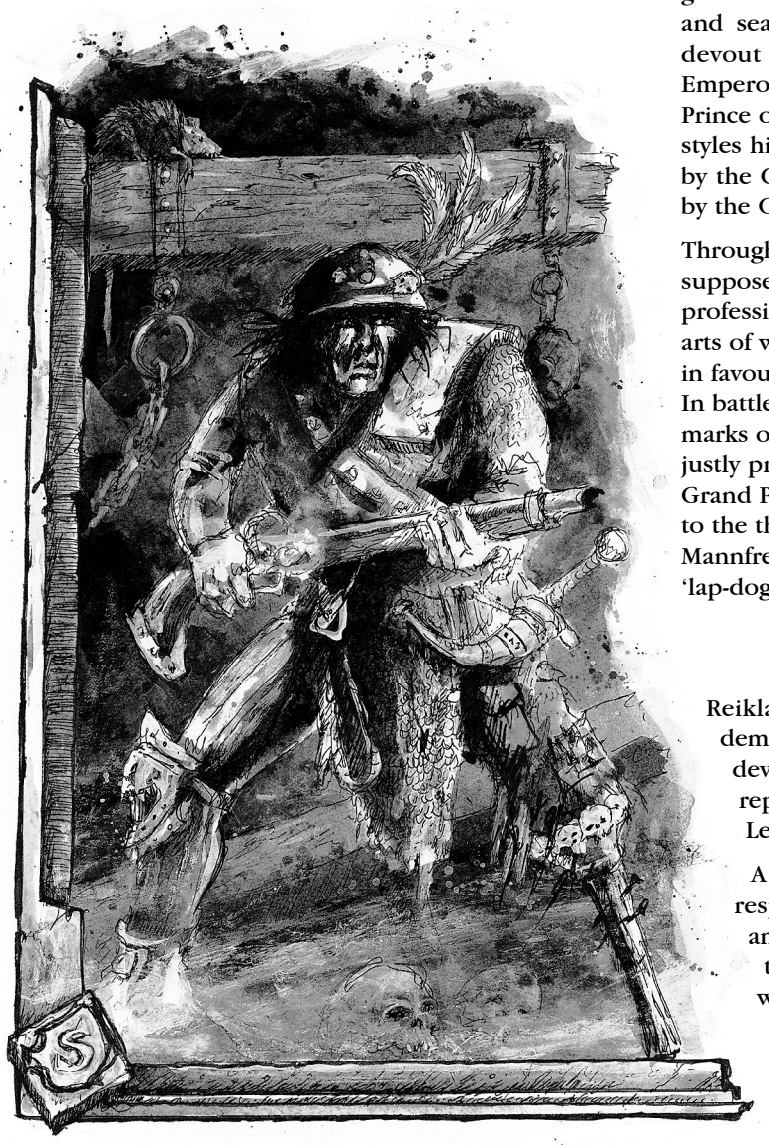
"So there you have it. You'll encounter all these motley crews in Mordheim sooner or later. Each has its own weaknessess but each also has its strengths that you must learn to deal with. Remember, it is foolish to rush into close combat with the Possessed scum – you'll only get killed. Neither should you try to outpace the Skaven vermin, for they're as fast as quicksilver.

If you heed nothing else, lad, remember this. Make your warband as flexible as possible so that you are prepared for almost anything this cursed city will throw at you.



Mercenaries

This is a time of unremitting war, civil strife, violence and famine. A time of orphan children and wanton slaughter. For warriors these are good times! Since the discovery of wyrdstone Mordheim has become a magnet for fighting men from all over the Empire. Nobles, merchants, and the Temple of Sigmar itself offer rich rewards for shards of the mysterious stone. Foremost amongst the patrons of mercenary warriors are the three most powerful contenders for the Emperor's throne: the Grand Prince of Reikland, the Count of Middenheim, and Lady Magritta of Marienburg – favourite of the merchant guilds.



As a mercenary warband you must decide which of the three contenders for Sigmar's throne you are fighting for. Warbands from different places will vary in many respects, offering different benefits as well as having a unique appearance and character.

Reikland

Reikland lies at the heart of the Empire and its greatest city is Altdorf, home of the Grand Theogonist and seat of the Temple of Sigmar. Reiklanders are devout followers of Sigmar, the founder, first Emperor, and patron god of the Empire. The Grand Prince of Reikland (as Siegfried, the ruler of Reikland, styles himself) is supported in his claim to the throne by the Grand Theogonist and opposed most strongly by the Count of Middenheim and the Priests of Ulric.

Throughout the Empire Reiklanders are commonly supposed to embody the discipline and loyalty of the professional warrior. Brave and well-versed in the arts of war, Reiklanders disdain fashionable clothing in favour of well-made and practical wargear. In battle they often wear coloured ribbons as marks of identification or authority. They are justly proud of their dynamic and ambitious Grand Prince and contemptuous of other claimants to the throne, especially the Count of Middenheim, Mannfred Todbringer, whom they sneeringly call the 'lap-dog of Ulric'.

special rules

Reikland Mercenaries are accustomed to the demands of military discipline and have a strongly developed loyalty between officers and men. To represent this, fighters may use their Captain's Leadership if within 12" rather than the usual 6".

A strong tradition of martial training is also responsible for the high standards of archery amongst the people of Reikland. All Marksmen therefore add +1 to their Ballistic Skill, whether they are recruited when the warband is first formed or added later.

Middenheim

Middenheim stands on a mountain pinnacle surrounded by dark forest in the centre of Middenland, and is also known as the City of the White Wolf after Ulric, the old god of wolves and winter. The Priesthood of Ulric is still strong in Middenheim where Ulric is venerated as the patron of the city. The tradition of rivalry between Middenheim and Reikland goes back hundreds of years, and the Count of Middenheim, Mannfred Todbringer, is one of the chief contenders for the Emperor's throne. As a result there has always been a great deal of friction between Middenheimers and the Temple of Sigmar.

Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favour long hair and beards their lack of headgear makes them look especially fierce when they charge upon their enemies howling their brutal battle-cries.

special rules

The men of Middenheim are famous for their physical prowess. To represent their advantage in size and bulk, the Champions and Captains of a Middenheim warband start with Strength 4 instead of Strength 3.

Marienburg

Marienburg is the largest and most prosperous trading city in the Old World. Many call it the City of Gold which alone conveys a good idea of the wealth of this sprawling cosmopolitan city. Nowhere else can be found the vast array of shops selling goods from as far away as the Elven kingdoms of Ulthuan in the west and distant Cathay in the east. The city's craftsmen represent every skill known to man, and a few others beside, so that it is said in Marienburg there is no activity that cannot be quickly turned to profit.

Many mercantile guilds have their headquarters in Marienburg, most important of all the secretive High Order of Honourable Freetraders which represents the elite amongst mercantile society. This large, rich, and ambitious body of men feel themselves shackled by the old order and are eager to seize power for themselves. Their champion for the Emperor's throne is the Lady Magritta. Thanks to the unseen influence of Freetraders throughout the Empire all the minor Electors were persuaded to support the Lady Magritta's claim. It was only the Grand Theogonist's refusal to crown her that denied Marienburg the throne driving a wedge between the City of Gold and the Temple of Sigmar.

Warbands sent to Mordheim are sumptuously dressed and armed. Though Marienburgers are often ridiculed as foppish and effete, their skill at arms and complete ruthlessness has earned them grudging respect. Their chief skills lie in duelling and in the use of poisons and other clandestine fighting methods. Richer individuals dress flamboyantly and wear jewellery. However, the bulk of most warbands are recruited from the dockland thugs, ships' crews, and stevedores who favour a simpler appearance: leather coats, bandanas and short swords that are easy to conceal.

special rules

As natural traders with contacts in the merchant guilds Marienburg warbands receive a +1 bonus when attempting to find rare items (see the Trading section for rules).

To reflect their enormous wealth Marienburgers start off with an extra 100 gold crowns (600 in total) when fighting in a campaign. In a one-off game they are permitted an extra 20% gold crowns when recruiting a warband. For example, in a 1,000 gold crown game a Marienburger warband will have 1,200gc.

Choice of warriors

A Mercenary warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

Captain: Each Mercenary warband must have one Captain: no more, no less!

Champions: Your warband may include up to two Champions.

Youngbloods: Your warband may include up to two Youngbloods.

Warriors: Your warband may include any number of Warriors.

Marksmen: Your warband may include no more than seven Marksmen.

Swordsmen: Your warband may include no more than five Swordsmen.

Starting experience

The **Captain** starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.

Mercenary skill tables

REIKLAND MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain	✓	✓	✓	✓	✓
Champion	✓	✓		✓	
Youngblood	✓	✓			✓

MIDDENHEIM MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain	✓	✓	✓	✓	✓
Champion	✓			✓	✓
Youngblood	✓			✓	✓

MARIENBURG MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain	✓	✓	✓	✓	✓
Champion	✓	✓			✓
Youngblood	✓	✓			✓

Mercenary equipment lists

The following lists are used by Mercenary warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger . . . . . 1st free/2 gc
Mace . . . . . 3 gc
Hammer . . . . . 3 gc
Axe . . . . . 5 gc
Sword . . . . . 10 gc
Morning star . . . . . 15 gc
Double-handed weapon . . 15 gc
Spear . . . . . 10 gc
Halberd . . . . . 10 gc

Missile Weapons

Crossbow . . . . . 25 gc
Pistol . . . . . 15 gc (30 for a brace)
Duelling pistol . . . . . 25 gc (50 for a brace)
Bow . . . . . 10 gc

Armour

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

MARKSMAN EQUIPMENT LIST

This list is for Marksmen only

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
Pistol . . . . . 15 gc (30 for a brace)
Bow . . . . . 10 gc
Long bow . . . . . 15 gc
Blunderbuss . . . . . 30 gc
Handgun . . . . . 35 gc
Hochland Long Rifle . . . . 200 gc

Armour

Light armour . . . . . 20 gc
Shield . . . . . 5 gc
Helmet . . . . . 10 gc

Heroes

1 Mercenary captain

60 gold crowns to hire

A Mercenary Captain is a tough professional warrior, a man who will fight for anyone or against anything so long as the price is right. Mordheim offers such a man the chance to become rich beyond his dreams, though at great risk. But as ruthlessness and lack of mercy and pity are the hallmarks of a successful Mercenary Captain, it is no wonder that they flock to Mordheim.

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

Weapons/Armour: A Mercenary Captain may be equipped with weapons and armour chosen from the Mercenary Equipment list.

SPECIAL RULES

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

0-2 Champions

35 gold crowns to hire

In any Mercenary warband there is one warrior who is bigger, stronger (and often uglier) than his comrades. These men are called Champions (or berserkers, first swordsmen and various other names). Champions are amongst the toughest and the best fighters in the warband. They often answer challenges issued to the warband and, after the Captain, they get the pick of any equipment and loot.

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

Weapons/Armour: Champions may be equipped with weapons and armour chosen from the Mercenary Equipment list.

0-2 Youngbloods

15 gold crowns to hire

These are young fighters who are still inexperienced, but eager to win their spurs in the savage fighting in and around the ruins of Mordheim.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: Youngbloods may be equipped with weapons and armour chosen from the Mercenary Equipment list.

Henchmen

(Bought in groups of 1-5)

Warriors

25 gold crowns to hire

These dogs of war are grim, seasoned fighters, fearing no man as long as they have their weapons and armour. They form the core of any Mercenary warband.

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

Weapons/Armour: Warriors may be equipped with weapons and armour chosen from the Mercenary Equipment list.

0-7 Marksmen

25 gold crowns to hire

The archers and hunters of the Old World are famed for their skill, and it is said that they can hit a coin from 300 paces with a long bow. In the savage street fights of Mordheim they snipe at the enemy from the windows of ruined buildings and pick out enemy leaders with their arrows.

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

Weapons/Armour Marksmen may be equipped with weapons and armour chosen from the Marksman Equipment list.

0-5 Swordsmen

35 gold crowns to hire

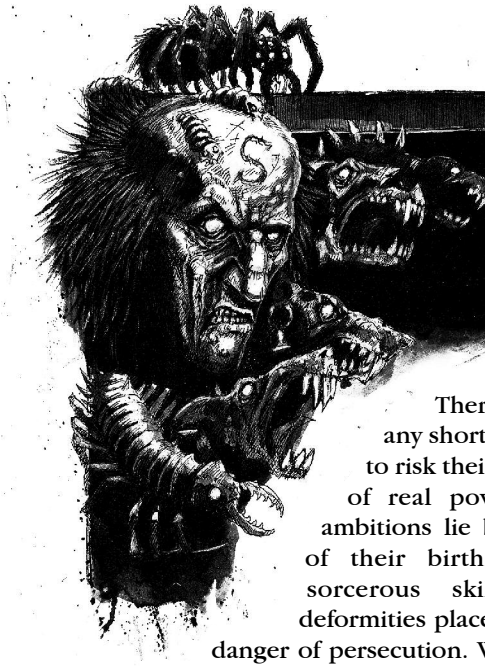
Swordsmen are professional warriors, experts at taking on and beating several opponents at once. They are much sought after by warband leaders, as their skills are ideally suited for fighting in Mordheim.

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

Weapons/Armour: Swordsmen may be equipped with weapons and armour chosen from the Mercenary Equipment list.

SPECIAL RULES

Expert Swordsmen: Swordsmen are so skilled with their weapons that they may re-roll any failed hits when charging. Note that this only applies when they are armed with normal swords, and not with double-handed swords or any other weapons.



Cult of the possessed

There is never any shortage of men willing to risk their lives for a chance of real power: men whose ambitions lie beyond the scope of their birthright, or whose sorcerous skills or physical deformities place them in constant danger of persecution. What do such men have to lose if they pledge their souls to the dark gods of Chaos! In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters.

Now a leader has appeared, a new Dark Emperor, who claims lordship of the City of the Damned. He is called the Shadowlord, Master of the Possessed, and followers of the cults of Chaos gather from all over the Empire to pledge their souls to him. Though none know whether he is man or Daemon all proclaim him their saviour and eagerly seek to do his bidding.

As all students of the dark arts know, it is by the power of magic that creatures such as Daemons and spirits are able to stalk the mortal world. The wyrdstone that proliferates in Mordheim grants unnatural life to many vile things that by all natural rights should never exist. The Possessed were once men but by surrendering themselves wholly to the dark gods they have allowed Daemons to possess their bodies. Their appearance is horrific – corrupted from within, their flesh is twisted into a new and monstrous form.

With the power of the Possessed behind them the followers of the Shadowlord have grown powerful in Mordheim. In the Massacre of Silver Street the Cult of the Possessed ambushed and destroyed a large force sent in to hunt them down. Now the streets of Mordheim belong to the Shadowlord and his servants. The contaminated air does not affect them at all or, more likely, it nourishes their inner corruption. Men who venture into Mordheim alone are hunted down and sacrificed to the dark gods. All warbands of the Possessed gather wyrdstone for the Shadowlord who remains hidden in the Pit where he is said to be guarded by titanic Possessed the size of houses. A few shards of the precious stone are kept by the warbands and used to create more of the Possessed.

The leaders of cult warbands are called Magisters and each leads a group of cultists: minions of the dark gods of Chaos. These are men whose hunger for power knows no bounds, who willingly give their bodies over to possession. All take part in the blood sacrifices, dark rituals, and worship of Daemons – nothing is too base for them! These degenerate humans are joined by other creatures as vile as they – things half-man half-beast that call themselves Gors, and which men refer to as Beastmen.

There are few sights as horrific as a cult warband. Deranged warriors smeared with blood and dirt wave jagged weapons and chant blasphemous rites as they throw themselves upon their foes. Many are hardly recognisable as human, their bodies are so scarred and disfigured. The stigmata of mutation is borne by most, but the most unsettling of all are the Possessed themselves – melded flesh made of men, beasts, and metal driven by the implacable will of a Daemon.

Choice of warriors

A Possessed warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Magister: Each Possessed warband must have one Magister: no more, no less!

Possessed: Your warband may include up to two Possessed.

Mutants: Your warband may include up to two Mutants.

Darksouls: Your warband may include up to five Darksouls.

Brethren: Any number of models may be Brethren.

Beastmen: Your warband may include up to three Beastmen Gors.

Starting experience

A **Magister** starts with 20 experience.

Possessed start with 8 experience.

Mutants starts with 0 experience.

Henchmen start with 0 experience.

Possessed skill table

	Combat	Shooting	Academic	Strength	Speed
Magister	✓		✓		✓
Possessed	✓			✓	✓
Mutant	✓				✓

Possessed equipment lists

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

Hand-to-hand Combat Weapons

Dagger . . . . . 1st free/2 gc
Mace . . . . . 3 gc
Hammer . . . . . 3 gc
Axe . . . . . 5 gc
Sword . . . . . 10 gc
Double-handed weapon . . . . . 15 gc
Spear . . . . . 10 gc

Missile Weapons

Bow . . . . . 15 gc
Short bow . . . . . 10 gc

Armour

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

DARKSOULS EQUIPMENT LIST

This list is for Darksouls and Beastmen only

Hand-to-hand Combat Weapons:

Dagger . . . . . 1st free/2 gc
Mace . . . . . 3 gc
Hammer . . . . . 3 gc
Axe . . . . . 5 gc
Sword . . . . . 10 gc
Double-handed weapon . . . . . 15 gc
Flail . . . . . 15 gc

Missile Weapons

None

Armour

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

When you are facing an enemy that is really scary like the living dead or creatures of Chaos, always shoot at them. Never attack them in close combat if you have the option.

I've seen many powerful warriors losing precious seconds trying to overcome their fear and charge these monsters.

And when they did it, it was often too late...

Heroes

1 Magister

70 gold crowns to hire

Magisters lead the covens of the Possessed. They have been granted magical powers by their patron gods. They are fanatical followers of the Dark gods, utterly dedicated to bringing Chaos to the world.

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

Weapons/Armour: The Magister may be equipped with weapons and armour chosen from the Possessed Equipment list.

SPECIAL RULES

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

Wizard: The Magister is a wizard and uses Chaos Rituals. See the Magic section for details.

0-2 The possessed

90 gold crowns to hire
(+ the cost of mutations)

The Possessed have committed the greatest of heresies: they have given their bodies to Daemons. As a result, they are nightmarish creatures, a melding of flesh, metal and black magic. Inside them lives a supernatural thing of evil, a Daemon from the dark reaches of the Realm of Chaos.

The powerful spirit of a Daemon can meld several creatures together, be they men or animals, into a multi-faceted horror. These monstrous Possessed are perhaps the most dangerous of the creatures of Mordheim, and certainly the most loathsome and dreadful.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	0	4	4	2	4	2	7

Weapons/Armour: None. The Possessed never use weapons or armour.

SPECIAL RULES

Fear: The Possessed are terrifying, twisted creatures and therefore cause *fear*. See the Psychology section for details.

Mutations: Possessed may start the game with one or more mutations each. See the Mutations list over the page for costs.

0-2 Mutants

25 gold crowns to hire
(+ the cost of mutations)

Mutants are revered as the favoured ones of the Dark gods, their physical disfigurements marking out the vileness of their soul. They come in many shapes and sizes, each more bizarre than the next.

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

Weapons/Armour: Mutants may be equipped with weapons and armour chosen from the Possessed Equipment list.

SPECIAL RULES

Mutations: Mutants must start the game with one or more mutations each. See the Mutations list over the page for the cost.

Henchmen (Bought in groups of 1-5)

0-5 Darksouls

35 gold crowns to hire
Darksouls are men who have been driven insane by the daemonic possession which became all too common after the destruction of Mordheim. The Daemons have left the bodies of these men, but their minds have been scarred by the horror of the experience.

Their insane strength makes Darksouls dangerous fighters. The Cultists regard them as holy men, and let them work out their unreasoning rage in battle. In their tortured minds the Darksouls believe themselves to be Daemons. They wear leering daemonic masks and garb themselves in armour and clothing resembling the scaled skin of Daemons.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	4	3	1	3	1	6

Weapons/Armour: Darksouls may be equipped with weapons and armour chosen from the Darksouls Equipment list.

SPECIAL RULES
Crazed: Darksouls have been driven insane by daemonic possession and know no fear. They automatically pass any Leadership tests they are required to take.

Brethren

25 gold crowns to hire
Brethren are the crazed human followers of the cults of the dark gods, eager to descend into damnation. Their vile deeds and unspeakable acts have driven them to the brink of insanity.

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

Weapons/Armour: The Brethren may be equipped with weapons and armour chosen from the Possessed Equipment list.

0-3 Beastmen

45 gold crowns to hire
Beastmen are mutated monstrosities that infest the forests of the Empire: massive horned creatures with an inhuman resistance to pain. The destruction of Mordheim brought many Beastmen into the ruined city to prey upon the survivors. They readily ally with the Magisters of the Possessed warbands.

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

Weapons/Armour: Beastmen may be equipped with weapons and armour chosen from the Darksouls Equipment list.

Mutations

Those who dwell in Mordheim soon develop horrible mutations, and the Cult of the Possessed seem to be especially susceptible. In addition, Mordheim attracts mutants from all over the Empire, who are always quick to join the Chaos covens. Most mutations are simply inconvenient or hideous, but some make their bearers extremely dangerous in combat.

Mutations may be bought for a Mutant or a Possessed warrior only when they are recruited; you may not buy new mutations for a model after recruitment. Any Mutant or Possessed may have one or more mutations. The first mutation is bought at the price indicated, but second and subsequent mutations bought for the same model cost double.

Daemon soul

A Daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers.

Cost: 20 gold crowns.

great claw

One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

Cost: 50 gold crowns.

cloven hoofs

The warrior gains +1 Movement.

Cost: 40 gold crowns

tentacle

One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

Cost: 35 gold crowns

blackblood

If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

Cost: 30 gold crowns

spines

Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

Cost: 35 gold crowns

scorpion tail

The mutant has a long barbed tail with a venomed tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.

Cost: 40 gold crowns

extra arm

The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or a buckler in the extra arm. If a Possessed chooses to do this, he gains an extra attack but still cannot carry a weapon.

Cost: 40 gold crowns

hideous

The mutant causes *fear*. See the Psychology section for details.

Cost: 40 gold crowns

The massive rock of Mordheim, topped by the city's ancient keep, eclipsed what little sunlight filtered through the eternal clouds of ash and dust. Deeper inside the town the buildings were more dilapidated. many of them had collapsed, and the streets were strewn with rubble. Here and there the dark opening of a cellar could be glimpsed through the ruins, while ocionally a staircase or porch stood out on its own, the rest of the building just a pile of stones around it.

As the party marched on, a horde of rats scurried from one ruined building, their skreeking noise echoing off the walls as they swarmed around the humans. With tails lashing they stared at the strangers with evil, glinting eyes before disappearing into a maze of cracks and crevasses. As Lapzig led them on, Marius thought he could see shapes moving in the shadows. A tittering laugh sounded far off in the distance while a sudden gust of wind screeched through the twisted metal of an old coaching inn's gateway. For a second, the Witch Hunter was sure he saw several pairs of yellow eyes glaring at him from a dark corner, but they were gone in an instant.

Lapzig's men were getting more edgy now, and the mercenary leader signalled them to ready their weapons. They proceeded more cautiously, staring into the shadows to spot any enemy. Now and then. they would all freeze at a sudden sound: a roofing slate slipping, the clink of rubble settling or a faint scratching noise, like a claw scraping on stone.

Without warning, the Skaven struck! Marius found himself face to face with one of the ratmen, where moments before there had been empty air. It swung at him with a serrated blade and the Witch Hunter leapt to one side to avoid the attack. The creature wore a ripped black cloak, its face wrapped in dark strips of cloth studded with metal rivets. Marius dragged one of his pistols from his belt and pulled the trigger. With a sputtering hiss the black powder ignited and a moment later the pistol fired, flinging the Skaven to the ground, its arm a bloody mess.

Marius looked around, he saw that his men were surrounded. Lapzig and one of his men fought back-to-back against three ratmen wielding crude spears. Lapzigs blade darted out, catching one of the Skaven on the chest, while another was thrown back by a blow from his companion's mace. Hensel was using the point of his halberd to hold off the attack of another Skaven, which ducked and dived nimbly to avoid the man's thrusts. More cloaked figures slinked through the melee, leaping around swinging blades, ducking beneath arrows with a deftness almost impossible to believe

A shadow fell over Marius and he looked up just in time to see something bounding out of empty window above him. With a hiss the Skaven landed neatly in front of the Witch Hunter. Marius fired his other pistol but the creature easily rolled to one side. With a motion faster than could be seen, it brought its hand back and then forward, flinging something at Marius. He barely ducked in time as something slashed through his cloak and imbedded itself in the wall behind him. Glancing back he saw a three-pointed throwing star stuck in an ancient timber, its sharp edges dripping with a greenish venom.

"Die, spawn of darkness!" Marius snarled, ripping his sabre from its scabbard and charging towards the Skaven. Three blades swept forward to parry the Witch Hunter's attack, one in each of the Skaven's clawed hands and the other gripped by its prehensile tail. Marius pulled a dagger from a scabbard at his left hip, blocking the downward strike of a sword inches from his face. The Skaven's weapons weaved a blurring pattern of rusted iron, slicing in and out with startling speed. The air was filled now with the ring of metal on metal, broken occasionally by the cry of a wounded man or the shriek of an injured Skaven.

Marius was being slowly forced back, using all his skill to parry the flurry of attacks the Skaven was directing at him. Step by step, he inched back across the road, nearly stumbling as his heel caught on a shattered flagstone. Then Marius felt a wall at his back and knew he could retreat no further. Sensing victory the Skaven gave a snarl and redoubled its efforts, one of its blades tearing through the cloth of Marius' leggings. Grimacing through the pain of the wound, Marius batted aside another vicious blow.

With a shout the Witch Hunter punched out, smashing the basket hilt of his sabre into his foe's face. Stunned, the Skaven staggered back. Marius stepped forward to finish the creature off, but it lashed out with one foot, clawed toes raking across the Witch Hunter's chest, sending him reeling back into the wall. With a final menacing glare, the Skaven leapt away, squeaking a command to its followers in its own language. As quickly as they had appeared, the Skaven were gone, just the faint scrabbling on the piles of stone indicating the direction they fled in.

Clutching his wounded leg, Marius leant against the wall, letting his sabre drop to the ground. Looking around he saw that of the ten men following him, two of them were dead, their bodies lying in spreading pools of blood on the dusty ground. Hensel was leaning heavily on his halberd, puffing for breath, gazing down at the body of one of the ratmen, its head split in half by a heavy blow. Lapzig seemed unhurt. He was tending to one of his men, wrapping a bandage around his upper arm. The others were cut and bruised, but not seriously harmed.

"We have to go back to Brigandsburg, we can't carry on today," Lapzig declared, wiping the blood from his sword. Marius was about to argue but was suddenly gripped by a wave of dizziness. Slumping to the ground, Marius waved away Hensel's offered arm.

"Yes, back to Brigandsburg. But we'll come back. We'll come back!" The Witch Hunter vowed through clenched teeth, before the ground rushed towards his face and blackness descended.

Witch Hunters

The Order of the Templars of Sigmar, universally known as the Witch Hunters, is an organisation dedicated to the eradication of heretics, be they warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of the dark gods, deviants, mutants, blasphemers, sinners, utterers of profanities, servants of Daemons, or composers of corrupting music. Indeed, there are few who altogether escape the suspicions of the Witch Hunters with the possible exception of other Witch Hunters.

It is wise to remember that the practice of magic in all its forms is deemed a most heinous crime in the Empire. Death by fire is the proscribed punishment for this particular heresy. Many of the Witch Hunters' victims treacherously avoid their fate by perishing under torture before making a full confession. In these troubled times the Witch Hunters are kept busy as more and more men turn to the dark arts. The most dangerous of all these heretics are the followers of the Chaos gods. These depraved individuals practise Daemon worship and (it is claimed) even offer human sacrifices in the name of their vile masters. Of all the enemies of Sigmar they are the most abhorrent!

The destruction of Mordheim has fired the Witch Hunters with a new and irresistible sense of purpose. In the light of events the Grand Theogonist has proclaimed Sigmar's punishment on the City of the Damned. The Witch Hunters rejoice that their crusade against widespread corruption has been vindicated. Now they are ready to complete Sigmar's holy purpose by destroying his enemies within the ruins of the city itself. The Grand Theogonist has commanded the Witch Hunters to go unto that place and recover the wyrdstone for Sigmar's temple. Their crusade also pits them into the same arena as their old enemies the so-called Sisters of Sigmar – those loathsome Daemon-worshipping she-heretics whose very existence is a vile affront to the majesty of Sigmar.

Witch Hunters are charismatic rabble-rousers who can soon turn a crowd to their own ends. They are universally dreaded, for everyone has something or someone to hide, and there are countless individuals who would willingly and enthusiastically hunt down and burn their own kin were a Witch Hunter to command them to do so. Bands of Witch Hunters are often accompanied by zealous citizens, Flagellants, and even holy Priests of Sigmar as well as the huge vicious warhounds which the Witch Hunters employ to track and bring down fugitives.

As men accustomed to fighting Witch Hunters are well-armed and sturdy individuals. They favour hooded cloaks and headgear which conceal their appearance from the overly curious. Some wear chains about their throats to remind them of fallen comrades and old rivalries and also, so it is said, so that the iron might serve as protection against witchcraft.

The followers of the Witch Hunters, the rabble that accompany them to Mordheim, are a far more dire sight indeed – crazed and self-mutilated men who have lost or surrendered all their worldly goods and, most likely, their reason as well.

Choice of warriors

A Witch Hunter warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Witch Hunter Captain: Each Witch Hunter warband must have one Witch Hunter Captain.

Warrior-Priest: Your warband may include a single Warrior-Priest.

Witch Hunters: Your warband may include up to three Witch Hunters.

Zealots: Any number of models may be Zealots.

Flagellants: Your warband may include up to five Flagellants.

Warhounds: Your warband may include up to five Warhounds.

Starting experience

A **Witch Hunter Captain** starts with 20 experience.

Witch Hunters start with 8 experience.

A **Warrior-Priest** starts with 12 experience.

Henchmen start with 0 experience.

Witch Hunter skill table

	Combat	Shooting	Academic	Strength	Speed
Witch Hunter Captain	✓	✓	✓	✓	✓
Witch Hunter	✓	✓	✓		✓
Warrior-Priest	✓		✓	✓	

Witch Hunter equipment lists

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

Hand-to-hand Combat Weapons

Dagger . . . . . 1st free/2 gc
Mace . . . . . 3 gc
Hammer . . . . . 3 gc
Axe . . . . . 5 gc
Sword . . . . . 10 gc
Double-handed weapon . . . . . 15 gc

Missile Weapons

Crossbow . . . . . 25 gc
Pistol . . . . . 15 gc
(30 for a brace)
Crossbow pistol . . . . . 35 gc

Armour

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

FLAGELLANT EQUIPMENT LIST

This list is for Flagellants only

Hand-to-hand Combat Weapons

Flail . . . . . 15 gc
Morning star . . . . . 15 gc
Double-handed weapon . . . . . 15 gc

Missile Weapons . . . . . None

Armour . . . . . None

ZEALOT EQUIPMENT LIST

This list is for Zealots only

Hand-to-hand Combat Weapons

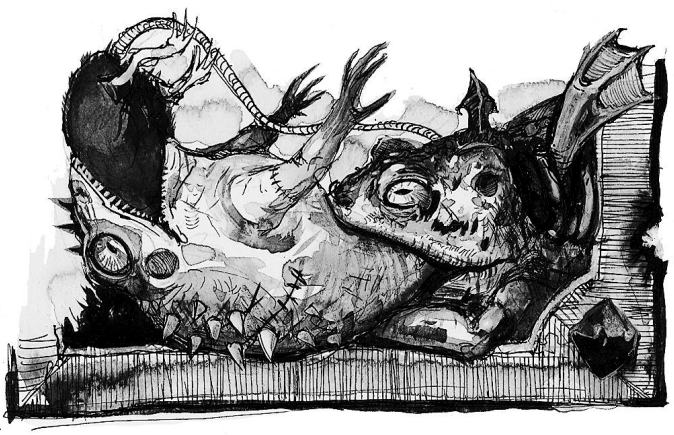
Dagger . . . . . 1st free/2 gc
Mace . . . . . 3 gc
Hammer . . . . . 3 gc
Axe . . . . . 5 gc
Sword . . . . . 10 gc
Double-handed weapon . . . . . 15 gc
Spear . . . . . 10 gc

Missile Weapons

Bow . . . . . 10 gc
Short bow . . . . . 5 gc

Armour

Light armour . . . . . 20 gc
Shield . . . . . 5 gc
Helmet . . . . . 10 gc



Heroes

1 Witch Hunter captain

60 gold crowns to hire

Driven by fanaticism, Witch Hunter Captains are obsessed with cleansing Mordheim and bringing the justice of Sigmar to all. Carrying the edict of the Grand Theogonist himself, they have the divine right to judge and execute warlocks, witches, Chaos worshippers… in fact all who dare to oppose them.

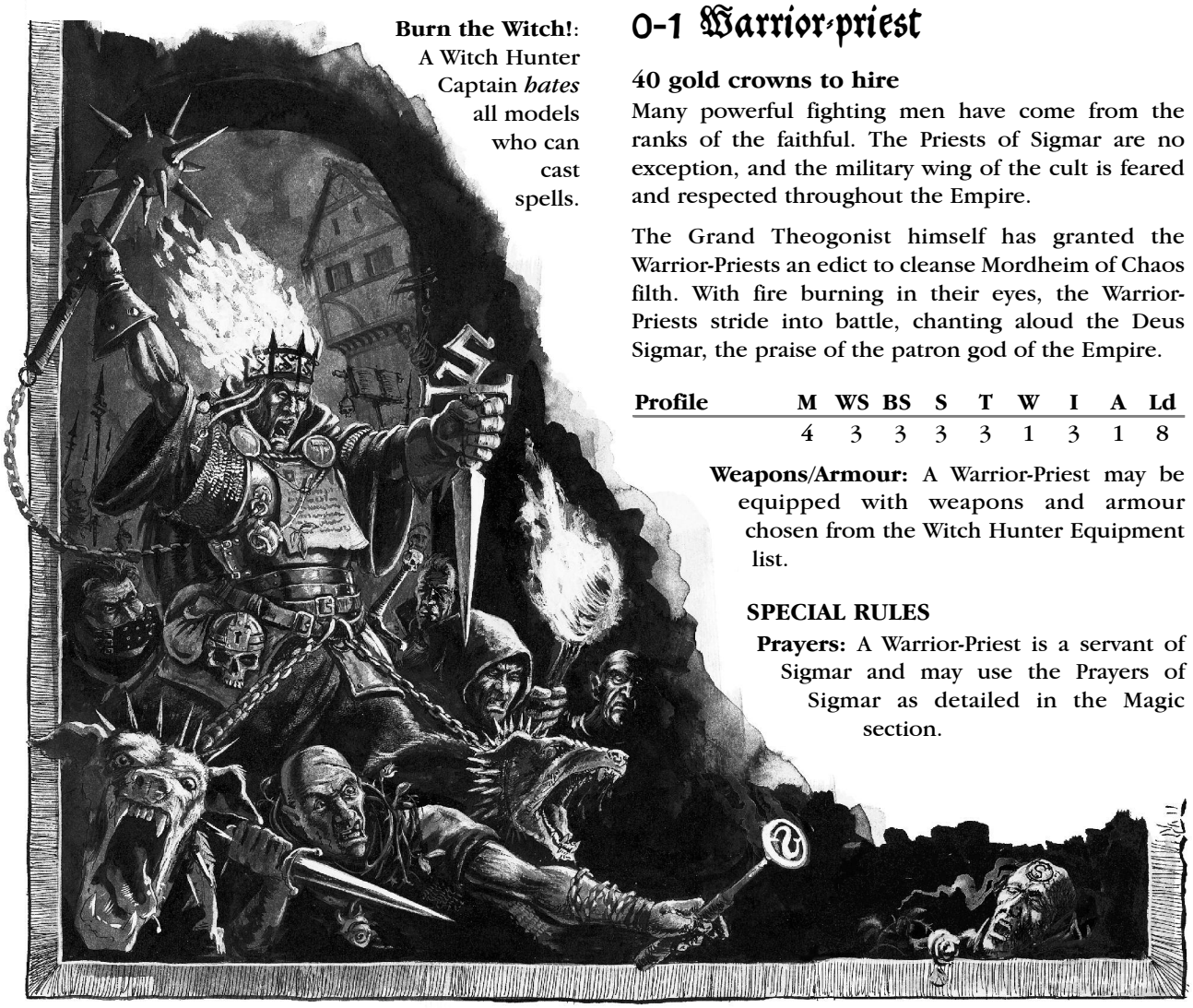
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: A Witch Hunter Captain may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Witch Hunter Captain may use his Leadership value when taking Leadership tests.

Burn the Witch!: A Witch Hunter Captain *hates* all models who can cast spells.



0-3 Witch Hunters

25 gold crowns to hire

Witch Hunters are members of the grim Order of Witch Hunters, dedicated to eradicating Chaos and all its minions. Usually they prowl the Old World individually trying and executing the enemies of Sigmar, but the situation in Mordheim requires them to band together.

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

Weapons/Armour: Witch Hunters may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULE

Burn the Witch!: Witch Hunters *hate* all models who can cast spells.

0-1 Warrior-priest

40 gold crowns to hire

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exception, and the military wing of the cult is feared and respected throughout the Empire.

The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

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

Weapons/Armour: A Warrior-Priest may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULES

Prayers: A Warrior-Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section.

Henchmen (Bought in groups of 1-5)

0-5 Flagellants

40 gold crowns to hire

Flagellants are fanatics and madmen obsessed with the end of the world. They are often men who have lost their families to war or the ravages of nature, and have also lost their minds. With insane persistence, they travel the length and breadth of the Empire, preaching their view of the end of the world. With their rousing speeches, Witch Hunters can muster these dangerous lunatics to fight in the streets of Mordheim, where no sane man dares tread.

Flagellants are extremely dangerous opponents in close combat, for they have the strength of madmen, and their bodies have become inured to pain because of self-mutilation.

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

Weapons/Armour: Flagellants may be equipped with weapons and armour chosen from the Flagellant Equipment list. Flagellants never use missile weapons, even if they gain an Advance roll which would otherwise allow them to do so.

SPECIAL RULES

Fanatical: Flagellants are convinced that the end of the world is nigh, and nothing in this world holds any terror for them. Flagellants automatically pass all Leadership-based tests they are required to take. A Flagellant may never become a warband leader.

Zealots

20 gold crowns to hire

When a man loses his family, home and all he cared for, religion is often the last refuge left to him. Such men become wandering pilgrims, bitter and dangerous fanatics who are prepared to avenge their loss at any cost. These men are called Zealots.

Zealots have forsaken their former lives and exist only to destroy evil and the minions of Chaos. Whilst they might have been peasants and craftsmen before, and thus may not be as dangerous in a fight as seasoned mercenaries, their determination and fanaticism should not be underestimated. Witch Hunters find ready allies in their ranks, and many a band of Zealots is led by Witch Hunters.

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

Weapons/Armour: Zealots may be equipped with weapons and armour chosen from the Zealot Equipment list.

0-5 Warhounds

15 gold crowns to buy

Witch Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any heretics, mutants, deviants and witches.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! Warhounds never use or need weapons and armour.

SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience.

The Sisters of Sigmar

For centuries the nobility of the Empire has sent its wayward or troublesome daughters to the Holy Convent of the Order of Merciful Sisters of Sigmar in Mordheim to be initiated into the only order of priestesses dedicated to the Empire's patron god. The Sisters of Sigmar, as they are commonly called, have traditionally travelled the Empire administering to the sick and poor, tending to the needs of orphans, curing the diseased and mending broken bodies. As well as the healing arts, which they practise with expert knowledge of herb-lore and prayer, their advice is frequently sought by those about to make an important decision, for the Sisters of Sigmar are famed for their ability to predict the fickle course of fate.

Though once much loved by the common people, the Sisters have seen their popularity wane in recent years. Rabble-rousing Witch Hunters have denounced them as witches and heretics, so that even in the countryside they are attacked and driven away by the very peasants they seek to help. Many of Sigmar's priests wish to disband the order altogether, claiming that women have no right to teach the holy word of Sigmar. Even the Grand Theogonist, ostensibly the chief authority over the order, has cooled towards the sisterhood, denying the throne to Magritta of Marienburg who was brought up by the Sisters and said to be sympathetic to their cause. These days the Sisters of Sigmar have retreated to their convent situated high on the craggy island of Sigmar's Rock in the river Stir in Mordheim.

Of all the inhabitants of Mordheim only the Sisters of Sigmar were prepared for its destruction. Seeress Cassandora foretold of the disaster and at their nightly vigil the Maidens of Sigmar heard the voice of Sigmar speaking in their dreaming minds. Thus they knew that they would be safe in their fortress high above the city, raised as it is above the polluted vapours, if only they were prepared to survive the fire of Sigmar's Fury.

While the rest of Mordheim fell under a spell of madness the Sisters of Sigmar offered prayer after prayer, scourging themselves to drive out all thoughts of sin, fervently accepting a punishing penitential regime to harden their minds against the wantonness running rampant outside their walls. When the blow finally came the Sisters gathered beneath the great temple dome of their convent which, well built and fortified as it was by the prayers of the Sisters, protected them from the fire and heat of their master's ire.

The Sisters believe they have a holy mission, a task that they have been set by Sigmar himself and to which they must submit themselves body and soul. Their sacred duty is to gather up the shards of wyrdstone and hide it deep beneath Sigmar's Rock in the vaults of their convent where, shielded by a great depth of solid granite and guarded by the eternal prayers of the sisterhood, it will cause no harm to Sigmar's people. It is a nigh hopeless task, for there are few Sisters and countless shards of stone. Worse still, there are many who want the stone for themselves, to take it from Mordheim and spread its contagion amongst the cities of the Empire.

The warbands of the sisterhood are led by tough Matriarchs, each accompanied by a body of warrior sisters. The training and harsh discipline of the convent includes mastery of martial as well as ecclesiastic skills, for mastery of the body is but the first step towards the mastery of the soul. Their favoured weapon is the warhammer, the instrument of Sigmar, seen as his holy symbol, alongside the twin-tailed comet.

Choice of warriors

A Sisters of Sigmar warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Sigmarite Matriarch: Each Sisters of Sigmar warband must have one Matriarch to lead it: no more, no less.

Sister Superior: Your warband may include up to 3 Sister Superiors.

Augur: Your warband may include a single Augur.

Novices: Your warband may include up to 10 Novices.

Sisters: Any number of models may be Sisters.

Starting experience

A **Matriarch** starts with 20 experience.

Sisters Superior start with 8 experience.

An **Augur** starts with 0 experience.

Henchmen start with 0 experience.

Special skills

The Sisters of Sigmar may use the following skill list instead of the standard skill lists.

Sign of Sigmar

The Sister is favoured by the great god Sigmar. Possessed or Undead opponents lose their first attack against the Priestess in the first round of hand-to-hand combat (down to a minimum of 1).

Protection of Sigmar

The Sister has been blessed by the High Matriarch. Any spell which would affect her is nullified on a D6 roll of 4+. Note that if the spell is nullified it will not affect any other models either.

Utter Determination

Only the Matriarch may have this skill, which allows her to re-roll any failed Rout tests.

Righteous Fury

The Sister feels cold fury and utter contempt towards any evil that pollutes the soil of the holy Empire with its presence. The model *hates* all Skaven, Undead or Possessed warbands and all models in them.

Absolute Faith

The Sister puts her faith in Sigmar, and faces dangers unflinchingly. She may re-roll any Fear tests and does not have to test if she is fighting alone against several opponents.

Sisters of Sigmar skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Matriarch	✓		✓	✓	✓	✓
Sister Superior	✓		✓	✓	✓	✓
Augur			✓		✓	✓

Sisters of Sigmar equipment lists

The following lists are used by the Sisters of Sigmar to pick their equipment.

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Sigmarite warhammer	15 gc
Flail	15 gc
Steel whip	10 gc
Double-handed weapon	15 gc

Missile Weapons

Sling	2 gc

Armour

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

Miscellaneous Equipment (Heroines only)

Holy tome	120 gc
Blessed water	10 gc
Holy relic	15 gc

Heroines

1 Sigmarite matriarch

70 gold crowns (dowry to the temple)

The Sigmarite Matriarchs, of whom there is an inner circle of twelve, are answerable to the High Matriarch of the temple. Each must lead a warband of Sisters in frequent searches of the city in order to purge the ruins. Matriarchs are driven by a zealous devotion to the Cult of Sigmar and a relentless determination to redeem the Sisterhood in His eyes.

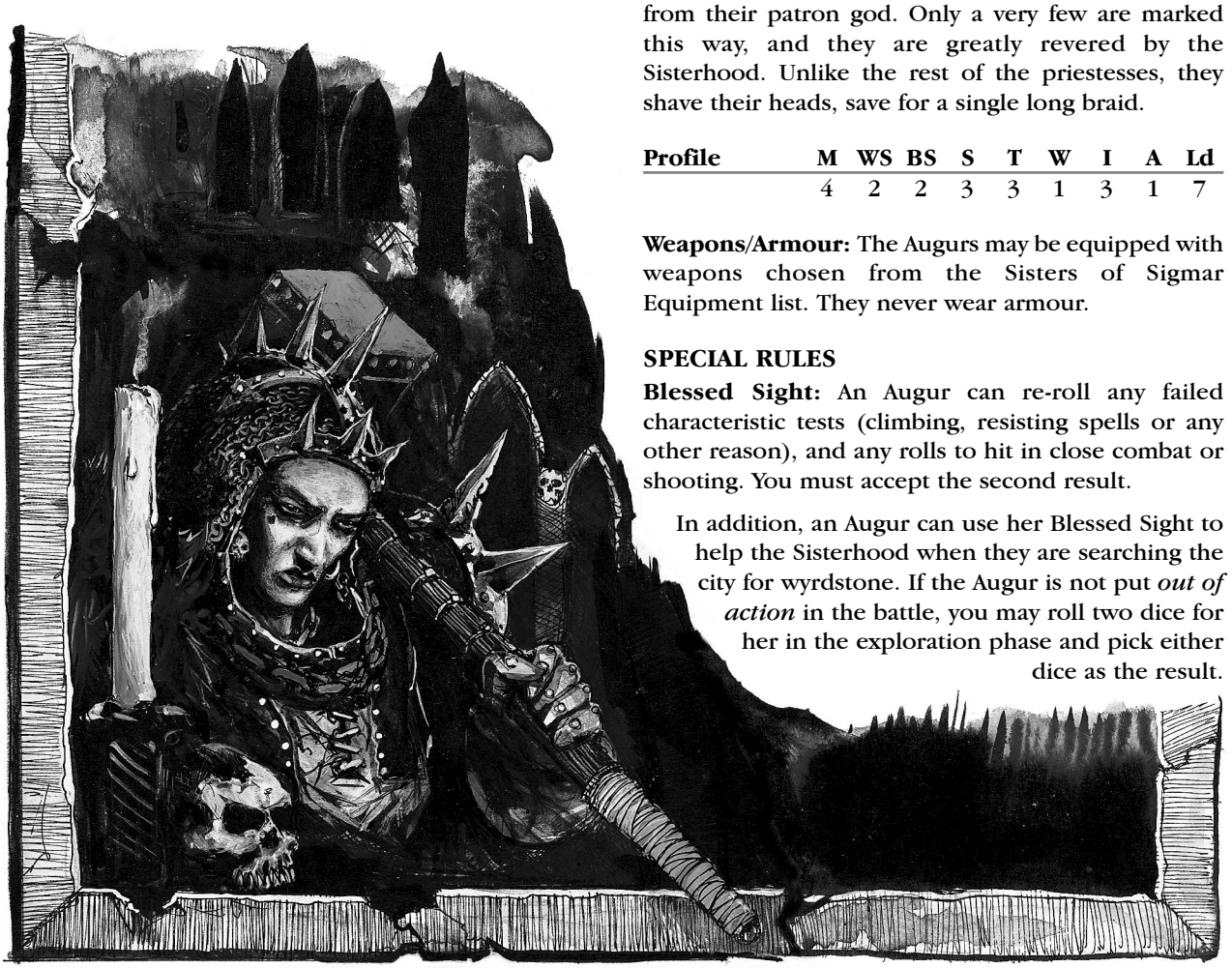
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Sigmarite Matriarch may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

SPECIAL RULES

Leader: Any warband member within 6" of the Sigmarite Matriarch may use her Leadership characteristic when taking any Leadership tests.

Prayers of Sigmar: The Matriarch has studied the Prayers of Sigmar. See the Magic section.



0-3 Sister superior

35 gold crowns (dowry to the temple)

Each of the Sisters Superior is a long-serving priestess of the Cult of Sigmar, well versed in the rituals of the temple and an example to the younger Sisters and Novices. The Sisters Superior are entrusted with maintaining the faith and fervour of the order. Any peril or foe that may lurk in the ruins of Mordheim is as nothing compared to the wrath of a Sister Superior.

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

Weapons/Armour: A Sister Superior may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

0-1 Augur

25 gold crowns (dowry to the temple)

The blind Augurs of the Sisterhood are blessed beyond their comrades. By giving up their sight they have gained something far more, second sight – a gift from their patron god. Only a very few are marked this way, and they are greatly revered by the Sisterhood. Unlike the rest of the priestesses, they shave their heads, save for a single long braid.

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

Weapons/Armour: The Augurs may be equipped with weapons chosen from the Sisters of Sigmar Equipment list. They never wear armour.

SPECIAL RULES

Blessed Sight: An Augur can re-roll any failed characteristic tests (climbing, resisting spells or any other reason), and any rolls to hit in close combat or shooting. You must accept the second result.

In addition, an Augur can use her Blessed Sight to help the Sisterhood when they are searching the city for wyrdstone. If the Augur is not put *out of action* in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

Henchmen (bought in groups of 1-5)

Sigmarite sister

25 gold crowns (dowry to the temple)

Sigmarite Sisters know that their entire order is shamed in the eyes of their Lord Sigmar. Every one of them is sworn upon His altar to pacify the city and thereby redeem themselves. Whatever the perils and horrors that stand in their way, they will be overcome!

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

Weapons/Armour: The Sigmarite Sisters may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

0-10 Novices

15 gold crowns (dowry to the temple)

By tradition, the Sisters draw their recruits only from the most noble houses of the Empire, and families consider it a great honour to have their daughter accepted into the order. Only maidens of noble lineage can be relied upon to have the devotion to duty and innate sense of honour. Few though the recruits may be, they must endure several years as Novices during which time their devotion will be tested to the full. All are eager to prove themselves worthy to be the handmaidens of Sigmar.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: The Novices may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

Special weapons

sigmarite warhammer

15 gold crowns

Availability: Common (Sisters of Sigmar only).

One of the traditional weapons of the Sisterhood, the warhammer echoes Ghal-Maraz, the great hammer of Sigmar himself.

Range	Strength	Special rules
Close Com	As user+1	Concussion, Holy

SPECIAL RULES

Concussion: Warhammers are excellent at striking people senseless. When using a warhammer in close combat a roll of 2-4 is treated as *stunned* when rolling on the Injury chart.

Holy Weapon: Each warhammer is blessed by the High Matriarch herself before it is handed to the Sisters. The warhammer has a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.

steel whip

10 gold crowns

Availability: Common (Sisters of Sigmar only).

Another weapon unique to the Sisterhood is the steel whip, made from barbed steel chains.

Range	Strength	Special rules
Close Com	As user	Cannot be parried, whipcrack

SPECIAL RULES

Cannot be parried: The steel whip is a flexible weapon and the Priestesses use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a steel whip may not make parries with swords or bucklers.

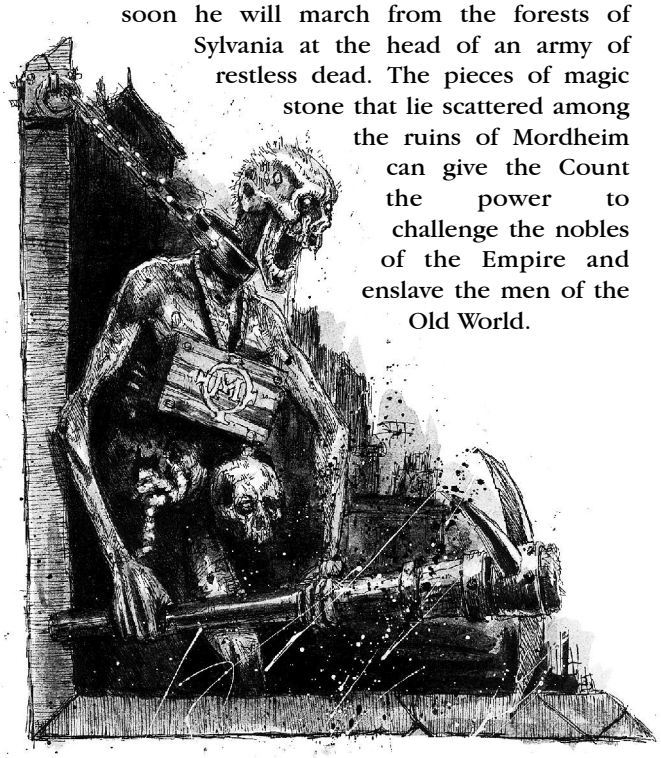
Whipcrack: when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

The Undead

Count Vlad von Carstein and his wife Isabella have ruled the province of Sylvania for as long as anyone can remember – peasants whisper of some dark secret, Witch Hunters revile them, and the Priests of Sigmar shun their court. Indeed, Sylvania has the most dire reputation of all the provinces of the Empire. Few men sent to spy on the rulers of Sylvania have ever returned from those dark Sylvanian forests, and then rarely with their sanity intact.

In the dimly-lit chamber of the Drakenhof castle, on a throne of black obsidian, sits Vlad von Carstein, the ruler of Sylvania. He waits in shadows, having set himself apart from the politics and bickering of the Empire. For he holds a terrible secret: he, and all the ruling aristocracy of his province are Vampires, undying monsters from beyond the grave. Here he patiently waits, drinking the blood of maidens from gold goblets.

For many long years Vlad has gathered his strength and mustered his Undead legions in secrecy. One day soon he will march from the forests of Sylvania at the head of an army of restless dead. The pieces of magic stone that lie scattered among the ruins of Mordheim can give the Count the power to challenge the nobles of the Empire and enslave the men of the Old World.



Wyrdstone holds enough captured magical energy to unleash a great spell of doom to rival that of Nagash the Black. If the Count is successful, he will raise all the dead between the Worlds Edge Mountains and the borders of Stirland, and go to war against the divided rulers of the Empire. His plans laid out, Vlad sends his thralls, the immortal Vampires, to do his bidding.

During dark, moonless nights, black coaches arrive at the gates of Mordheim carrying coffins. Ghouls scuttle from their hiding places to greet them, and corpses are stirred by a command which the living cannot hear. Following the commands of the Vampire, they hunt for shards of wyrdstone.

The night belongs to the Undead, and in Mordheim it is always night.

Choice of warriors

An Undead warband must include a minimum of three models. You have 500 gold crowns to recruit your warband. The maximum number of warriors in the warband may never exceed 15.

Vampire: Each Undead warband must have one Vampire: no more, no less!

Necromancer: Your warband may include a single Necromancer if you wish.

Dregs: Your warband may include up to three Dregs.

Zombies: Your warband may include any number of Zombies.

Ghouls: Your warband may include any number of Ghouls.

Dire Wolves: Your warband may include up to five Dire Wolves.

Starting experience

A **Vampire** starts with 20 experience.

A **Necromancer** starts with 8 experience.

Dregs start with 0 experience.

Henchmen start with 0 experience.

Undead skill tables

	Combat	Shooting	Academic	Strength	Speed
Vampire	✓		✓	✓	✓
Necromancer			✓		✓
Dreg	✓			✓	

Undead equipment lists

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

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

Bow	10 gc
Short bow	5 gc

Armour

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

"'All who profit from the spoils of Chaos shalt be doomed.' So quoth Grand Theogonist Vilgrim the Third," Marius said vehemently. "I am not a looter or a thief!"

"It's been three weeks now, Marius!" Hensel argued bitterly. "We've run out of money. We need more men, we need new weapons. For Sigmar's sake, Marius, we'll all starve!" Hensel paused for a moment, and a sly look entered his dark brown eyes. "That broken vault is there, and someone will find it. Others, less righteous than us, will be looking for it. Would you see the wealth of the Empire stolen by wicked creatures or men of no moral virtue. At least we'll be spending it to further our noble cause!"

As the two spoke, Enderlin, one of Lapzig's men, came around the corner, clearly excited.

"We've found the merchant's house. The vault is there, alright!" he told them with a grin. "We better be quick, and grab the hoard before there's any trouble." With that he hurried off again, the Witch Hunter and Hensel following.

Enderlin led them down a narrow alleyway, choked with debris. At the far end, where the alley opened onto a wider street, a skeleton hung from a gibbet, its rusted metal creaking as the cadaver swung in the stale wind. A corner of a nearby building had broken through its foundations and within the dark confines of the exposed cellar gold glinted in the dim light.

"We'll be taking that!" a voice called out, and from the shadows stepped a dozen men, some carrying crossbows, the others wielding swords and spears. They were all well dressed, in the manner of Marienburgers.

"Dare not oppose me!" cried Marius, pulling forth his own blade. "I am sent here by Sigmar himself. Cross my path and be forever damned. The world around us is in turmoil, Chaos gnaws upon the bones of our lands, foul creatures lurk in our once proud cities. Men should not fight men in these troubled times, for have we not a common foe to fight against?"

"All the same, that gold is ours!" their leader replied, signalling his men to advance.

"Then so be it, you shall be in the arms of damnation before the sun sets!" Marius snarled back, leaping to the attack.

Heroes

1 Vampire

110 gold crowns to hire

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire.

Although but pale shadows when compared to the dread Vampire Lords, the immortal servants of Vlad are still some of the most powerful creatures who fight in Mordheim. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	2	5	2	8

Weapons/Armour: Vampires may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

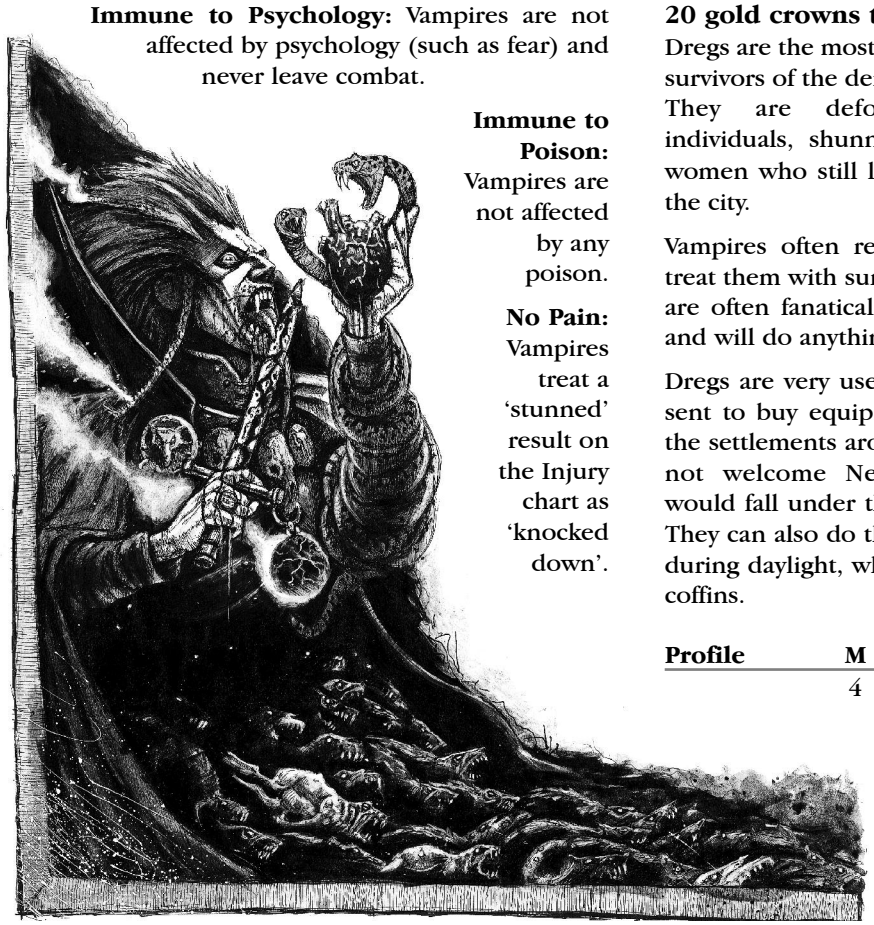
Leader: Any models in the warband within 6" of the Vampire may use his Leadership instead of their own.

Cause Fear: Vampires are terrifying Undead creatures and therefore cause *fear.*

Immune to Psychology: Vampires are not affected by psychology (such as fear) and never leave combat.

Immune to Poison: Vampires are not affected by any poison.

No Pain: Vampires treat a 'stunned' result on the Injury chart as 'knocked down'.



0-1 Necromancer

35 gold crowns to hire

Necromancers are evil wizards, studying the corrupt art of Necromancy. Many of them are acolytes and servants of Vlad von Carstein, and follow the agents of their master to the city of the Damned. Others are recruited from amongst wizards and warlocks who have come under the suspicion of the various agents of Sigmar and have fled to Mordheim to avoid persecution.

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

Weapons/Armour: Necromancers may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Wizard: Necromancers are wizards and so are able to use Necromantic magic. See the Magic section for details.

0-3 Dregs

20 gold crowns to hire

Dregs are the most miserable human survivors of the demise of Mordheim. They are deformed and rejected individuals, shunned even by the other men and women who still live in the ruins and catacombs of the city.

Vampires often recruit Dregs as their servants and treat them with surprising kindness. As a result, Dregs are often fanatically loyal to their Undead overlords and will do anything to protect and serve them.

Dregs are very useful to their masters as they can be sent to buy equipment, weapons and supplies from the settlements around Mordheim which would often not welcome Necromancers or where Vampires would fall under the suspicion of the Witch Hunters. They can also do the bidding of their vampiric master during daylight, when the Vampires must rest in their coffins.

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

Weapons/Armour: Dregs may be armed with weapons and armour chosen from the Undead Equipment list.

Henchmen

Zombies

15 gold crowns to hire

Zombies are the most common of the Undead: creatures animated by the will of their Necromantic masters.

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

Weapons/Armour: Zombies may not have any weapons or armour and suffer no penalties for this.

SPECIAL RULES

Cause Fear: Zombies are terrifying Undead creatures and therefore cause *fear*.

May not run: Zombies are slow Undead creatures and may not run (but may charge normally).

Immune to Psychology: Zombies are not affected by psychology and never leave combat.

Immune to Poison: Zombies are not affected by any poison.

No Pain: Zombies treat a *stunned* result on the Injury chart as *knocked down*.

No Brain: Zombies never gain experience. They do not learn from their mistakes. What did you expect?

Ghouls

40 gold crowns to hire
(bought in groups of 1-5 models)

Ghouls are the descendants of evil and insane men who ate the flesh of the dead. When the lean and hungry times of famine come upon the Old World, the most depraved and destitute took to feasting on corpses to survive.

Driven by their unspeakable craving for the meat of their fellow men, these creatures have given up their human life and dwell near graveyards, crypts and tombs, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

The destruction of Mordheim attracted many Ghoul clans from the north, and now they have taken up permanent residence in the crypts and cemeteries of the ruined city.

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

Weapons/Armour: Ghouls never carry any equipment, apart from a few bones which they use as primitive weapons.

SPECIAL RULES

Cause Fear: Ghouls are twisted and repulsive creatures and therefore cause *fear*.

0-5 Dire wolves

50 gold crowns to hire

Dire Wolves are slavering Undead hounds, the animated remains of the giant wolves of the Worlds Edge Mountains. Their chilling howls can strike fear into the hearts of even the bravest warriors or most ruthless Dwarf mercenaries. They prowl the streets of Mordheim like shadows, and many men have died with the cold jaws of a Dire Wolf around their neck.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

Weapons/Armour: None.

SPECIAL RULES

Charge: Dire Wolves are slavering creatures that overpower their opponents when they charge. Dire Wolves fight with 2 attacks instead of 1 during the turn they charge.

May not Run: Dire Wolves are slow to react and may not run (but may charge normally).

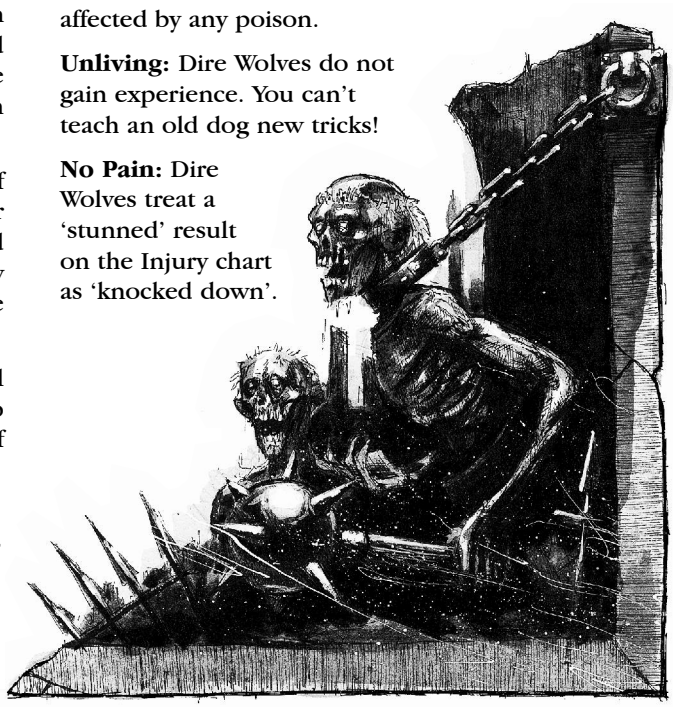
Cause Fear: Dire Wolves are terrifying Undead creatures and therefore cause *fear*.

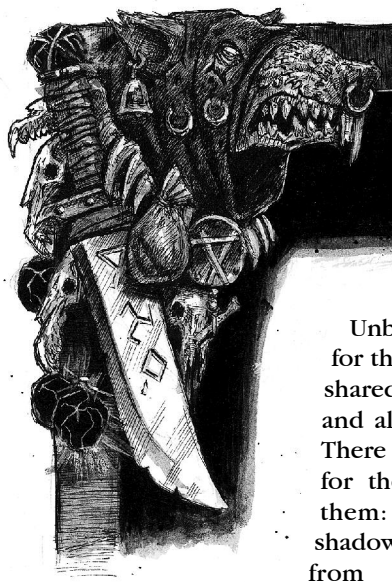
Immune to Psychology: Dire Wolves are not affected by psychology and never leave combat.

Immune to Poison: Dire Wolves are not affected by any poison.

Unliving: Dire Wolves do not gain experience. You can't teach an old dog new tricks!

No Pain: Dire Wolves treat a 'stunned' result on the Injury chart as 'knocked down'.

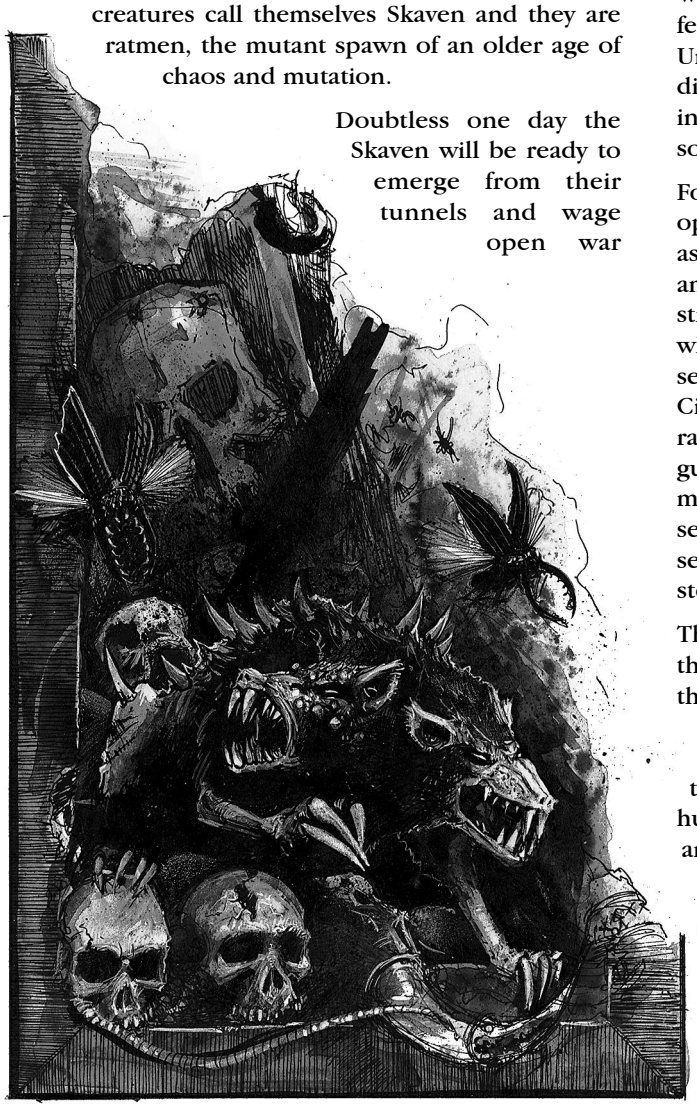




Skaven

Unbeknownst to man, for thousands of years he has shared his world with another and altogether different race. There have always been signs for those who cared to see them: a scurrying black shadow, an inhuman scream from the sewer, scuttling shapes at the back of the cellar.

All these years these creatures have worked away in secret, burrowing beneath the world of man, undermining his great cities, infiltrating his sewers and cellars, and joining all up into a vast world-spanning labyrinth of tunnels and nests. These creatures call themselves Skaven and they are ratmen, the mutant spawn of an older age of chaos and mutation.



Doubtless one day the Skaven will be ready to emerge from their tunnels and wage open war upon mankind. For centuries they have been content to feed upon his ruins, to seed plague in his cities, and spread contagion amongst his lands. At least they were content to wait and watch, for now everything has suddenly changed. Now the destruction of Mordheim has created new opportunities in the secret war against mankind.

Since ancient times the Skaven have searched the world for the stones of power that men in their ignorance call wyrdstone but which Skaven have long since known as warpstone, blackstone, or seerstone. It was as a result of gnawing upon this magic stone in ages past that commonplace rats began the slow process of mutation that spawned the Skaven race. Wyrdstone is quite literally in their blood, for they feed upon it and make use of it in their foul sorceries. Until now the ratmen's search for wyrdstone has been difficult and time-consuming as the stone has grown increasingly rare, but now a new and abundant source has appeared – a dark blessing from the skies!

For the Skaven of Clan Eshin, this is an especially opportune time for such a thing to happen, for, just as the Empire is divided, so the Skaven race is divided amongst itself. Clan fights clan the world over, each struggling for domination of the Council of Thirteen whose masters rule the Skaven race. Mordheim's secret is not yet revealed to all the clans, or else the City of the Damned would already be overrun with ratmen. The Nightmaster of Clan Eshin is keen to guard this secret, and for this reason has not sent his multitudinous armies into Mordheim. Instead, he has sent small warbands of Skaven skittering through secret tunnels into the city to gather up the shining stones and bring them back to the clan nests.

The Skaven of Clan Eshin are supremely adapted to their task. Masters of the art of bringing silent death to their foes, they are skilled in the use of poison and trained in the thousand secrets of the assassin. Since birth Skaven warriors practise martial crafts in the ruinous temples of the Horned Rat, their ever-hungering and hideous god. There are none better amongst their verminous kind to gather up the treasure of Mordheim, but they must be silent, swift and efficient. Were rival Skaven clans to discover the secret of Mordheim there would come not hundreds, not thousands, but millions upon millions to contend for the wyrdstone in the City of the Damned.

Skaven equipment lists

The following lists are used by the Skaven to pick their equipment.

HEROES EQUIPMENT LISTS

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Flail	15 gc
Spear	10 gc
Halberd	10 gc
Weeping Blades	50 gc
Fighting Claws	35 gc

Missile Weapons

Sling	2 gc
Throwing stars	15 gc
Blowpipe	25 gc
Warplock pistol	35 gc (70 for a brace)

Armour

Light armour	20 gc
Buckler	5 gc
Helmet	10 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	2 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Choice of warriors

A Skaven warband must include a minimum of three models. You have 500 gold crowns (representing your resources) which you can use to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 20.

Assassin Adept: Each Skaven warband must have one Assassin Adept: no more, no less!

Eshin Sorcerer: Your warband may include a single Eshin Sorcerer.

Black Skaven: Your warband may include up to two Black Skaven.

Night Runners: Your warband may include up to two Night Runners.

Verminkin: Any number of models may be Verminkin.

Giant Rats: Your warband may include any number of Giant Rats.

Rat Ogre: Your warband may include a single Rat Ogre.

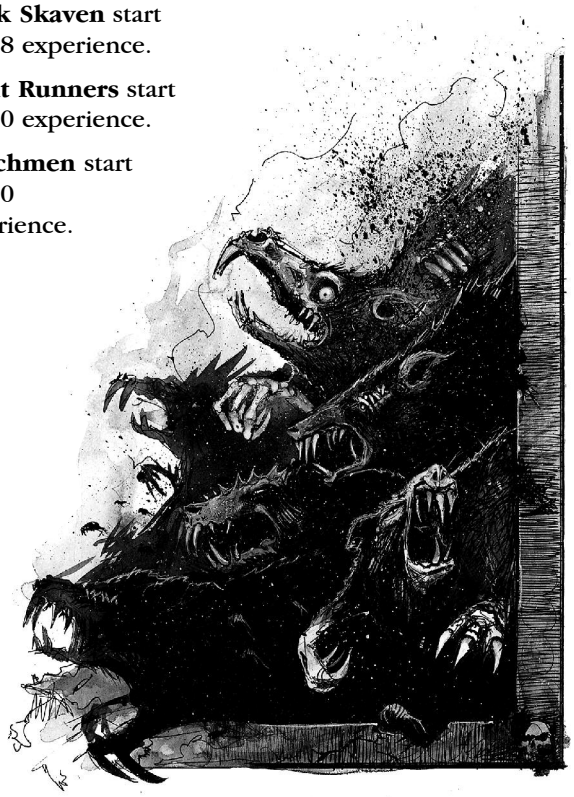
Starting experience

An **Assassin Adept** starts with 20 experience.

Eshin Sorcerers and **Black Skaven** start with 8 experience.

Night Runners start with 0 experience.

Henchmen start with 0 experience.



Skaven special equipment

This equipment is only available to Skaven, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

blowpipe

25 gold crowns

Availability: Rare 7, Skaven only

The blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison used by the Skaven can cause searing agony and eventual death.

The other advantage of a blowpipe is that it is silent, and a well-hidden shooter can fire the darts undetected.

Range	Strength	Save modifier	Special rules
8"	1	+1	Poison, Stealthy

SPECIAL RULES

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe **cannot** cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur or the like.

Stealthy: A Skaven armed with a blowpipe can fire while *hidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Skaven. If the test is successful, the Skaven no longer counts as *hidden.*

warplock pistol

35 gold crowns (70 for a brace)

Availability: Rare 11, Skaven only

Warplock pistols are terrifying weapons, testimony to the mad genius of Clan Skryre engineers. Warplock pistols shoot ammunition made of magically treated warpstone and wounds caused by warplock pistols are horrible to behold and often cause infections.

Range	Strength	Save modifier	Special rules
8"	5	-3	Fire every other turn

fighting claws

35 gold crowns per pair

Availability: Rare 7, Skaven only

The martial arts practised by Clan Eshin employ many unusual weapons. The most famous of these are the Eshin Fighting Claws: sharp metal blades attached to the paws of a Skaven warrior. It takes a real expert to use them effectively, but an adept of Clan Eshin is a fearsome opponent when armed this way.

Range	Strength	Save modifier	Special rules
Close Com.	As user	-	Pair, Climb, Parry, Cumbersome

SPECIAL RULES

Pair: Fighting Claws are traditionally used in pairs, one in each hand. A warrior armed with Fighting Claws gets an additional attack.

Climb: A Skaven equipped with Fighting Claws can add +1 to his Initiative when making Climbing tests.

Parry: A Skaven armed with Fighting Claws may parry blows and can re-roll a failed attempt once, in the same way as a model armed with a sword and buckler.

Cumbersome. A model armed with Fighting Claws may not use any other weapons in the entire battle.

weeping blades

50 gold crowns (per pair)

Availability: Rare 9, Skaven only

The adepts of Clan Eshin use weapons called Weeping Blades, murderous swords constructed with a small amount of warpstone in their structure. A Weeping Blade constantly sweats a deadly corrosive venom.

Range	Strength	Special rules
Close Com.	As user	Pair, Venomous, Parry

Pair: Weeping Blades are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.

Venomous: The venom of Weeping Blades will enter the blood of the victim and ravage his organs and muscles. These weapons count as being permanently coated in black lotus (see the Equipment section). No additional poison may be applied to Weeping Blades.

Parry: Weeping Blades are swords and can be used for parrying.

Skaven skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Adept	✓	✓	✓	✓	✓	✓
Black Skaven	✓	✓		✓	✓	✓
Eshin Sorcerer			✓		✓	✓
Night Runners	✓	✓				✓

Skaven special skills

Skaven Heroes may choose to use the following Skill list instead of any of the standard Skill tables available to them.

black hunger

The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

tail fighting

The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

wall runner

The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces.

infiltration

A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

art of silent death

The Skaven has patiently mastered the deadly art of open-hand fighting, as taught by the mystics of Cathay in the temples of the far East. In hand-to-hand combat, the Skaven can fight with his bare paws without any penalties and counts as having two weapons (ie, +1 attack). In addition, a Skaven Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Eshin Fighting Claws (+2 Attacks instead of +1).

Heroes

1 Assassin adept

60 gold crowns to hire

The Nightmaster of Clan Eshin has sent the Assassin to collect precious wyrdstone. Success means many breeders, wealth and a better position amongst the clan. Failure, on the other hand, is best not contemplated…

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	3	1	5	1	7

Weapons/Armour: An Assassin Adept may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Assassin Adept may use his Leadership instead of his own.

Perfect Killer: An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).

0-2 Black skaven

40 gold crowns to hire

Black Skaven are the most powerful fighters of Clan Eshin: black-furred killers trained in the martial arts of their clan. In Mordheim they excel at ambushing and assassinating man-things.

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

Weapons/Armour: A Black Skaven may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

0-1 Eshin sorcerer

45 gold crowns to hire

The Sorcerers of Clan Eshin are black magicians who manufacture the enchanted weapons of the Assassins. Though their power is slight compared to the Warlocks of Clan Skryre or the mighty Grey Seer, their black sorcery is still potent.

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

Weapons/Armour: A Skaven Eshin Sorcerer may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

SPECIAL RULES

Wizard: An Eshin Sorcerer is a wizard and uses the Magic of the Horned Rat. See the Magic section for details.

0-2 Night runners

20 gold crowns to hire

Night Runners are the young apprentices of Clan Eshin. Recently initiated into the secrets of the clan, they make up for their lack of knowledge with their ambition and energy.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	3	3	3	1	4	1	4

Weapons/Armour: Night Runners may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.

Henchmen (bought in groups of 1-5)

Verminkin

20 gold crowns to hire

Verminkin are the Clanrats of Clan Eshin. The strongest amongst them are initiated into the secrets of the clans and begin their training to become Assassins, the most feared warriors of the Skaven warbands. All the Clanrats of Clan Eshin dream of rising to the status of an Assassin one day.

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

Weapons/Armour: Verminkin may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.

Giant rats

15 gold crowns to buy

Giant Rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.

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

Weapons/Armour: None. Giant Rats never use any armour or weapons.

SPECIAL RULES

Pack size: You can recruit as many Giant Rats as you wish.

Experience: Giant Rats are animals and do not gain experience.

0-1 Rat ogre

210 gold crowns to buy

These horrible monsters are much in demand as bodyguards to important Skaven.

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

Weapons/Armour: Jaws, claws and brute force! Rat Ogres can never use weapons or armour.

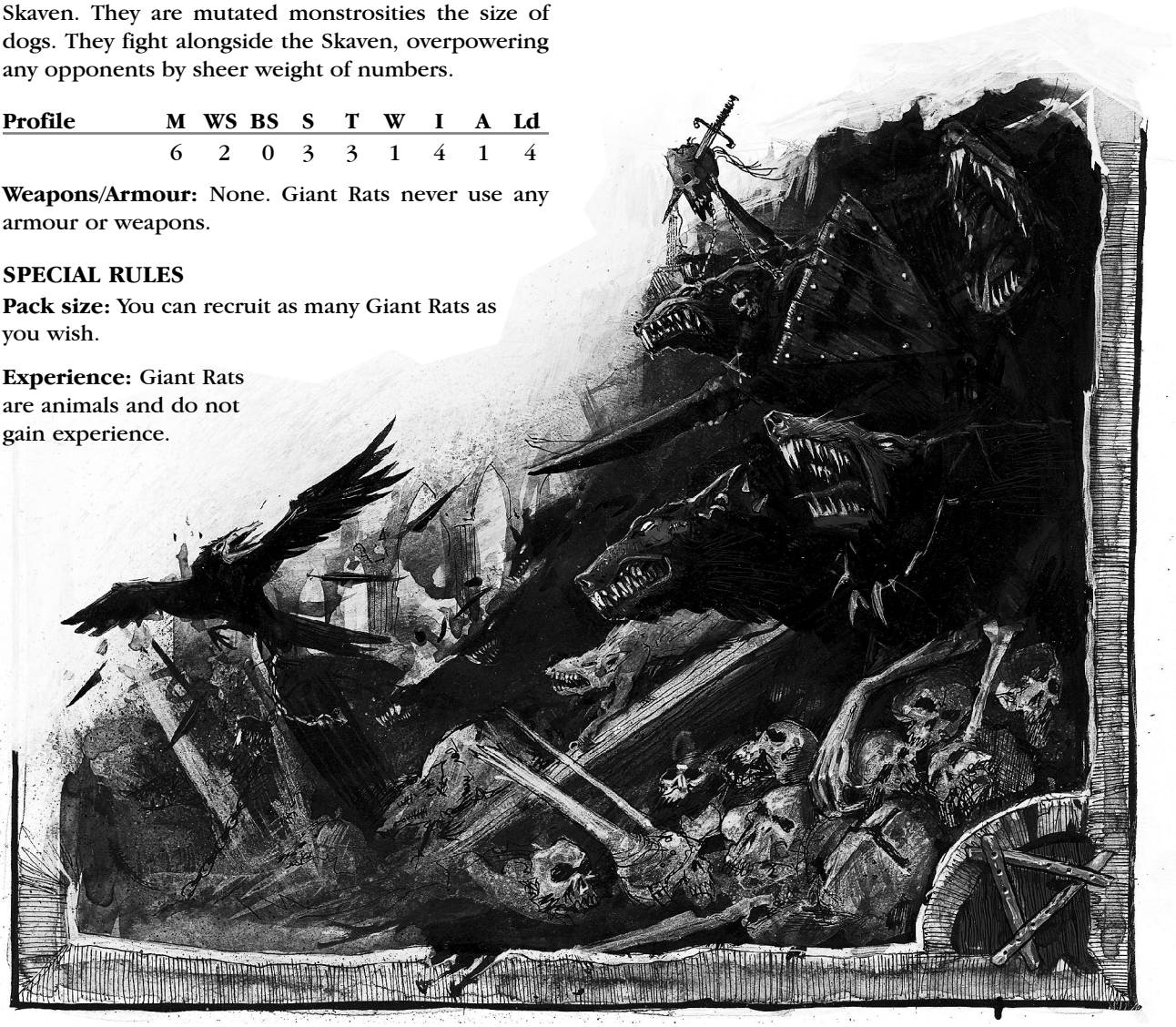
SPECIAL RULES

Fear: Rat Ogres are so frightening they cause *fear.*

Stupidity: A Rat Ogre is subject to *stupidity* unless a Skaven Hero is within 6" of it.

Experience: Rat Ogres do not gain experience.

Large Target: Rat Ogres are Large Targets as defined in the shooting rules.



Silted and murky. the river gurgled sluggishly under the stone bridge. As Marius glanced over the crumbling wall, the pale and bloated corpse of some mutated beast bubbled to the surface briefly and then slipped back into the depths.

"Our quest is almost over, Hensel," said the Witch Hunter pointing towards the ruined warehouse and collapsed wharves on the far bank. "Rumour has it that the Tainted One and his Undead minions lurk here, close to the rankness of the heart of Chaos." He pointed at the miasma curling up from the site of the godstone's impact Greenish vapours tinged the fog that hung in the alleys and slid through the shattered shells of buildings. Here the devastation was at its worst, and as they reached the middle of the wide bridge, they could see the area of the city that had been flattened for many hundreds of yards by the colossal detonation of the comet's fall From behind then they hoard a series of tortured screams.

"Someone's in trouble. We should go back and help," Hensel suggested, looking back.

"No distractions now," Marius replied, his eyes firmly fixed on his goal. As the agonisod shrieks reached a terrified crescendo, Marius clanced back for a second before continuing to stalk across the bridge. "I have done so much that was loth to, all in the cause of Sigmar. I lave stolen from the ruins, I have raised my blade against fellow men. Sigmar's teeth, I've even sold that accused wyrdstone so that I may hire more men for the quest. Nothing shall deler me now!"

As they entered the docks, a strange murmur filled the air. Heinrik, who was scouting ahead, gave a short yell and came running back out of the fog His eyes were wide with terror and he stumbled, falling to his knees. Behind him, shapes loomed out of the mist. Shuffling remorselessly towards them came a group of three Zombies, dragging their twisted bodies through the mist, eyes staring vacantly upwards.

The Zombies' skin hung in fleshless folds across their bones, tom and rent in places. The stomach of one of the Undead creatures had split and internal organs poked through the tear, glistening with sickly fluids. The head of another had been all but crushed, the skin sloughing away from its skull to reveal the shattered bone beneath. The stench of rotting carcasses hung on the breeze, and the crack and scrape of dead bones and sinews could be heard amongst the dry death rattles issuing from the Zombies' lifeless lips.

A bestial howl rent the air and lupine shapes loped into view behind the party, their eyes filled with a baleful red glow.

As the group of humans backed way from the Zombies the Dire Wolves started to circle behind them, their instinct for the hunt driving them even beyond the veil of death. Low snarls and growls rumbled from their slavering jaws as they dosed in, their matted pelts shimmering with a supernatural glow. For a moment the group stood transfixed with fear, before a crossbow quarrel cut through the air to thud into the chest of the nearest Dire Wolf. The beast stumbled in its advanced and then dragged itself up right again, grasping the shaft of the bolt in its jaws and then ripping it out with a twist of its head.

As it a spell had been broken the mercenaries begun to act. Heinrik was busily reloading his crossbow while Hensel and Lapzig leapt towards the Zombies, their weapons raised for the attack. Marius pulled a pistol from his belt and levelled it at the closest Zombie. His finger tightened hard on the trigger and the fog was momentarily lit by the blaze of blackpowder. The lead ball smashed into the eye of the Witch Hunter's target and exploded out of the back of its rotted head, spraying brains across the street. The creature fell to one knee and then looked up at Marius with its remaining eye. The Witch Hunter saw no emotion or thought at all in that gaze, just mindless acquiescence to the will of its controller Aiming his other pistol at the crippled Undead he blew its knee away, making it collapse into the foetid puddles that dotted the street.

As he looked around to assess the progress of the battle Marius spotted more movement from a side alley. Gripping his cutlass tightly he plunged through the mist, coming face to face with one of the Tainted One's minions. At first Marius thought it was another Zombie - its skin was blistened with weeping boils and its eyes were yellow and rheumy. Then the Witch Hunter noticed a spark of intelligence in the eyes of his adversary and it gave an all-to-human shriek as it raised its crude mace. Marius easily sidestepped the clumsy swipe and rammed his blade up to the hilt into its stomach. Cracked fingernails scrabbled at his face and neck for a moment before the man finally died, his last breath sighing from his lips with a hiss.

Pulling his cutlass free Marius stepped back and shoved the corpse to one side. He was filled with a feeling of triumph - soon he would kill the Tainted One and he could leave this miserable place of squalor and insanity to the fools and madmen who thrived here.

"We are close, so close..." whispered Marius to himself. He could almost feel the Necromancer's presence, not far off, but hidden from view.

"Hold them off!" the Witch Hunter ordered his men. "I will track down the deviant and slay him, thus shattering the unholy spells that bind these creatures to this realm."

As he ducked into a side street Marius looked back. He saw Hensel grappling with a Zombie, fending off its clawing hands with swipes from his trusty halberd. To one side a Dire Wolf, eyes ablaze with unnatural vigour, feasted on the body of one of the mercenarios, tearing hunks of flesh with its dagger-like fangs. Lapzig lopped the head off a Zombie with his sword and for a moment its body stood there as if it might carry on fighting. A flicker of darkness streamed from its neck and it collapsed to the ground, the magic holding it in undeath dissipating into the fog. Marius turned his attention back to Hensel, who was lying on the ground. A Zombie had its jaw clamped around his neck. Hensel still fought weakly, trying to push the creature away. Things were going badly for the protectors of humanity.

Without further thought Marius strode on, straining every sense to locate the Necromancer, the devil in human form known as the Tainted One. His eyes scanned the shattered buildings, his ears sought out a telltale incantation while he sniffed deeply, trying to catch the foul week of wyrdstone and gravedust. He could still hear the warcries of his men, the clash of weapons from a few streets away, eerie echoes of the fighting drifting from the broken walls and distorted by the clinging mist. As he scrambled across a pile of masonry, Marius saw dust streaming down into a hole beneath the rocks. Pulling aside lumps of stone, he saw a tunnel stretching away beneath his feet.

"The legendary catacombs..." he whispered to himself, pulling the lantern from his backpack and lighting it quickly with deft flicks of his flints.

Lowering himself carefully into the hole, Marius found himself in a low tunnel, shored up with brick in places. A stream of water ran down the middle of the corridor, evidence that this was part of Mordheim's sewers. Shielding the glow from the lantern for a moment, Marius peered in each direction, trying to discern which way to go. He thought there was a faint glow to his right, and he set off in that direction.

For what seemed like an eternity Marius followed the sewers, but as he continued the faint glow grew brighter, to become the glow of flickering flames thrown against the curving tunnel wall. Stepping through an archway, the Witch Hunter came into a high vaulted space where several sewer tunnels met. Braziers stood around the cavern and Marius dropped his lantern to the ground when he saw a robed figure with its back to him.

"Tainted One!" Marius roared. "Thy doom has come!" The figure whirled round and rheumy eyes met the Witch Hunter's stare as he unsheathed his sabre and ran towards the Necromancer. The dark sorcerer sneered and spokes a word of power, black bolts of energy springing from his eyes. Marius dived to one side and rolled to his feet again.

The Necromancer dropped a massive tome he was holding to the ground, undoubtedly his evil grimoire. The Tainted One drew a long duelling blade and took up a well practised fencing stance.

"My doom?" he taunted in a cracked voice. "What do you know of doom?"

"Your evil power does not daunt me, friend!" Marius spat back, making a lunge with his sword that the Necromancer easily parried.

"Power? Yes, there is much power here. It brought me here. It brought you here. Chaos has taken Mondheim to be its own, we are all its servants now." The Necromancer cackled, the point of his thin blade slicing just in front of the Witch Hunter's face.

"Never!" cried Marius, hacking at the Necromancer's legs only to find the magic user's blade blocking his own.

"You are already caught in the web. You have walked along the path of darkness, you cannot turn back. Look on what you have done and tell me that you are better than I. What depths have you not stooped to in your quest? My magic can give you immortality – think what good works you could do if you never died of old age?" the Necromancer circled slowly, his fencing sword drawing a figure of eight in front of him.

With a wordless bellow, Marius brought his sabre round in a wide arc, its heavier blade smashing through the narrow rapier of his foe and slashing across his neck. With blood bubbling from his lips, the Necromancer collapsed to the ground.

Marius stooped and picked up the grimoire. He snorted in derision, to think he was tainted was ridiculous. He looked at the page where the book was opened. It was entitled 'On Escaping From the Grip of Death." Without truly realising what he was doing, Marius began reading.

Look into your soul, mortal. From within you the daemons, each one of your base desires, watch you and push you on, chasing after the trappings of wealth and power: gold, glory, fame and wyrdstone.

These are the marks of a great lord, the master of Mankind...

Lies, warrior! For even your greatest success is your ultimate failure. Your life is all but a mere illusion; wealth, fame, fortune are but fleeting things.

Your word is a web which entraps you more firmly as you struggle to control your pitiful, worthless life. And in the centre of the web sits the Great Spider of your greed. As it touches the strands of the web, you jerk like a puppet, and vainly believe that it is you who is in control of your destiny.

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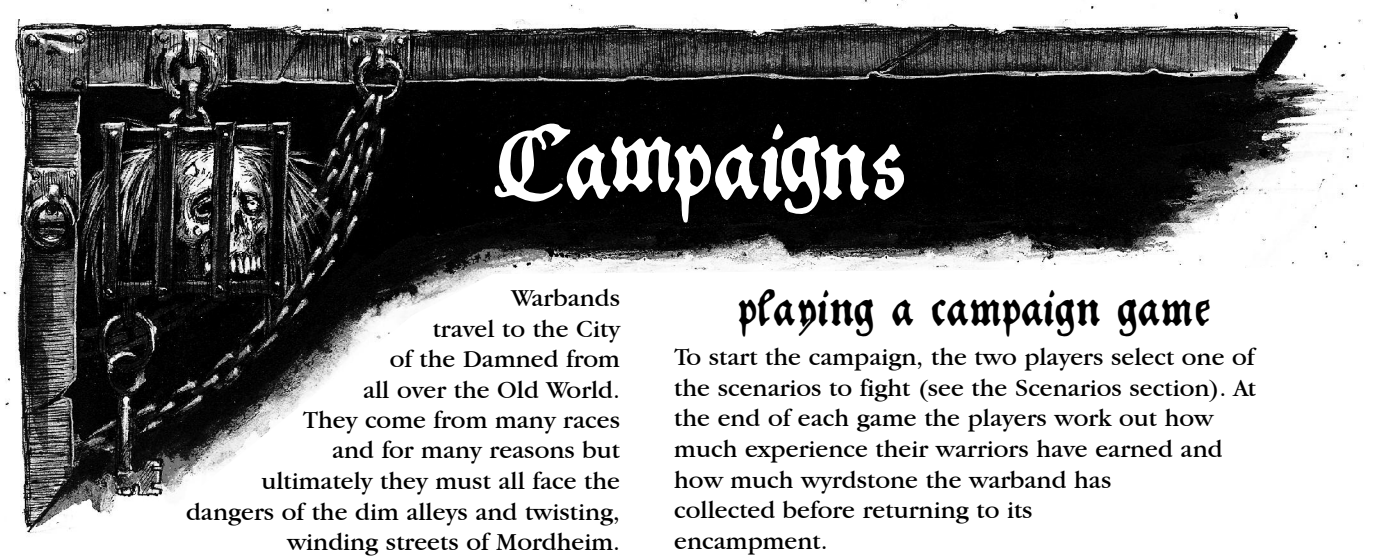
4 15 14 1



Campaigns

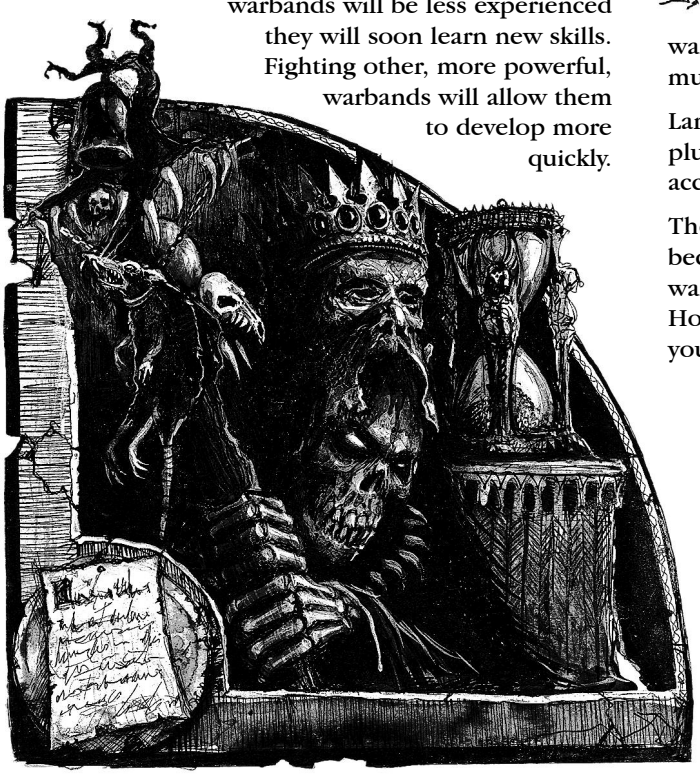
Warbands travel to the City of the Damned from all over the Old World. They come from many races and for many reasons but ultimately they must all face the dangers of the dim alleys and twisting, winding streets of Mordheim.

Although it is great fun to fight individual battles, part of the challenge of Mordheim is to build your warband into a force to be reckoned with. A campaign gives your warband the chance to gain experience and new skills, as well as the opportunity to hire extra warriors as its fame and fortune increases.

starting a campaign

To start a campaign you'll need at least two players, preferably three or more. Players may have more than one warband, but most people prefer to run one at a time, as this allows them to devote more of their attention to painting, modelling and playing with their favourite warband.

You can start a campaign as soon as two players have recruited their warbands. New players can join the campaign any time after that. Although the new warbands will be less experienced they will soon learn new skills. Fighting other, more powerful, warbands will allow them to develop more quickly.



playing a campaign game

To start the campaign, the two players select one of the scenarios to fight (see the Scenarios section). At the end of each game the players work out how much experience their warriors have earned and how much wyrdstone the warband has collected before returning to its encampment.

Experience is expressed as Experience points which Heroes and Henchmen groups receive for surviving each game. This is covered later in the Experience section. When a Hero or a group of Henchmen has sufficient Experience points they receive an *advance.* An advance might improve a warrior's characteristics profile, adding to his WS, BS, S etc, or he might gain a special skill such as *Mighty Blow* or *Acrobat.*

After each game the warriors collect wyrdstone. This is recorded on the warband's roster sheet, and can later be sold for gold, used for trading, etc. You can recruit more warriors or buy new weapons from traders. All this is explained in the Income and Trading sections, later.

warband rating

Each warband has a *warband rating* – the higher the rating the better the warband. The warband rating is simply the number of warriors in it multiplied by 5, plus their accumulated experience.

Large creatures such as Rat Ogres are worth 20 points plus the number of Experience points they have accumulated.

The warband's rating changes after each game, because surviving warriors will gain extra experience, warriors may have been killed, new ones added, etc. Hopefully your warband rating will go up, signifying your increase in power!

post battle sequence

After the battle is over, both players work their way through the following sequence. You do not have to work through it all at once (try to do the first three parts straight after the battle – you may wish to consider further purchases later) but any dice rolls must be seen by both players or a neutral third party.

1 **Injuries.** Determine the extent of injuries for each warrior who is *out of action* at the end of the game. See the Serious Injuries, on page 102.

2 **Allocate experience.** Heroes and Henchmen groups gain experience for surviving battles. See the Experience and Scenarios sections for details.

3 **Roll on the Exploration chart.** See the Income section for details.

4 **Sell Wyrdstone.** This can only be done once per post battle sequence.

5 **Check available veterans.** Roll to see how much Experience worth of veterans is available for hire. You don't have to commit to hiring any at this point.

6 **Make rarity rolls and buy rare items.** Make rolls for any rare items you intend to buy and pay for them. These items go into the warband's stash.

7 **Look for Dramatis Personae.** If you want to hire any.

8 **Hire new recruits & buy common items.** New recruits come equipped with their free dagger and may be bought common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy rare items. They can, however, be equipped with rare items if there are any in the warband's stash in stage 9.

9 **Reallocate equipment.** Swap equipment between models as desired (provided they are eligible to use it).

10 **Update your warband rating.** You are now ready to fight again.

Disbanding warbands

You may disband your old warband at the end of any game and start again with a new one. All the warriors in the original warband and any equipment and other benefits they acquired are lost. You can also dismiss any warrior in your warband at any time.

Death of a warrior

When a warrior is killed (Hero or Henchman) all his weapons and equipment are lost. This is very important, so be clear about it from the start. It is not possible to reallocate a warrior's weapons or equipment once he is dead.

Death of a leader

If the leader of the warband is slain, the Hero with the next highest Leadership value takes command. He then gains the Leader ability (although he must continue to use his original Skill list) and can use the Equipment list available to the leader. If there is more than one Hero eligible to assume command, the warrior with the most Experience points becomes the leader. In the case of a tie roll a D6 to decide the new leader. Note that you may **not** hire a new leader for your warband.

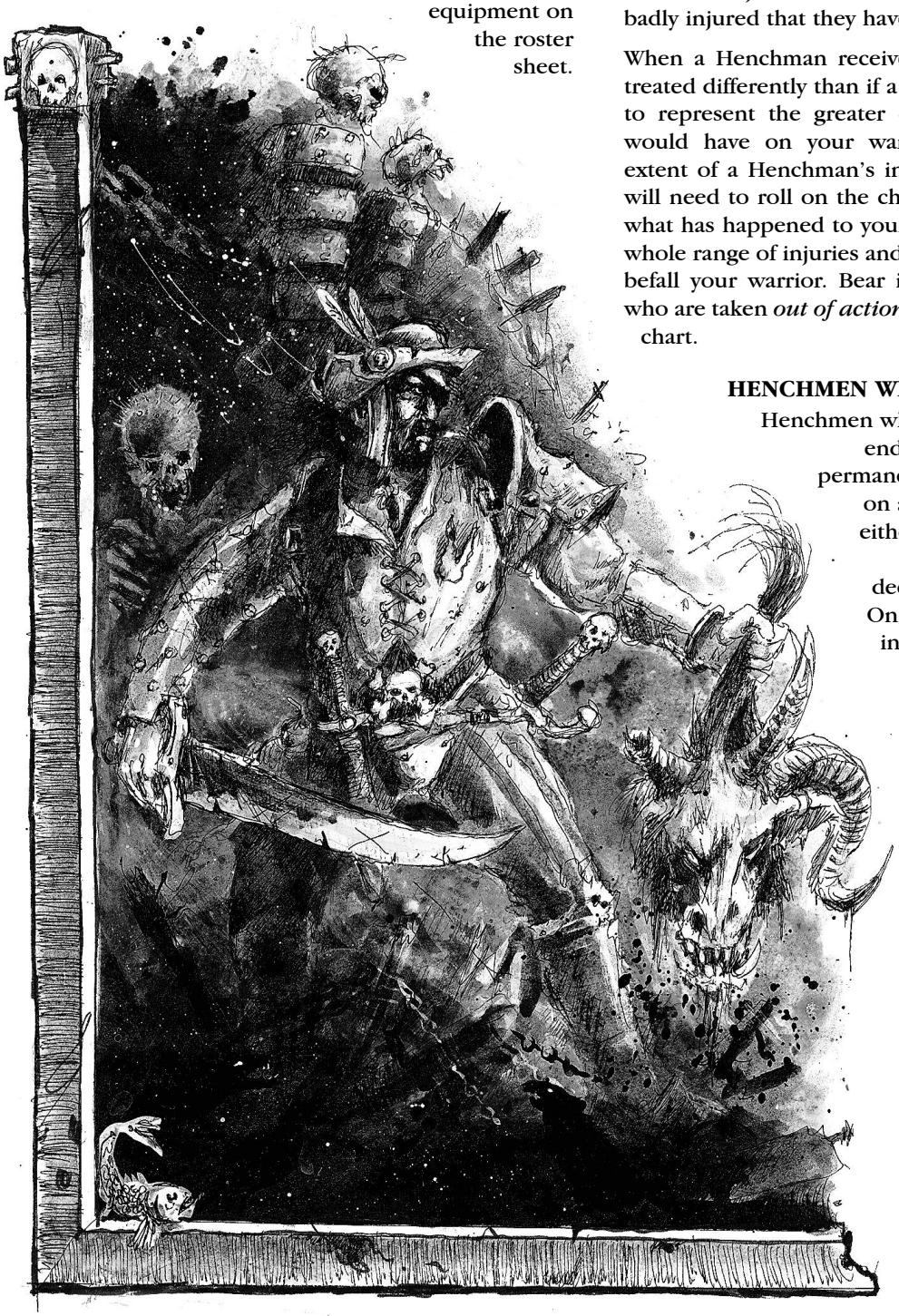
In the case of Undead warbands, the death of the Vampire means that the warband's Necromancer must take over. If the warband doesn't include one, the spells that hold the restless dead together unravel, and the warband collapses into a pile of bones. You **can** buy a Vampire after the next game, at which point the Necromancer will step down (whether he wants to or not) and lose the Leader skill.

If the leader of a Sisters of Sigmar, Possessed or Carnival of Chaos warband dies then their successor will be entitled to learn to use magic in their stead. The new leader may choose a prayer/spell from the appropriate list, instead of rolling on the Advance table, the first time they are eligible for an advance. After this they are considered to be a wizard/use prayers as appropriate for their warband and use the Advance table as normal.

buying new equipment between games

As explained in the Trading section, warriors may purchase new equipment and armaments using the warband's treasury. Warriors can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date.

Weapons and armour purchased, swapped or taken from storage for your warband must be of an appropriate type for the warrior, as indicated by the warband lists. Record any changes to the warrior's equipment on the roster sheet.



serious injuries

During a game some warriors will be taken *out of action* and removed from play. At that time it doesn't matter whether the warrior is dead, unconscious, injured or just playing dead – in game terms he is no longer capable of fighting in the battle which is all that matters.

When you are playing a campaign it matters a great deal what happens to warriors who are taken *out of action*! They might recover completely and be ready to fight in the next battle, or they might have sustained injuries. Worst of all they might die, or be so badly injured that they have to retire.

When a Henchman receives a serious injury this is treated differently than if a Hero received one (this is to represent the greater effect that losing a Hero would have on your warband). Working out the extent of a Henchman's injuries is very simple. You will need to roll on the chart opposite to determine what has happened to your Hero. The chart covers a whole range of injuries and random things that might befall your warrior. Bear in mind that only Heroes who are taken *out of action* are obliged to roll on this chart.

HENCHMEN WITH SERIOUS INJURIES

Henchmen who are *out of action* at the end of the battle are removed permanently from the roster sheet on a D6 roll of 1-2. They have either suffered severe injuries, died of their wounds, or decided to quit the warband. On a roll of 3-6 they can fight in the next battle as normal.

HEROES WITH SERIOUS INJURIES

After a battle some of your Heroes may be taken *out of action*. You will need to determine the extent of their injuries before the next game.

To use the Heroes' Serious Injuries chart opposite, roll two D6. The first dice roll represents 'tens' and the second 'units', so that a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, etc. This type of dice roll is referred to as a 'D66 roll'.

Heroes' serious injuries chart (roll D66)

11-15 DEAD
The warrior is dead and his body is abandoned in the dark alleys of Mordheim, never to be found again. All the weapons and equipment he carried are lost. Remove him from the warband's roster.

16-21 MULTIPLE INJURIES
The warrior is not dead but has suffered a lot of wounds. Roll D6 times on this table. Re-roll any 'Dead', 'Captured' and further 'Multiple Injuries' results.

22 LEG WOUND
The warrior's leg is broken. He suffers a -1 Movement characteristic penalty from now on.

23 ARM WOUND
Roll again: 1 = Severe arm wound. The arm must be amputated. The warrior may only use a single one-handed weapon from now on. 2-6 = Light wound. The warrior must miss the next game.

24 MADNESS
Roll a D6. On a 1-3 the warrior suffers from *stupidity;* on 4-6 the warrior suffers from *frenzy* from now on (see the Psychology section for details).

25 SMASHED LEG
Roll again: 1 = The warrior may not run any more but he may still charge. 2-6 = The warrior misses the next game.

26 CHEST WOUND
The warrior has been badly wounded in the chest. He recovers but is weakened by the injury so his Toughness is reduced by -1.

31 BLINDED IN ONE EYE
The warrior survives but loses the sight in one eye; randomly determine which. A character that loses an eye has his Ballistic Skill reduced by -1. If the warrior is subsequently blinded in his remaining good eye he must retire from the warband.

32 OLD BATTLE WOUND
The warrior survives, but his wound will prevent him from fighting if you roll a 1 on a D6 at the start of any battle. Roll at the start of each battle from now on.

33 NERVOUS CONDITION
The warrior's nervous system has been damaged. His Initiative is permanently reduced by -1.

34 HAND INJURY
The warrior's hand is badly injured. His Weapon Skill is permanently reduced by -1.

35 DEEP WOUND
The warrior has suffered a serious wound and must miss the next D3 games while he is recovering. He may do nothing at all while recovering.

36 ROBBED
The warrior manages to escape, but all his weapons, armour and equipment are lost.

41-55 FULL RECOVERY
The warrior has been knocked unconscious, or suffers a light wound from which he makes a full recovery.

56 BITTER ENMITY
The warrior makes a full physical recovery, but is psychologically scarred by his experience. From now on the warrior *hates* the following (roll a D6):

D6	Result
1-3	The individual who caused the injury. If it was a Henchman, he hates the enemy leader instead.
4	The leader of the warband that caused the injury.
5	The entire warband of the warrior responsible for the injury.
6	All warbands of that type.

61 CAPTURED
The warrior regains consciousness and finds himself held captive by the other warband.

He may be ransomed at a price set by the captor or exchanged for one of their warband who is being held captive.

Captives may be sold to slavers at a price of D6x5 gc.

Undead may kill their captive and gain a new Zombie.

The Possessed may sacrifice the prisoner. The leader of the warband will gain +1 Experience if they do so.

Captives who are exchanged or ransomed retain all their weapons, armour and equipment; if captives are sold, killed or turned to Zombies, their weaponry, etc, is retained by their captors.

62-63 HARDENED
The warrior survives and becomes inured to the horrors of Mordheim. From now on he is immune to *fear*.

64 HORRIBLE SCARS
The warrior causes *fear* from now on.

65 SOLD TO THE PITS
The warrior wakes up in the infamous fighting pits of Cutthroat's Haven and must fight against a Pit Fighter. See the Hired Swords section for full rules for Pit Fighters.

Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (ie, a D66 roll of 11-35). If he is not dead, he is thrown out of the fighting pits without his armour and weapons and may re-join his warband.

If the warrior wins he gains 50 gc, +2 Experience and is free to rejoin his warband with all his weapons and equipment.

66 SURVIVES AGAINST THE ODDS
The warrior survives and rejoins his warband. He gains +1 Experience.

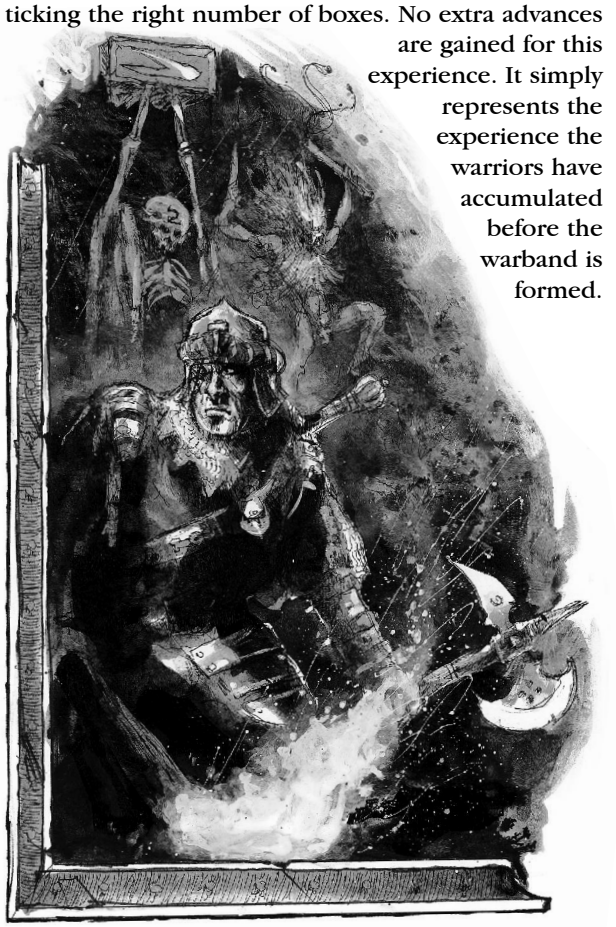
Experience

As warriors take part in battles, those who survive become more experienced, and improve their battle skills. This is represented in campaigns by *Experience points*.

Warriors earn Experience points when they take part in a battle. Once a warrior has enough points he gains an *advance*. This takes the form of an increased characteristic or a new skill. Warriors who survive long enough may progress to become great Heroes, with many skills that they have picked up during their long and glorious fighting career.

starting experience

When warriors are recruited, some of them already have some experience. The warband lists detail how many Experience points different warriors begin with. Record these on your warband roster sheet by ticking the right number of boxes. No extra advances are gained for this experience. It simply represents the experience the warriors have accumulated before the warband is formed.



earning experience

The Experience points warriors earn depend on the scenario. Different scenarios have different objectives and consequently warriors can earn experience in slightly different ways.

Extra Experience points are always added to the fighter's total after the game is over, though it is a good idea to keep a record of the opponents your warrior puts *out of action* during the battle, as this often affects the experience they gain.

If you look through the scenarios you will notice that warriors always earn +1 Experience point for surviving a battle. They earn this even if they are injured – so long as they live to fight again!

The Scenarios section includes details of how many Experience points are earned for each scenario.

experience advances

As warriors earn more Experience points they are entitled to make *Advance rolls*. The warband roster sheet shows how much experience a Hero or a Henchman group must accumulate before making a further roll. When the accumulated experience reaches a box that has thick borders, the warrior may make an Advance roll. The roll(s) must be taken immediately after the game in which the advance was earned, while both players are present to witness the result. Note that Henchmen gain experience as a group, and consequently all the warriors in one group gain the same advance.

underdogs

When a warband fights against an enemy warband with a higher rating, its warriors earn extra Experience points as shown on the table below. The higher the opposing warband's rating the more points the underdog earns.

Difference in Warband rating	Experience Bonus
0-50	None
51-75	+1
76-100	+2
101-150	+3
151-300	+4
301+	+5

advance rolls

Make Advance rolls straight after the battle so both players can witness the result. Roll 2D6 and consult the appropriate tables below.

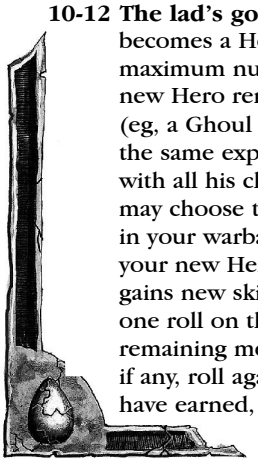
Heroes

2D6	Result
2-5	**New Skill.** Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill. See the Magic section.
6	**Characteristic Increase.** Roll again: 1-3 = +1 Strength; 4-6 = +1 Attack.
7	**Characteristic Increase.** Choose either +1 WS or +1 BS.
8	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wound; 4-6 = +1 Toughness.
10-12	**New Skill.** Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill.

Henchmen

Henchmen never add more than +1 point to any of their initial characteristics. If the dice roll indicates an increase in a characteristic which has already been increased (or is at its racial maximum), roll again until an unincreased charateristic is rolled. All warriors in the group gain the same advance.

2D6	Result
2-4	**Advance**. +1 Initiative.
5	**Advance.** +1 Strength.
6-7	**Advance**. Choose either +1 BS or +1WS.
8	**Advance.** +1 Attack.
9	**Advance.** +1 Leadership.
10-12	**The lad's got talent.** One model in the group becomes a Hero. If you already have the maximum number of Heroes, roll again. The new Hero remains the same Henchman type (eg, a Ghoul stays as a Ghoul) and starts with the same experience the Henchman had, with all his characteristic increases intact. You may choose two skill lists available to Heroes in your warband. These are the skill types your new Hero can choose from when he gains new skills. He can immediately make one roll on the Heroes Advance table. The remaining members of the Henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12.



new skills

There are several types of skill and each has a separate list. You may not choose the same skill twice for the same warrior. The skills a Hero may have are restricted by the warband he belongs to and what type of Hero he is.

To select a new skill for a Hero, pick the type of skill you want from those available, then choose which skill has been learned.

characteristic increase

Characteristics for certain warriors may not be increased beyond the maximum limits shown on the following profiles. 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 racial maximum, you may increase any other (that is not already at its racial maximum) by +1 instead. Note that this is the only way to gain the maximum Movement for some races. Remember that Henchmen can only add +1 to any characteristic.

HUMAN (Witch Hunters, Flagellants, Mercenaries, Dregs, Freelancers, Warlocks, Pit Fighters, Magisters, Darksouls, Mutants, Brethren, Warrior Priests, Zealots, Sisters of Sigmar, etc.)

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

ELF (Elf Ranger Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf	5	7	7	4	4	3	9	4	10

DWARF (Troll Slayer Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	5	3	5	4	10

OGRE (Ogre Bodyguard Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	6	5	5	5	5	6	5	9

HALFLING (Halfling Scout Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	5	7	3	3	3	9	4	10

BEASTMAN

Profile	M	WS	BS	S	T	W	I	A	Ld
Gor	4	7	6	4	5	4	6	4	9

POSSESSED

Profile	M	WS	BS	S	T	W	I	A	Ld
Possessed	6	8	0	6	6	4	7	5	10

VAMPIRE

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire	6	8	6	7	6	4	9	4	10

SKAVEN

Profile	M	WS	BS	S	T	W	I	A	Ld
Skaven	6	6	6	4	4	3	7	4	7

GHOUL

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghoul	5	5	2	4	5	3	5	5	7

Skill lists

The Skill lists are used to pick skills earned as advances. Your warrior is restricted to specific Skill lists depending upon his warband type and what kind of warrior he is. Each warband entry includes a list of skills available to the Heroes of that particular warband.

All warbands have their own strengths and weaknesses which relate to the skills available to them. For example, the Possessed are good fighters and very strong, but they are not very academically minded.

Some warbands also have access to a unique Skill list, which is clearly indicated in their entry.

combat skills

Strike to Injure. The warrior can land his blows with uncanny accuracy. Add +1 to all injury rolls caused by the model in hand-to-hand combat.

Combat Master. The warrior is able to take on several opponents at once. If he fights against more than one enemy at a time, he gains an extra Attack in each hand-to-hand combat phase as long as he is fighting two or more enemy models. In addition, the warrior is immune to 'All Alone' tests.

Weapons Training. A warrior with this skill is adept at using many different weapons. He may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.

Web of Steel. Few can match the ability of this warrior. He fights with great skill, weaving a web of steel around him. The model gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.

Expert Swordsman. This warrior has been expertly taught in the art of swordsmanship. He may re-roll all missed attacks if he is using a sword in the hand-to-hand phase of the turn that he charges. Note that this only applies when they are armed with normal swords or weeping blades, and not with double-handed swords or any other weapons.

Step Aside. The warrior has a natural ability to avoid injury in combat. Each time he suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves.

shooting skills

Quick Shot. The warrior may shoot twice per turn with a bow or crossbow (but not a crossbow pistol).

Pistolier. The warrior is an expert at using all kinds of pistols. If he is equipped with a brace of pistols of any type (including crossbow pistols), he may fire twice in the Shooting phase (though note that normal reloading rules apply). If he has a single pistol then he may fire it in the same turn it was reloaded.

Eagle Eyes. The warrior's sight is exceptionally keen. He adds +6" to the range of any missile weapon he is using.

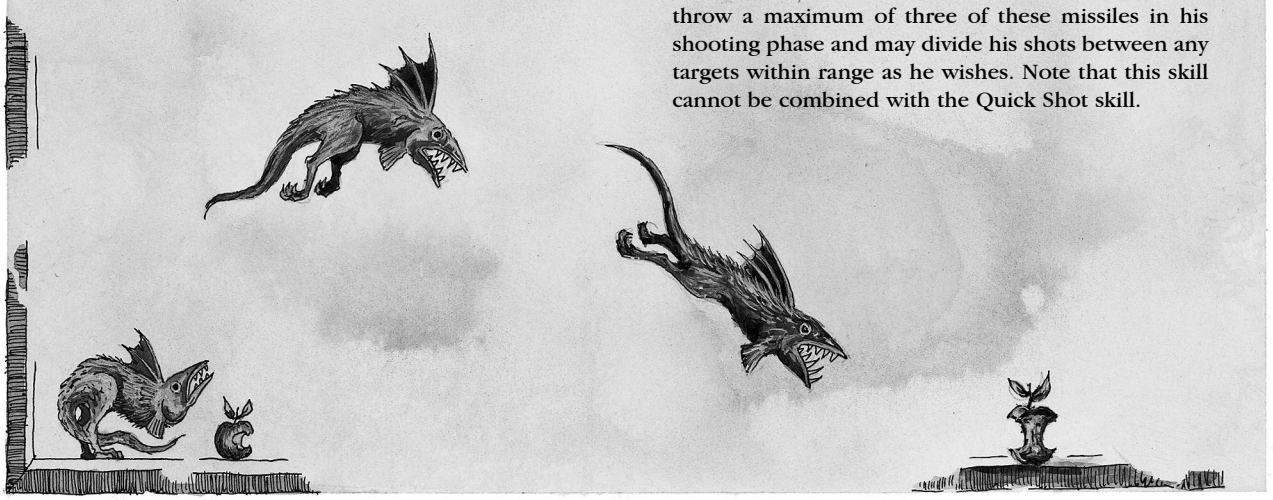
Weapons Expert. The warrior has been trained to use some of the more unusual weapons of the known world. He may use any missile weapon he comes across, not just the weapons available from his warband's list.

Nimble. The warrior may move and fire with weapons that are normally only used if the firer has not moved. Note that this skill cannot be combined with the Quick Shot skill.

Trick Shooter. The warrior can shoot through the tiniest gap without it affecting his aim. He ignores all modifiers for cover when using missile weapons.

Hunter. The warrior is an expert at getting his weapon loaded and ready. He may fire each turn with a handgun or Hochland long rifle.

Knife-Fighter. The warrior is an unrivalled expert at using throwing knives and throwing stars. He can throw a maximum of three of these missiles in his shooting phase and may divide his shots between any targets within range as he wishes. Note that this skill cannot be combined with the Quick Shot skill.



academic skills

Battle Tongue. This skill may only be chosen by a leader. The warrior has drilled his warband to follow short barked commands. This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill.

Sorcery. This skill may only be taken by Heroes capable of casting spells. A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Note that Sisters of Sigmar and Warrior-Priests may not use this skill.

Streetwise. A warrior with this skill has good contacts and knows where to purchase rare items. He may add +2 to the roll that determines his chances of finding such items (see the *Trading* section).

Haggle. The warrior knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

Arcane Lore. Witch Hunters, Sisters of Sigmar and Warrior-Priests may not have this skill. Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic.

Wyrdstone Hunter. The warrior has an uncanny ability to find hidden shards of wyrdstone. If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. The second result stands.

Warrior Wizard. This skill may only be taken by spellcasters. The mental powers of the wizard allow him to wear armour and cast spells.

strength skills

Mighty Blow. The warrior knows how to use his strength to maximum effect and has a +1 Strength bonus in close combat (excluding pistols). As his Strength is used for close combat weapons, the bonus applies to all such weapons.

Pit Fighter. The warrior has learned how to fight in enclosed spaces from his time in the dangerous fighting pits of the Empire. He is an expert at fighting in confined areas and adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins. It's a good idea to define which bits of your terrain collection count as 'buildings or ruins' at the start of a battle to avoid confusion later.

Resilient. The warrior is covered in battle scars. Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers.

Fearsome. Such is the reputation and physique of the model that he causes *fear* in opposing models.

Strongman. The warrior is capable of great feats of strength. He may use a double-handed weapon without the usual penalty of always striking last. Work out order of battle as you would with other weapons.

Unstoppable Charge. When he charges, the warrior is almost impossible to halt. He adds +1 to his Weapon Skill when charging.

speed skills

Leap. The warrior may leap D6" in the movement phase in addition to his normal movement. He may move and leap, run and leap, or charge and leap, but he can only leap once per turn.

A leaping warrior may jump over opposing man-sized models, including enemies, and obstacles 1" high, without penalty.

The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap (see page 28).

Sprint. The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.

Acrobat. The warrior is incredibly supple and agile. He may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".

Lightning Reflexes. If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values.

Jump Up. The warrior can regain his footing in an instant, springing to his feet immediately if he is *knocked down*. The warrior may ignore *knocked down* results when rolling for injuries, unless he is *knocked down* because of a successful save from wearing a helmet or because he has the No Pain special rule.

Dodge. A warrior with this skill is nimble and as fast as quicksilver. He can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).

Scale Sheer Surfaces. A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.

It is a Dark Time.

The might of the Emperors is dust, their crown is lost to them and their glory forgotten.

The promise of an age of peace and prosperity is drowned in blood.

This is your time. For the ruins of Nordheim holds a prize beyond imagination: stones of power which can grant all your wishes.

But beware of your enemies.

Fear the Possessed, the Beast of the Pit which roam the night.

Watch for the knives of the Rat-men, the Skaven of the Underworld.

Dread the corpses who walk like the living: the foul Vampires and their rotting minions.

This is Nordheim, the city of the Damned. This is the home of all your hopes. Be wary or it will be your grave as well.

Scenarios

Starting the game

pre-battle sequence

Although you can simply decide with your opponent which scenario you want to play, most players prefer to generate their scenarios randomly. To do this, work your way through the following sequence before the battle.

1. The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player may choose which he is.
2. Roll for warriors with old battle wounds to see whether they can take part or not.
3. Set up the terrain and warbands according to the rules for the scenario you are playing. The more buildings the better, so you should place all the terrain you have.

scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played.
3	Play Scenario 5: Street Fight.
4	Play Scenario 7: Hidden Treasure.
5	Play Scenario 3: Wyrdstone Hunt.
6	Play Scenario 8: Occupy.
7	Play Scenario 2: Skirmish.
8	Play Scenario 4: Breakthrough.
9	Play Scenario 9: Surprise Attack.
10	Play Scenario 6: Chance Encounter.
11	Play Scenario 1: Defend the Find.
12	The player with the lower warband rating may choose which scenario is played.

Scenario 1: Defend the find

Often a warband finds a building with a hoard of wyrdstone or other treasure inside, only to be challenged by a rival warband. This usually leads to conflict as it is unlikely that either side will be willing to give up the wealth easily.

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' x 4'. 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

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide.

The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

starting the game

The attacker has the first turn.

ending the game

If at the end of the defender's turn the attacker has more standing models within 6" of the objective than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

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 extra Experience.

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

wyrdstone

One shard of wyrdstone for each Hero of either warband who is inside the objective building at the end of the game (up to a maximum of three shards per warband).

Scenario 2: skirmish

In the vastness of the Mordheim ruins there is always the risk of running into a rival warband. While two groups sometimes pass each other without a fight, more often than not there is a vicious battle amongst the ruins. If a warband can drive their rivals away, they will have a larger area in which to search for 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' x 4'.

warbands

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The higher scoring player takes the first turn.

ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

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

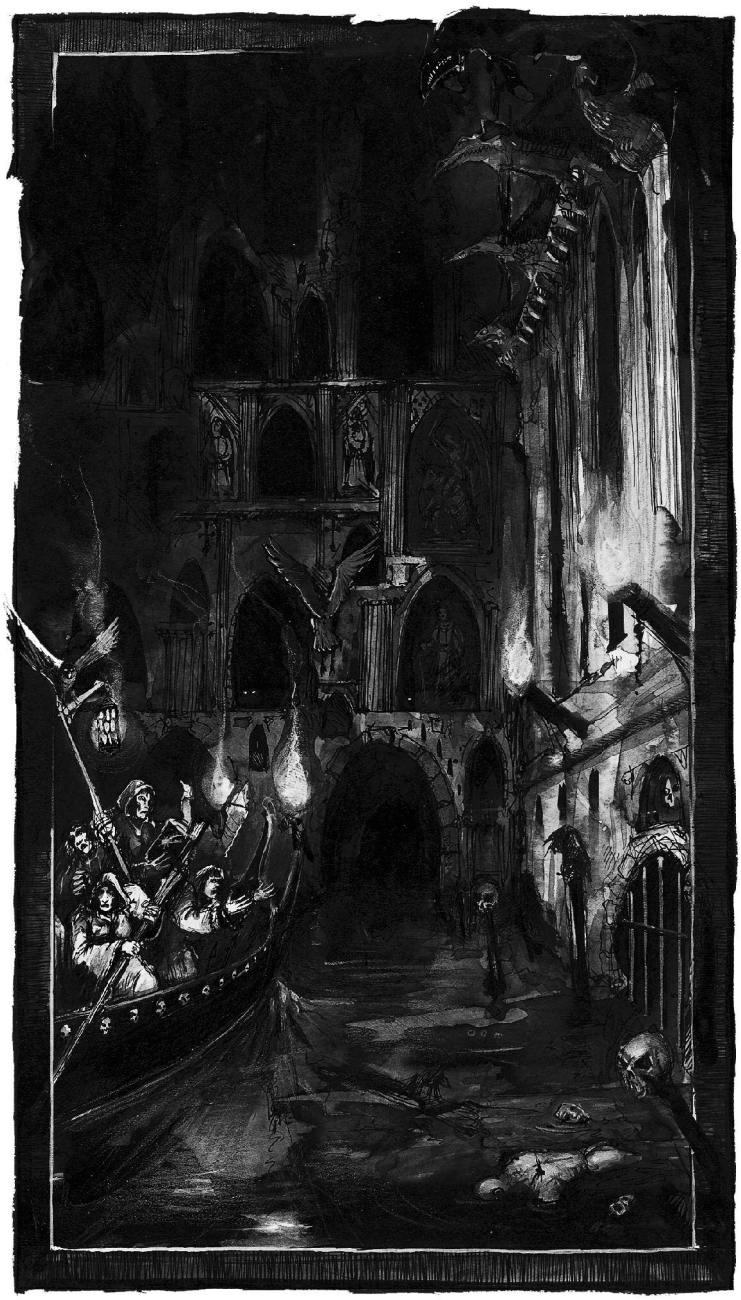
Scenario 3: wyrdstone hunt

Scattered in the ruins of Mordheim are innumerable tiny shards of priceless wyrdstone. It often happens that two warbands come upon the same area and only a battle can determine who will pick the spoils.

In this scenario, warbands encounter each other while scavenging in the same ruined warehouse, vault, temple or other such potentially rich building.

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' x 4'.



special rules

Once you have placed the terrain, put some Wyrdstone counters on the tabletop to represent where the shards are. There will be D3+1 counters in total.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. The counters must be placed more than 10" 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, so it is a good idea to put counters towards the middle of the table. 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 on the table where he fell.

warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The highest scoring player takes the first turn.

ending the game

The game ends when one warband fails its Rout test. The routers automatically lose.

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 Experience.

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

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

wyrdstone

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

Scenario 4: breakthrough

When news of a huge deposit of wyrdstone starts circulating, warbands will mount expeditions to unearth the wealth. However, their rivals often try to block them, eager to claim all the wyrdstone 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' x 4'.

warbands

Each player rolls a dice. Whoever scores higher decides which table edge the attacker sets up on.

The attacker sets up first, within 8" of his table edge. The defender sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

starting the game

The attacker has the first turn.

ending the game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses.

If the attacker manages to move two or more standing warriors to within 2" of the defender's table edge, they have broken through and he wins the game.

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 Experience.

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

+1 Breaking Through. Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 Experience.

Scenario 5: street fight

Often two warbands will come face to face with each other in the narrow streets of Mordheim. Sometimes they pass each other without incident but more often the meeting ends in bloodshed.

terrain

Set up all the buildings into a single street, with no gaps along the sides. Behind the buildings are impassable ruins, although the buildings themselves are still accessible. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses whether to deploy first or second. The warbands are deployed within 6" of opposite ends of the street.

special rules

Neither warband can backtrack down the street to leave the battlefield via their own edge.

starting the game

Roll a D6 to see who has the first turn.

ending the game

When one of the warbands manages to move all its remaining warriors out of the street via the opposing edge, the game ends and that player is victorious.

Alternatively a warband which fails a Rout test loses the game.

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 Experience.

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

+1 Escaping. The first Hero from either side (not both!) who exits via the opposing table edge gains +1 Experience.

Scenario 6: chance encounter

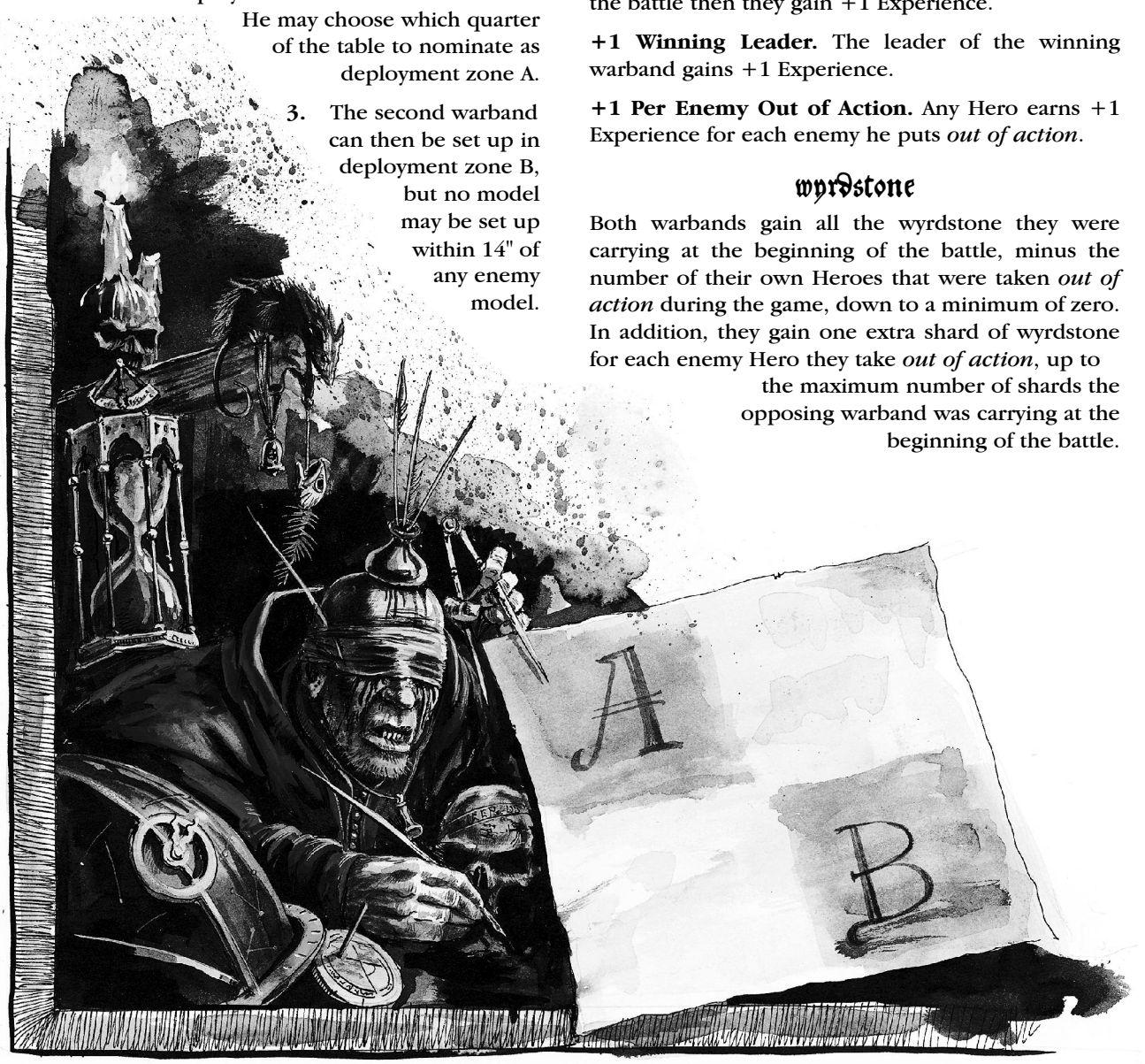
Both warbands have completed their daily search of the ruins and are on their way back to their encampment when they run into each other. Neither side was expecting a fight, and the warband that reacts the quickest has the advantage.

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' x 4'.

set-up

1. Each player rolls a D6. The player with the higher score can choose to deploy first or second.
2. The first player to deploy sets up his entire warband in deployment zone A as shown below. He may choose which quarter of the table to nominate as deployment zone A.
3. The second warband can then be set up in deployment zone B, but no model may be set up within 14" of any enemy model.



starting the game

Each player rolls a D6 and adds the normal Initiative of their leader. The player with the higher score goes first.

special rules

Each warband is carrying D3 shards of wyrdstone at the beginning of the battle. Mark down the number each warband has.

ending the game

The battle ends when one warband fails a Rout test. The routing warband loses.

experience

+1 Survives. If a Hero or a Henchman group survives the battle then 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*.

wyrdstone

Both warbands gain all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken *out of action* during the game, down to a minimum of zero. In addition, they gain one extra shard of wyrdstone for each enemy Hero they take *out of action*, up to the maximum number of shards the opposing warband was carrying at the beginning of the battle.

Scenario 7: Hidden treasure

There is a rumour that one of the ruined buildings has a concealed cellar with a treasure chest hidden in it. Two rival warbands have heard about the cellar and are now searching the area. Who knows what they will find?

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' x 4'.

set-up

Both players roll a D6 and whoever rolls highest chooses which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side.

special rules

All the warriors (not animals!) in each warband know roughly what they are looking for and must inspect the buildings to find the treasure. Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once.

If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge. Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put *out of action*, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. For example, roll to see if you find any wyrdstone – you need a 5+ to find it. Then roll to see if you find the armour, and so on. This can make the chest a very valuable acquisition – however, it could also mean that your warband has risked death for only three gold crowns!

ITEMS	D6 ROLL REQUIRED TO FIND
3D6 gc	Automatic
D3 pieces of wyrdstone	5+
Suit of light armour	4+
Sword	3+
D3 gems worth 10 gc each	5+

starting the game

Roll a D6. The player rolling highest has the first turn.

ending the game

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the treasure chest.

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 Experience.

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

+2 For Finding the Chest. If a Hero finds the treasure chest he earns +2 Experience.

Scenario 8: occupy

This scenario takes place in a part of Mordheim where the buildings are bursting with shards of wyrdstone and other wealth. Taking and holding these buildings means that your warband gains rich pickings. Unfortunately, your opponent has the same idea.

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' x 4'.

warbands

Each player rolls a D6. The player with the highest score decides which warband sets up first. The first player chooses the table edge he wants to set up on, and places all his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The player with the higher score takes the first turn.

special rules

The objective is to capture D3+2 of the buildings on the tabletop. Mark these buildings, starting with the one closest to the centre of the table, working your way outwards to the next nearest building. A building is occupied if at least one of your standing models is inside and no enemy models are inside the building.

ending the game

There is no need to take any Rout tests – as the game lasts for a maximum of eight turns. If one warband voluntarily routs, the game ends and the winning warband is considered to occupy all of the buildings on the table.

experience

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

+1 Winning Leader. The leader of the warband who controls the highest number of buildings at the end of the battle gains +1 Experience.

If both sides occupy the same number of buildings, then the battle is considered to be a draw and neither leader gains this bonus.

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

Scenario 9: surprise attack

One warband is out searching the ruins of Mordheim for loot when it is attacked by an enemy warband. The defenders are spread thinly and must muster a defence quickly to drive off their attackers.

terrain

Starting with the attacker, 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' x 4'.

set-up

1. The defending player rolls a D6 for each Hero and Henchman group in his warband, in any order he chooses. On a 1-3, they are elsewhere in the ruins and turn up later as reinforcements. On a 4-6 they are deployed at the start of the game. Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.
2. The defender deploys his available Heroes and Henchmen on the table. No model may be closer than 8" to another model, as the warband is spread out wide to search the ruins. No model may be deployed closer than 8" to a table edge.
3. The attacker deploys his whole warband within 8" of a random table edge, as shown below. He may choose which edge to nominate as '1' before rolling to see where he deploys.

starting the game

The attacker always gets the first turn.

special rules

The defender, at the start of his second and subsequent turns, may roll a D6 for each of his Henchmen groups or Heroes not yet on the table. On a 4+ they move on in the movement phase from a random table edge as shown below – roll a D6. All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.

ending the game

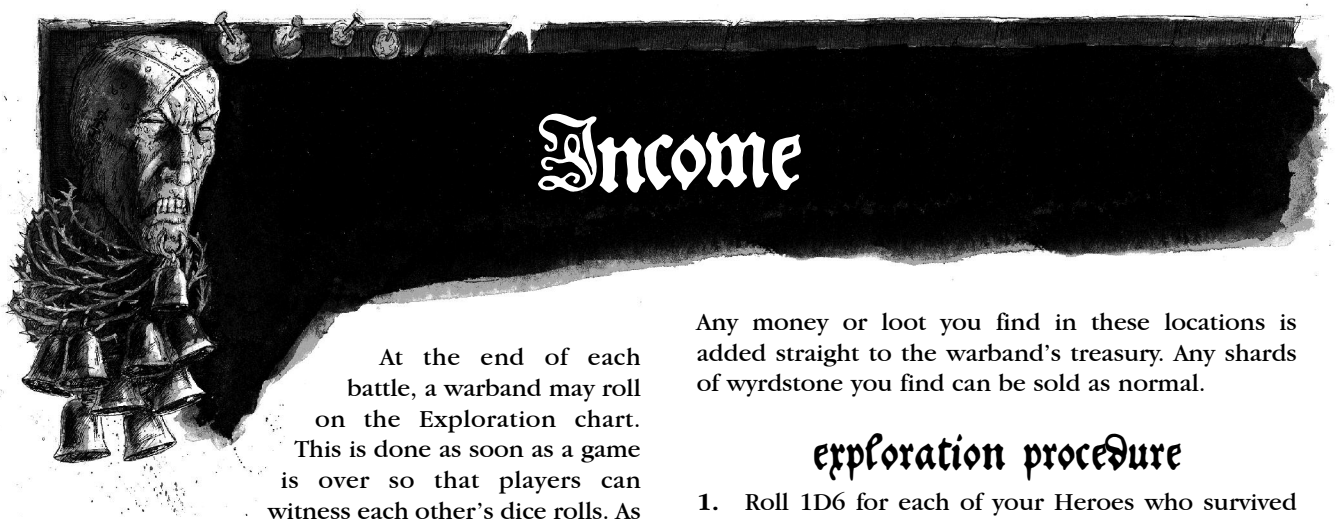
The game ends when one warband fails a Rout test. The routing warband loses.

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 Experience.

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



Income

At the end of each battle, a warband may roll on the Exploration chart. This is done as soon as a game is over so that players can witness each other's dice rolls. As you can see from the chart, a warband that is just starting out has little chance of finding the more obscure places in Mordheim. However, a warband will make more discoveries as it goes along thanks to its better equipment and accumulated skills.

Roll a D6 for each Hero in your warband who survives without going *out of action*. This represents the warband's efforts to unearth wyrdstone. Do not roll for any Heroes who went *out of action* during the battle; they are taken back to the warband's encampment to recuperate instead. So, for example, if your warband includes four Heroes who all survived the last battle, you can roll four dice. If you won your last game, you may roll one extra dice. Add the results of the dice together and consult the Exploration chart to see how many shards of wyrdstone your warband has found.

Do not roll for Henchmen. This does not mean that they don't search the ruins, but instead represents the efforts of the Heroes in coordinating the search parties. In addition, some Henchmen like Zombies or Warhounds (for obvious reasons) are not particularly useful when it comes to looking for wyrdstone.

rolling multiples

As well as finding shards of wyrdstone, the warband can come across unusual places or encounter inhabitants of the ruined city. If you roll two or more of the same number while searching, you have found an unusual building or encountered something out of ordinary. Consult the chart and refer to the appropriate entry in the Exploration results.

For example, you might roll two 3's or three 5's, in which case you should refer to the chart. Choose the most numerous multiples if you score more than one set of multiples. So, if you rolled a double 3 and a triple 5, only look up the triple 5 on the Exploration chart. In the case of two doubles or triples look up the highest result. For example, if you rolled double 1 and double 3, look up the double 3 result.

Any money or loot you find in these locations is added straight to the warband's treasury. Any shards of wyrdstone you find can be sold as normal.

exploration procedure

1. Roll 1D6 for each of your Heroes who survived the battle and one extra dice if you won, plus any extra dice allowed by skills or equipment. Note, however, that you must pick a maximum of six dice out of all the dice you roll, even if you are allowed to roll seven dice or more.
2. Some things, such as skills and equipment, (like the Mordheim Map) may allow you to re-roll dice. If your warband includes an Elf Ranger, you may modify one dice by +1 or -1.
3. If you rolled any doubles, triples, etc, you have found an unusual location in Mordheim. Consult the Exploration chart on the next page to see what you find. Refer to the appropriate entry on the following pages and follow the instructions given there.
4. Add the results together and consult the chart on the next page to see how many shards of wyrdstone you have found. Mark down the amount of wyrdstone on your warband's roster sheet.

NUMBER OF WYRDSTONE SHARDS FOUND

Dice Result	Shards Found
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

Example: *The Sellswords, a Reiklander warband, have just won a battle. Three of their Heroes survived and the warband discovered the Entrance to the Catacombs in an earlier battle. This means that the warband may roll four dice and re-roll one of them. The player rolls 5, 5, 1 and 3. He then picks one of the dice (the 1) and re-rolls it. He scores a 4. His warband also includes an Elf Ranger, so he can modify one of the dice rolls by +1/-1. The player decides to turn the 4 into a 5, giving him a grand total of 5, 5, 5 and 3. This means that the warband has found four shards of wyrdstone (5+5+5+3=18 which according to the table above gives the warband four shards) and the three 5's produce a 'Market Hall' result on the Exploration chart.*

Exploration chart

DOUBLES

1 1	Well
2 2	Shop
3 3	Corpse
4 4	Straggler
5 5	Overturned Cart
6 6	Ruined Hovels

TRIPLES

1 1 1	Tavern
2 2 2	Smithy
3 3 3	Prisoners
4 4 4	Fletcher
5 5 5	Market Hall
6 6 6	Returning a Favour

FOUR OF KIND

1 1 1 1	Gunsmith
2 2 2 2	Shrine
3 3 3 3	Townhouse
4 4 4 4	Armourer
5 5 5 5	Graveyard
6 6 6 6	Catacombs

FIVE OF KIND

1 1 1 1 1	Moneylender's House
2 2 2 2 2	Alchemist's Laboratory
3 3 3 3 3	Jewelsmith
4 4 4 4 4	Merchant's House
5 5 5 5 5	Shattered Building
6 6 6 6 6	Entrance to the Catacombs

SIX OF KIND

1 1 1 1 1 1	The Pit
2 2 2 2 2 2	Hidden Treasure
3 3 3 3 3 3	Dwarf Smithy
4 4 4 4 4 4	Slaughtered Warband
5 5 5 5 5 5	Fighting Arena
6 6 6 6 6 6	Noble's Villa

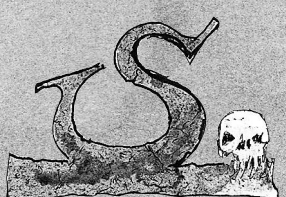
The Necromancer dropped the crushed wyrdstone into the burning brazier causing the roaring flames to leap up and light the room in greens and blues. His spies had told him that a Witch Hunter had come to Mordheim to run him down and end his unholy work.

Thinking of it made the evil Necromancer laugh aloud. The stupid fool did not know what dangers he was dealing with. Enemies might be killed, riches might be won, but nobody could defeat this city. Mordheim no longer belonged to the normal mortal world. The stones themselves were steeped in the very stuff of chaos.

"Perhaps he will kill me. He will be young, brash, naive. He is full of pride and noble self-sacrifice. He believes he can defeat this place!" He told his Zombies with a bitter laugh, as they waited dumbly around him, their unseeing eyes clouded over, the flesh hanging limply off their rotting bones.

"It doesn't matter any more. For I have the power now, I have the means to continue the great quest for all eternity. Isn't that right, Hensel?" he asked the nearest of the Zombies, which leant on the haft of a battered, old halberd. The creature slowly turned its head towards him, its broken jaw lolling open to issue an unintelligible moan.

"He thinks he knows what the truth is, doesn't he? Well, he will learn." mused Marius Dire. "He will learn…"



Doubles

(1 1) Well

The public wells, of which there were several in Mordheim, were covered by rooves raised up on pillars and adorned with carvings and fountains. The city was proud of its water system. Unfortunately, like all the other wells, this one is in a parlous state and undoubtedly polluted with wyrdstone.

Choose one of your Heroes and roll a D6. If the result is equal to or lower than his Toughness, he finds one shard of wyrdstone at the bottom of the well. If he fails, the Hero swallows tainted water and must miss the next game through sickness.

(2 2) Shop

The Merchants Guild shop has been thoroughly ransacked. Even so, there are still items scattered around the single, long room, mingled in with the rubble. Some are useful, such as cast iron pots and pans and rolls of fine cloth. All manner of smaller items are lying about – the sort of frippery which no longer has a use in a devastated city with few inhabitants.

After a thorough search you find loot worth D6 gc. If you roll a 1 you will also find a Lucky Charm (see the Equipment section, page 53).

(3 3) Corpse

You find a still-warm corpse. A chipped dagger sticks out of his back. Surprisingly, his possessions have not been looted.

To see what you find when you search the corpse, roll a D6:

D6	Result
1-2	D6 gc
3	Dagger
4	Axe
5	Sword
6	Suit of light armour

(4 4) Straggler

Your warband encounters one of the survivors of Mordheim, who has lost his sanity along with all his worldly possessions.

Skaven warbands can sell the straggler to agents of Clan Eshin (who will use the man for food or slavery) and gain 2D6 gc.

Possessed warbands can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain +1 Experience.

Undead warbands can kill the man and gain a Zombie for no cost.

Any other warband can interrogate the man and gain insight into the city. Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three).

(5 5) Overturned Cart

Stuck in a ruined gateway is an overturned wagon – the covered type that nobles travel in from the city to their estates in the country. Since anyone important fled a long time ago, what is it doing here? The horses have broken their traces, or did someone cut them free?

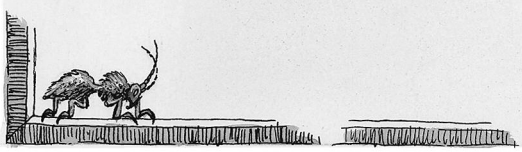
Roll a D6 to see what you find:

D6	Result
1-2	Mordheim Map (see *Equipment*)
3-4	A purse with 2D6 gc
5-6	Jewelled sword and dagger. These can be kept or sold at twice the value of a normal sword and dagger, but note that the normal selling price is half the actual cost (see the Trading section for rules on selling items), so the jewelled sword will sell for 10gc, for instance.

(6 6) Ruined Hovels

The street consists of ruined hovels, which are leaning over at alarming angles. Not much worth looting here.

You find loot worth D6 gc amidst the ruins.



Triples

(1 1 1) Tavern

The ruin of a tavern is recognisable by its sign still hanging on the wall. The upper part of the building is ruined, but the cellars are cut into rock and are still full of barrels. There are broken flagons and tankards everywhere.

You could easily sell the barrels for a good price. Unfortunately your men are also interested in the contents! The warband's leader must take a Leadership test. If he passes, the warband gains 4D6 gc worth of wines and ales which can be sold immediately.

If he fails, the men drink most of the alcohol despite their leader's threats and curses. You have D6 gc worth of alcohol left when the warband reaches their encampment.

Undead, Witch Hunter and Sisters of Sigmar warbands automatically pass this test, as they are not tempted by such worldly things as alcohol.

(2 2 2) Smithy

The furnace and toppled anvil make it obvious what work was done here. Most of the iron and the tools have been looted long ago. Coal and slag litter the floor but there may still be weapons to be found among the debris.

Roll a D6 to determine what you find inside:

D6	Result
1	Sword
2	Double-handed weapon
3	Flail
4	D3 Halberds
5	Lance
6	2D6 gc worth of metal (add the value to your treasury).

(3 3 3) Prisoners

A muffled sound comes from one of the buildings. Inside you find a group of finely dressed people who have been locked in a cellar. Perhaps they are prisoners taken by cultists, ready to be sacrificed during Geheimnisnacht.

Possessed warbands can sacrifice the victims (undoubtedly finishing the job of the captors). They gain D3 Experience which is distributed amongst the Heroes of the warband.

Undead warbands can callously kill the prisoners and gain D3 Zombies at no cost.

Skaven can sell the prisoners into slavery for 3D6 gc.

Other warbands can escort the prisoners out of the city. For their trouble, they are rewarded with 2D6 gc. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip the new recruit with weapons and armour, you may add a new Henchman to any of your human Henchman groups (with the same stats as the rest of the group, even if they have already accumulated experience).

(4 4 4) Fletcher

This hovel was once the workshop of a fletcher – a maker of bows and arrows. There are bundles of yew staves and willow rods everywhere.

Roll a D6 to see what you find:

D6	Result
1-2	D3 Short bows
3	D3 Bows
4	D3 Long bows
5	Quiver of hunting arrows
6	D3 Crossbows

(5 5 5) Market Hall

The market hall was raised up on pillars, with the timbered corn exchange above the open market place. The upper storey has been badly damaged, but the covered market still offers a good deal of shelter. The remains of the last market day are still lying around on the cobbles. Most of this is broken pottery and iron pots.

You find several items worth 2D6 gc in total.

(6 6 6) Returning a Favour

As you are returning to your encampment, you meet one of your old acquaintances. He has come to repay an old favour or debt.

You gain the services of any one Hired Sword (choose from those available to your warband) for the duration of the next battle, free of charge. After the battle he will depart, or you may continue to pay for his upkeep as normal. See the Hired Swords section on page 131.

Four of a Kind

(1 1 1 1) Gunsmith

You find the workshop of a Dwarf gunsmith. Its doors have been broken down and the rooms raided, but some of the iron strongboxes have survived intact.

Roll a D6 to see what you find:

D6	Result
1	Blunderbuss
2	Brace of pistols
3	Brace of duelling pistols
4	D3 Handguns
5	D3 Flasks of superior blackpowder
6	Hochland long rifle

(2 2 2 2) Shrine

Your warband stumbles across a ruined shrine, which is so badly damaged that it is difficult to tell which god was once worshipped within its walls. A few images remain on the painted plaster walls but they have been defaced by heretics. Fragments of smashed statues lie among the ruins. Some items appear to be covered in gold leaf, most of which has been torn off.

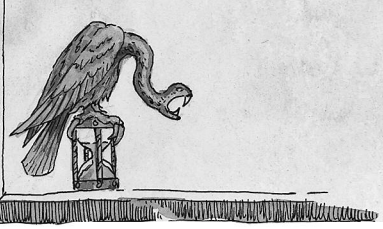
Your warband may strip the shrine and gain 3D6 gc worth of loot.

Sisters of Sigmar or Witch Hunter warbands may save some of the shrine's holy relics. They will gain 3D6 gc from their patrons, and a blessing from the gods. One of their weapons (chosen by the player) will now be blessed and will always wound any Undead or Possessed model on a to wound roll of 2+.

(3 3 3 3) Townhouse

This three-storey house was once part of a tenement block overlooking a narrow alleyway. The street is now in ruins, but this house remains largely intact. Exploring it you find that the garret leans over so far that you can step out of the window into the attic of the house opposite.

Your warband finds 3D6 gc worth of loot.



(4 4 4 4) Armourer

A breastplate hanging from a pole drew your attention to this place, obviously too high up to be easily looted. The workshop is ruined and the forge has been smashed. Rooting about in the soot, you find various half-finished items of armour.

Roll a D6 to see what you find:

D6	Result
1-2	D3 Shields or bucklers (choose which)
3	D3 Helmets
4	D3 Suits of light armour
5	D3 Suits of heavy armour
6	Suit of Ithilmar armour

(5 5 5 5) Graveyard

You find an old graveyard, crammed with sepulchres that are overgrown with ivy. The monuments to the dead are grotesque and decorated with sculpted gargoyles. The ironwork has been ripped from some of the tombs, and stones have toppled off. It looks as if some of the crypts have already been broken into by tomb robbers.

Any warband apart from Witch Hunters and Sisters of Sigmar may loot the crypts and graves and gains D6x10 gc worth of loot.

If you loot the graveyard, the next time you play against Sisters of Sigmar or Witch Hunters, the entire enemy warband will *hate* all the models in your warband. Make a note of this on your warband roster sheet.

Witch Hunters and Sisters of Sigmar may seal the graves. They will be rewarded for their piety by D6 Experience points distributed amongst the Heroes of the warband.

(6 6 6 6) Catacombs

You find an entrance to the catacombs and tunnels below Mordheim.

You can use the new tunnels you found in the next battle you play. Position up to three fighters (not Rat Ogres or the Possessed) anywhere on the battlefield at ground level. They are set up at the end of the player's first turn and cannot be placed within 8" of any enemy models.

This represents the warriors making their way through the tunnels, infiltrating enemy lines and emerging suddenly from below ground.

Five of a Kind

(1 1 1 1 1) Moneylender's House

A grand mansion, that is strongly built from stone, has survived the cataclysm remarkably well. A carved coat of arms adorns the lintel above the doorway although it has been defaced by raiders and the symbols are now unrecognisable. The door itself, has been smashed open with axes and hangs open on its hinges.

Inside, hidden amongst the debris, you find D6x10 gc to add to your treasury.

(2 2 2 2 2) Alchemist's Laboratory

A narrow stairway leads down into a crypt-like dwelling which was once an alchemist's workshop. The sign still hangs from one hinge above the entrance. It looks as if this was a very old building which has remained in use for centuries although it did not survive the comet's destruction too well. The stone floor has strange symbols on it and there are charts and astrological symbols painted onto the walls.

In the ruins you find loot worth 3D6 gc and a battered old notebook. One of your Heroes may study the Alchemist's notebook, and the extra wisdom he gains will enable him to choose from Academic skills whenever he gains a new skill in addition to those skills normally available to him.

(3 3 3 3 3) Jewelsmith

The houses in the jewellers' quarter have all been well and truly looted long ago. Even the rubble has been picked over many times for fragments of gold and gems. But still, some small but valuable items may have been overlooked.

Roll a D6 to see what you find:

D6	Result
1-2	Quartz stones worth D6x5 gc
3-4	Amethyst worth 20 gc
5	Necklace worth 50 gc
6	A ruby worth D6x15 gc

If your warband does not sell the gems, one of your Heroes may keep them and displays them proudly. He will gain +1 to the rolls for locating rare items as merchants flock to such an obviously wealthy warrior.

(4 4 4 4 4) Merchant's House

The merchant's house stands by the waterfront. It has a vaulted stone undercroft which is still stacked with barrels and bales of cloth. The foodstuffs have been looted or eaten long ago and huge rats infest the rotting bales. Up the stairs are the dwelling quarters, solidly built of timber, although badly damaged you think you can still get up to them but you'll need to tread with care!

Inside you find several valuable objects which can be sold for 2D6x5 gc. If you roll a double, instead of finding money you find the symbol of the Order of Freetraders. A Hero in possession of this gains the Haggle skill.

(5 5 5 5 5) Shattered Building

The comet destroyed this building almost completely, making it unsafe for all but the most daring to explore. But places such as this are the best for searching for wyrdstone shards.

You find D3 shards of wyrdstone amongst the ruins. In addition take a Leadership test against the warband leader's Leadership value. If passed a wardog that was guarding the building joins the warband.

(6 6 6 6 6) Entrance to the Catacombs

You find a well-hidden entrance to the dark catacombs which extend for miles beneath the city of Mordheim. Although the entrance looks foreboding the tunnels will take hours off your searches of the city.

You can use these tunnels to explore Mordheim more efficiently. From now on, you may re-roll one dice when you roll on the Exploration chart. Make a note of this in your warband's roster sheet. Second and subsequent catacomb entrances you find do not grant you any additional re-rolls, although you may find further re-rolls from other sources.

Six of a Kind

(1 1 1 1 1 1) The Pit

You have come within sight of the Pit, the huge crater created by the comet. A black cloud still rises from it but you can see glowing wyrdstone everywhere. This is the domain of the Shadow Lord, the lord of the Possessed, and no-one is welcome here – even his own followers!

If you wish, you can send one of your Heroes to search for any wyrdstone hidden here. Roll a D6. On a roll of 1 the Hero is devoured by the guardians of the Pit and never seen again. On a roll of 2 or more he returns with D6+1 shards of wyrdstone.

(2 2 2 2 2 2) Hidden Treasure

In the depths of Mordheim, you come across a hidden chest, bearing the coat-of-arms of one of the noble families of the town.

When you open the chest you find the following items. Roll for every item on the list separately (apart from the gold crowns) to see whether you have found it. For example, on a roll of a 4+ you find the wyrdstone.

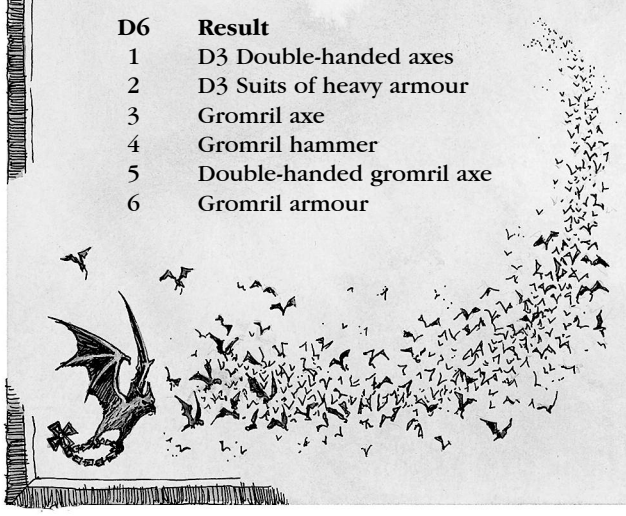
Items	D6 Result Needed
D3 Pieces of wyrdstone	4+
5D6x5 gc	Auto
Holy relic	5+
Suit of heavy armour	5+
D3 Gems worth 10 gc each	4+
Elven cloak	5+
Holy tome	5+
Magical artefact	5+

(3 3 3 3 3 3) Dwarf Smithy

You find a solidly built stone workshop. A runic inscription indicates that this may have been a Dwarf smithy.

Roll a D6 to see what you find:

D6	Result
1	D3 Double-handed axes
2	D3 Suits of heavy armour
3	Gromril axe
4	Gromril hammer
5	Double-handed gromril axe
6	Gromril armour



(4 4 4 4 4 4) Slaughtered Warband

You find the remains of an entire warband. Broken bodies lay scattered among the ruins, torn apart by some monstrous creature. You see a huge shape, which looks like an immense Possessed creature, shambling away.

After giving the dead their final rites (Sisters of Sigmar or Witch Hunters), eating them (Skaven or Undead) or looting them (anyone else!) you find the following items. Roll for every item separately (apart from the gold coins and daggers) to see if you find it. For example, on a roll of 4+ you will find the suits of light armour.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of light armour	4+
Suit of heavy armour	5+
D6 Daggers	Auto
Mordheim Map (see p55)	4+
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Bows	4+
D3 Helmets	2+

(5 5 5 5 5 5) Fighting Arena

During better times, Mordheim was famous for its duellists and pit fighters. You have found one of the areas used to train these warriors. The place is filled with training equipment and practice weapons.

You find a training manual, which you can either sell for 100 gc or let one of your Heroes read. The extra knowledge your Hero gleans from reading the manual entitles him to choose from Combat skills whenever he gains a new skill, and his WS may now be increased by an extra point above his normal racial maximum (for example, a Human who has the book would now have a maximum Weapon Skill of 7).

(6 6 6 6 6 6) Noble's Villa

You find a fine house which is partially ruined. It has been thoroughly ransacked and all the furniture has been stripped of its fine fabrics. Shards of broken pottery of the finest quality are scattered over the floor.

Roll a D6. If you roll 1-2, you find D6x10 gc worth of items and money to add to your treasury. On a roll of 3-4, you find D6 vials of Crimson Shade. On a roll of 5-6 you find a hidden magical artefact carefully concealed in a hidden cellar or behind a secret door. Roll on the Magical Artefacts table.

magical artefacts table

Roll a D6 and use this table to determine which item you find when a result in the Exploration chart indicates that you have found a magical artefact. In a campaign none of these items can appear more than once, so if you find a magic item which is already in someone else's possession roll again – even if the warrior carrying it has been killed.

1 The Boots and Rope of Pieter

Pieter, the master thief of the Guild of Shadows, was the most famous of all the cat burglars of Mordheim. He earned the nickname 'Spider' for his daring robberies. The secret of his success was a pair of enchanted boots and a magical rope which he had acquired from far-off Araby.

A model wearing these boots may move normally (including running, charging, etc) on any kind of terrain, including vertical surfaces. When moving the model, simply adds the distances moved horizontally to that moved vertically, with no Initiative test needed (except to jump across gaps).

2 The Count of Ventimiglia's Misericordia

This dagger was used by the notorious Tilean gentleman-pirate known as the 'Black Corsair'. It is claimed that he found it in ancient Elven ruins and legend also has it that the dagger's blade cannot be damaged in any way.

The dagger is treated as a sword. Opponents wounded by it are *stunned* on a result of 1-3 (Undead are *knocked down* as normal) and put *out of action* on a 4-6.

3 Att'la's Plate Mail

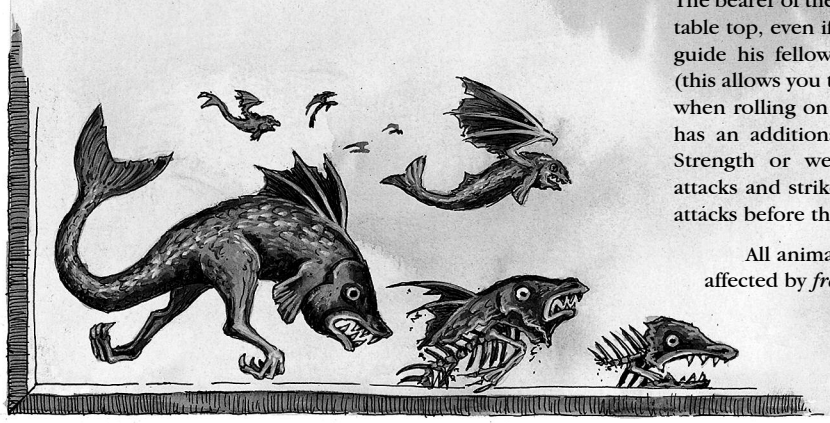
This armour was given as a present by the Dwarf Lord Kurgan to the warlord Att'la in the time of Sigmar Heldenhammer.

Att'la's Plate Mail is a suit of gromril armour with the following three runes inscribed on it:

Rune of Spell Eating: The Hero wearing this armour is immune to all spells.

Rune of Passage: The Hero can move through solid objects, like walls (this does not mean that he can see through them).

Rune of Fortitude: The Hero has an extra wound. Note that this may take his total Wounds above his race's maximum.



4 Bow of Seeking

This bow was a gift to Count Steinhardt from the Elf lords of the Forest of Shadows.

Any arrow shot using this magic bow will pursue the target and hit it even if the target is behind cover. Treat this as an Elven bow that always hits on a 2+, regardless of any to hit modifier. Such is its deadly precision that all the arrows shot with this weapon count as Hunting Arrows (+1 on all Injury rolls).

Pick any enemy model in range, not just the closest, but the shooter must be able to see the target (even the tip of a target's weapon is enough – as long as the shooter is aware of the presence and position of the target, he can shoot). In addition, if any Dwarf is an eligible target, the arrows will always deviate from their intended target and try to hit the Dwarf instead. For obvious reasons this bow cannot be used to shoot at Elves.

5 Executioner's Hood

Recovered from a shipwrecked Dark Elf vessel, this hood carries evil glowing runes which fill the wearer with unreasoning rage.

A warrior wearing this becomes subject to and always will be *frenzied* even if he is *knocked down* or *stunned*. He also adds +1 to his Strength in close combat, such is the power of his fury. The wearer never leaves combat under any circumstances, and will always attack opponents in base contact until they are taken *out of action*.

If there are any *stunned* or *knocked down* models within the wearer's charge range at the beginning of his turn, he will charge and attack the closest one, even if they are members of his own warband! Fight the hand-to-hand combat until one of the warriors is taken *out of action*.

6 All-seeing Eye of Numas

This jewel was recovered from the ruins of Numas far in the south. It gives its wielder horrific nightmares that predict his future.

The bearer of the All-seeing Eye can see all models on the table top, even if they are *hidden* or out of sight. He can guide his fellow warband members through the ruins (this allows you to roll two dice for the bearer after battle when rolling on the Exploration chart). The bearer also has an additional 6+ save (which is not modified by Strength or weapon modifiers) against all shooting attacks and strikes in close combat, as he can sense the attacks before they are made.

All animals (such as wardogs, horses, etc) will be affected by *frenzy* when fighting against the bearer of the All-seeing Eye.

selling wyrdstone

Wyrdstone is tremendously valuable and is in constant demand by Imperial nobles. This means that finding buyers for your warband's wyrdstone is not difficult. You do not have to sell all your wyrdstone immediately after the battle – you may want to hoard it and sell it later, as selling wyrdstone in smaller quantities will increase demand and raise the price. Unfortunately, the demands of running a warband often mean that you will have to sell most of your wyrdstone as soon as you find it.

The warband must spend a large portion of its income on basic necessities such as food, drink, repair of weapons, and new arrows and ammunition, as well as celebrating! A warband leader is also expected to share any profits made by selling wyrdstone between his men which means that the more money the warband makes from such sales, the bigger the share for the men.

The more models there are in the warband, the more it costs to maintain and the higher the level of any profits made that must be shared between the men. The number indicated on the following chart is the profit in gold crowns earned after deducting the warband's maintenance costs. The profit is added to warband's treasury.

No. of Shards Sold	Number of Warriors in Warband					
	1-3	4-6	7-9	10-12	13-15	16+
1	45	40	35	30	30	25
2	60	55	50	45	40	35
3	75	70	65	60	55	50
4	90	80	70	65	60	55
5	110	100	90	80	70	65
6	120	110	100	90	80	70
7	145	130	120	110	100	90
8+	155	140	130	120	110	100

sisters of sigmar and income

Worldly possessions mean little to the Sisters, but their holy mission to purify Mordheim of the influence of Chaos requires supplies and weaponry, and these are much in demand. Thus the warbands of the Sisterhood compete with each other to gain the best weapons and equipment from the temple's armoury.

To measure their success, the more wyrdstone the Sisters bring to be kept under lock and key in the Vault of Vindication in the temple at Sigmar's Rock, the more aid they will receive from the temple.

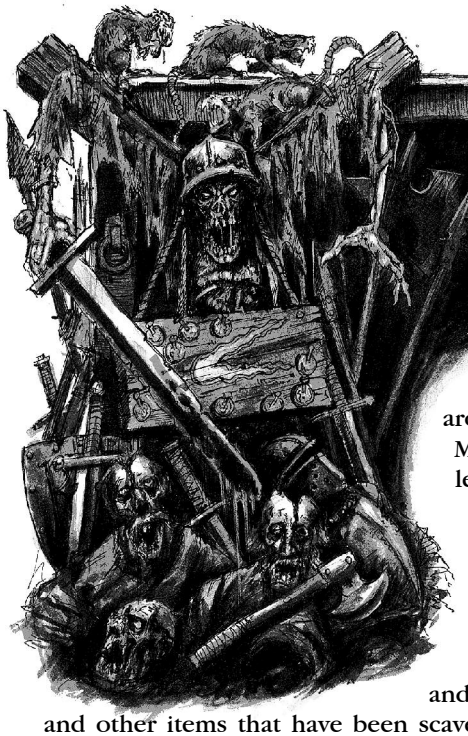
Thus all gold crowns in the possession of a Sisters of Sigmar warband represent the resources that the High Matriarch will put at their disposal. It does not represent money in a literal sense, so you may like to think of it as faith, piety, dedication, etc.

skaven and undead

Neither of these warbands puts much value on gold, but they send all the wyrdstone they find to their superiors and receive aid and resources in return. Skaven use their own currency for trading, while the Undead are somewhat beyond petty concepts of wealth. For Skaven, the gold crowns in the warband's treasury represent the warp tokens which the Skaven use for currency, while for the Undead it represents the favour they enjoy in the eyes of their master, Vlad von Carstein of Sylvania.

spending income

You can spend any accumulated money on weapons, armour, hiring new warriors, buying new equipment or simply save the money for a bigger purchase. See the *Trading* section for details.



Trading

Every settlement around the city of Mordheim has at least one trading post, shop or merchant's guildhouse where the local traders sell their wares and buy wyrdstone and other items that have been scavenged from the ruins. In a large village such a place might cover a substantial area with many traders and merchants offering their goods and services. Small settlements are served by travelling traders.

All warbands are able to get new equipment one way or another. The most unscrupulous merchants actively trade with the Possessed Cultists, and creatures such as the Skaven have their own network of contacts, while Vampires can send the Dregs that serve them into the less salubrious settlements around Mordheim, such as Cutthroats' Haven.

spending cash

After every game, a warband can collect income from exploration, etc, and sell any wyrdstone and treasures they have acquired. Cash can be spent on recruiting new warriors, or on new equipment for the warband.

The price of wyrdstone varies according to current demand. See the Income section for details.

new recruits

New warriors are recruited in the same way as the original warband with the notable exception of equipment. After the start of a campaign, a new hireling can only buy Common items from his warband's equipment chart freely. He may only be given Rare items from his warband's equipment chart if the warband can obtain them via the normal trading rules.

Warbands may recruit whatever type of warriors the player wishes, but the usual restrictions apply regarding the number of Heroes, Henchmen, wizards, etc. For example, no warband may recruit a second leader, and no Mercenary warband can have more than two Champions.

recruiting hired swords

Players may hire mercenary warriors known as 'Hired Swords' for the warband if they wish. See the Hired Swords section starting on page 131.

new recruits and existing henchmen groups

You may add new recruits to existing Henchman groups. If the group is relatively inexperienced, you will have no difficulty in finding raw recruits to add to their numbers. But more experienced gnarled veterans are not so keen on letting novice warriors join them – and quite rightly so! Between each battle, roll 2D6: this represents the experience of the warriors currently available for hire. You can hire as many warriors as you wish, as long as their combined Experience does not exceed your dice roll. For example, if you rolled 7, you could add a single warrior to a Henchman group with 7 Experience points, or two warriors to a Henchman group with 3 Experience points, or any combination thereof. Disregard any excess Experience points.

As with other new Henchmen, you must pay for all their weapons and armour, and in addition you must add 2 gold crowns to their cost for each extra Experience point they add to the warband's total. New Henchmen must be armed and equipped in the same way as existing members of the group.

weapons

If a player wants to buy new weapons or other equipment for existing warriors, refer to the Price chart that follows. The chart lists all the equipment available in Mordheim, not just the common weapons included in the Recruitment charts. Rare items and weapons are not always available and vary in price. Remember that your warriors lack the skill to use any weapons other than the ones listed in the Recruitment charts. You may still want to buy rare items offered to you, as your warriors may be able to use them as they gain in experience.

Players should preferably complete any recruiting and trading after the battle is over, making the appropriate dice rolls whilst both players are present.

However, some players may prefer to wait until the heat of battle has cooled and they are able to consider

purchases more carefully. Determine which rare items are offered for sale while both players are together. The players can work out what they will buy later.

trading

Trade items are divided into two sections: *common* and *rare* items. Common items can be bought quite readily in any of the numerous trading posts and settlements around Mordheim. Players may purchase as many of these items as they want. The price of common items is fixed, so players always pay the same rate for them.

Rare items are hard or even impossible to come by. Only occasionally do such items turn up for sale and the price asked is often way above the true value. These items are often offered only to the most famous warbands, or those with the most money.

availability

The Price chart has a column marked 'Availability'. Common items are always available, and can be bought in any quantity. Items marked 'rare' are more difficult to find. A rare item's availability is indicated by a number, for example 'Rare 9'.

Whenever a Hero wants to buy a rare item, roll 2D6 and compare the result to the number stated. If the roll is equal or greater, the item is available. For example, you need to roll 9 or more to acquire an item marked 'Rare 9'. You can only buy one rare item for each successful roll. You may also only make one roll for each Hero looking for rare items. For example, if your warband has four Heroes, you may make four rolls to locate rare items. Warriors taken *out of action* during the last battle may not look for rare items.

selling

A player may trade in weapons and equipment at the same time he buys new ones. After all, as warbands become more powerful they often abandon their earlier armament in favour of something better. However, the second-hand value of equipment is not high due to the considerable wear and tear inflicted on it by your warriors.

Warriors can automatically sell equipment for half its listed price. In the case of rare equipment and weapons which have a variable price, the warband receives half of the basic cost only (merchants are far better at haggling than your warriors).

Alternatively, weapons, armour and equipment may be hoarded for future use (make a note on the warband roster) or swapped around the warband from one fighter to another (though not between warbands). As a weapon's value is low compared to the cost of equipping any new recruits you may get, a warband can usually find a use for its cast-off armaments.

Price chart

The following chart indicates the cost of items available for sale at trading posts. The cost of rare items is included, but such items cannot be bought unless they are available, as already described. In some cases the price is variable, and includes a basic cost plus a variable extra amount, for example 20+3D6 gold crowns. For these items the extra variable cost reflects the rarity of the item – the premium which must be paid to buy it.

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Club, Mace or Hammer	3 gc	Common
Dagger	1st free/2 gc	Common
Double-Handed Weapon	15 gc	Common
Flail	15 gc	Common
Gromril Weapon	4 x Price	Rare 11
Halberd	10 gc	Common
Ithilmar Weapon	3 x Price	Rare 9
Lance	40 gc	Rare 8
Morning Star	15 gc	Common
Spear	10 gc	Common
Sword	10 gc	Common

MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 9
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Duelling Pistol/brace	30 gc/60 gc	Rare 10
Elf Bow	35 +3D6 gc	Rare 12
Handgun	35 gc	Rare 8
Hockland Long Rifle	200 gc	Rare 11
Long Bow	15 gc	Common
Pistol/brace	15 gc/30 gc	Rare 8
Repeater Crossbow	40 gc	Rare 8
Sling	2 gc	Common
Short Bow	5 gc	Common
Throwing Knives/Stars	15 gc	Rare 5

ARMOUR

Item	Cost	Availability
Barding	80 gc	Rare 8
Buckler	5 gc	Common
Gromril Armour	150 gc	Rare 11
Heavy Armour	50 gc	Common
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 11
Light Armour	20 gc	Common
Shield	5 gc	Common

MISCELLANEOUS

Item	Cost	Availability
Black Lotus	10+D6 gc	Rare 9
(Not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar. Rare 7 for Skaven)		
Blessed Water	10+3D6 gc	Rare 6
(Common for Warrior-Priests and Sisters of Sigmar; May not be bought by Undead)		
Bugman's Ale	50+3D6 gc	Rare 9
Cathayan Silk Clothes	50+2D6 gc	Rare 9
Crimson Shade	35+D6 gc	Rare 8
Dark Venom	30+2D6 gc	Rare 8
(Not available to Witch Hunters, Warrior-Priests, or Sisters of Sigmar)		
Elven Cloak	100+D6x10 gc	Rare 12
Garlic	1 gc	Common
(May not be bought by Undead)		
Halfling Cookbook	30+3D6 gc	Rare 7
Healing Herbs	20+2D6 gc	Rare 8
Holy (Unholy) Relic	15+3D6 gc	Rare 8
(Rare 6 for Warrior-Priests and Sisters of Sigmar)		
Holy Tome	100+D6x10 gc	Rare 8
(Only available to Warrior-Priests and Sisters of Sigmar)		
Horse	40 gc	Rare 8
(Only available to Humans)		
Hunting Arrows	25+D6 gc	Rare 8
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Mad Cap Mushrooms	30+3D6 gc	Rare 9
Mandrake Root	25+D6 gc	Rare 8
Mordheim Map	20+4D6 gc	Rare 9
Net	5 gc	Common
Rope & Hook	5gc	Common
Superior Blackpowder	30 gc	Rare 11
Tears of Shallaya	10+2D6 gc	Rare 7
(Not available to Possessed or Undead)		
Tome of Magic	200+D6x25 gc	Rare 12
(Not available to Witch Hunters or Sisters of Sigmar)		
Warhorse	80 gc	Rare 11
(Only available to Humans)		
Wardog	25+2D6 gc	Rare 10
(Not available to Skaven)		

Hired Swords

recruiting hired swords

This section introduces Hired Swords – professional mercenaries – to Mordheim campaign games. Taverns in the settlements and shanty towns around Mordheim are good recruitment centres for warriors who do not belong to any particular warband or retinue, but instead hire out their services to the highest bidder.

A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game.

Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone. However, Hired Swords do count as part of the warband for purposes of Rout tests, etc whilst in battle. A player cannot buy extra weapons or equipment for a Hired Sword, and he cannot sell the Hired Sword's weapons or equipment. To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

hire fee

When a warband recruits a Hired Sword, you must must pay his *hire fee*. Subsequently, after each battle he fights, including the first, you must pay his *upkeep fee* if you want him to remain with the warband. If the Hired Sword is killed, or you no longer require his services, you don't have to pay any upkeep! These costs are indicated in the entries for each Hired Sword.

The money paid to Hired Swords comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the Hired Sword, or want to spend it on other things, he leaves the warband. Any experience he has gained will be lost, even if you hire a new Henchman of the same type.

injuries

If a Hired Sword goes *out of action* during the game, roll for his injuries as you would roll for a Henchman after a battle (i.e, 1-2 = Lost; 3-6 = Survives).

hired swords and experience

Hired Swords gain experience in exactly the same way as Henchmen. Refer to the scenarios to find out how much experience Hired Swords gain after each game.

Write the name and profile of a Hired Sword on your roster sheet in one of the Henchman group slots.

Once the Hired Sword gains enough experience for an advance, roll on the Heroes Advancement table (as opposed to Henchmen) to determine which advance he gains. Skills available to the Hired Swords are listed under their entries.

Pit fighter

30 gold crowns to hire +15 gold crowns upkeep

Pit Fighters are dangerous men who make their living in the illegal fighting pits of the Empire. Many of them are slaves and prisoners but some are free men who earn their living from savage pit fights in settlements like Cutthroat's Haven or Black Pit. Even though pit fights are banned in many provinces, they are very popular and a great deal of money is wagered on the outcome. Thus many authorities turn a blind eye to these bloodsports.

When not in the pits, Pit Fighters offer their services to the highest bidders, and they readily find employment in warbands intent on exploring the ruins of Mordheim. Pit Fighters are powerful and dangerous fighters, and their unique weaponry gives them an advantage against almost any opponent.

May be Hired: Any warband apart from Undead and Skaven may hire a Pit Fighter.

Rating: A Pit Fighter 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
Pit Fighter	4	4	3	4	4	1	4	2	7

Equipment: Morning star, spiked gauntlet and helmet. The spiked gauntlet counts as an additional hand weapon and a buckler. And no, your Heroes cannot learn to use it!

Skills: A Pit Fighter may choose from Combat, Speed and Strength skills when he gains a new skill.

Ogre bodyguard

80 gold crowns to hire +30 gold crowns upkeep

Ogres are large, brutish creatures, standing some ten feet tall, and all of it bone and muscle. For this reason they are much in demand as bodyguards and mercenaries, despite their lack of brains. A warband backed up by an Ogre makes a fearsome enemy, since Ogres are extremely dangerous fighters and a terrifying sight to behold when enraged. They happily accept any employer, as they are notoriously unbothered about who they fight for.

May be Hired: Any warband except Skaven may hire an Ogre Bodyguard.

Rating: An Ogre Bodyguard increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	3	2	7

Weapons/Armour: Either two swords, axes or clubs (or any mix of them), or a double-handed weapon (you may choose which). Ogres wear light armour.

SPECIAL RULES

Fear: Ogres are large, threatening creatures that cause *fear*. See the Psychology section for details.

Large Target: Ogres are Large Targets as defined in the shooting rules.

Skills: An Ogre may choose from Combat and Strength skills when he gains new skills.

Halfling scout

15 gold crowns to hire +5 gold crowns upkeep

Halflings are diminutive creatures, generally more concerned with the timing of their next meal (or two) than with military pursuits. They range from three to four feet tall, and are neither very strong nor tough, but are naturally good shots and steadfast in the face of danger. Some Halflings are more adventurous than others, however, and these bold spirits are much sought after by mercenary bands, for they are splendid archers, and excellent cooks to boot.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire a Halfling Scout.

Rating: A Halfling Scout increases the warband's rating by +5 points plus 1 point for each Experience point he has.

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

Equipment: Bow, dagger and a cooking pot (counts as a helmet).

SPECIAL RULES:

Cook: Halflings are renowned for their cooking skills. A warband with a Halfling Scout may increase its maximum size by +1, as warriors from all around are attracted by the smell of great food! Note that this does not increase the maximum number of Heroes you may have.

Skills: A Halfling may choose from Speed and Shooting skills when he gains a new skill.

Warlock

30 gold crowns to hire +15 gold crowns upkeep

Wizards, shamans, mystics, all these and more are associated with men who can wield the power of magic. All magic is potentially dangerous and originates from Chaos, so those blessed (or cursed) with the power of sorcery are hated and feared.

Still, it is not difficult to find employment if you are a wizard, for many are willing to take the risk of persecution. But hiring a Warlock does not only mean that you lose your gold – if the teachings of the Cult of Sigmar are to be believed, your soul is at risk as well...

May be Hired: Any warband except Witch Hunters and Sisters of Sigmar may hire a Warlock.

Rating: A Warlock 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
Warlock	4	2	2	3	3	1	4	1	8

Equipment: A Warlock carries a staff.

SPECIAL RULES:

Wizard: Warlocks are magicians and have two spells generated at random from the Lesser Magic list. See the Magic section for details.

Skills: Warlocks may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lesser Magic spell list.

Freelancer

50 gold crowns to hire +20 gold crowns upkeep

Just as warriors of the lower social orders can become mercenaries, squires or nobles may offer their skills for hire by becoming a Freelancer or 'robber knight'. Freelancers are often the younger sons of nobles, who have inherited little but their weapons, horse and armour. Having become disillusioned with their lot in life they have taken the only road available to them: that of a Hired Sword.

Financial considerations take precedence over the dictates of honour and chivalry. Many Freelancers have drifted to the shanty towns surrounding Mordheim, and offer their considerable strength to the highest bidders.

May be Hired: Mercenaries and Witch Hunters may hire Freelancers.

Rating: A Freelancer increases the warband's rating by +21 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Freelancer	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Heavy armour, shield, lance and sword. If you are using the optional rules for mounted models, a Freelancer rides a warhorse (and has the Ride Warhorse skill from the Blazing Saddles article). When mounted, the Freelancer has an armour saving throw of 3+. On foot his save is 4+.

Skills: A Freelancer may choose from Combat and Strength skills when he gains a new skill.

Elf ranger

40 gold crowns to hire +20 gold crowns upkeep

Elves are a wondrous race: lithe, tall, beautiful, long-lived and magical. For the most part they are feared and distrusted by humans, though some live in the cities amongst men and offer their services as minstrels and archers in return for a high fee.

Though Elves become rarer in the Old World each year, there are still some roaming on the trackless paths of the Drakwald Forest and the Forest of Shadows.

Elves sensibly tend to avoid the ruins of Mordheim, for in the City of the Damned there is little to attract that fey and strange race, but sometimes they are hired by treasure hunters, for few can match their skill with a bow, or their inhuman quickness and agility. The senses of an Elf are much keener than any human's, and they make excellent scouts.

May be Hired: Mercenaries and Witch Hunters may hire Elf Rangers. Warbands which include Dwarfs may hire Elf Rangers, but must pay 40 gold crowns after each battle instead of 20.

Rating: An Elf Ranger increases the warband's rating by 12 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Ranger	5	4	5	3	3	1	6	1	8

Equipment: Elf bow, sword and Elven cloak.

Skills: An Elf Ranger may choose from Shooting and Speed skills when he gains a new skill. In addition, there are several skills unique to Elf Rangers as detailed below, which he can choose instead of normal skills. Note that these special skills can only be acquired through experience. They are not possessed by a new recruit.

SPECIAL RULES

Seeker. When rolling on the Exploration chart, the Elf Ranger allows you to modify one dice roll by -1/+1.

Excellent Sight. Elves have eyesight unmatched by mere humans. The Elf Ranger spots Hidden enemies from two times as far away as other warriors (ie, twice his Initiative value in inches).

ELVEN SKILLS

Fey. Hostile magic spells will not affect the Elf on a D6 roll of 4+.

Luck. The Elf Ranger is blessed by Lileath, the Elven goddess of luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

Dwarf troll slayer

25 gold crowns to hire +10 gold crowns upkeep

Troll Slayers are members of the morbid Dwarf cult whose followers are obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable 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. However, there are few better fighters, so they are much sought after when warriors are needed.

Known as 'Hired Axes', Troll Slayers who come to Mordheim find plenty of opportunity to indulge their deathwish.

May be Hired: Mercenaries and Witch Hunters may hire a Dwarf Troll Slayer. Warbands that include Elves may hire Slayers, but must pay 20 gold crowns after each battle instead of 10 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Dwarf Troll Slayer increases the warband's rating by 12 points plus 1 point for each Experience point he has.

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

Weapons/Armour: Two axes or a double-handed axe (the hiring player may choose).

Skills: A Troll Slayer may choose from Combat and Strength skills when he gains a new skill. In addition, there are several skills unique to Dwarf Troll Slayers which he can have instead of normal skills when he gains a new skill.

SPECIAL RULES

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

Hard to Kill. Troll Slayers are tough, resilient individuals who can only be taken *out of action* on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as *stunned*.

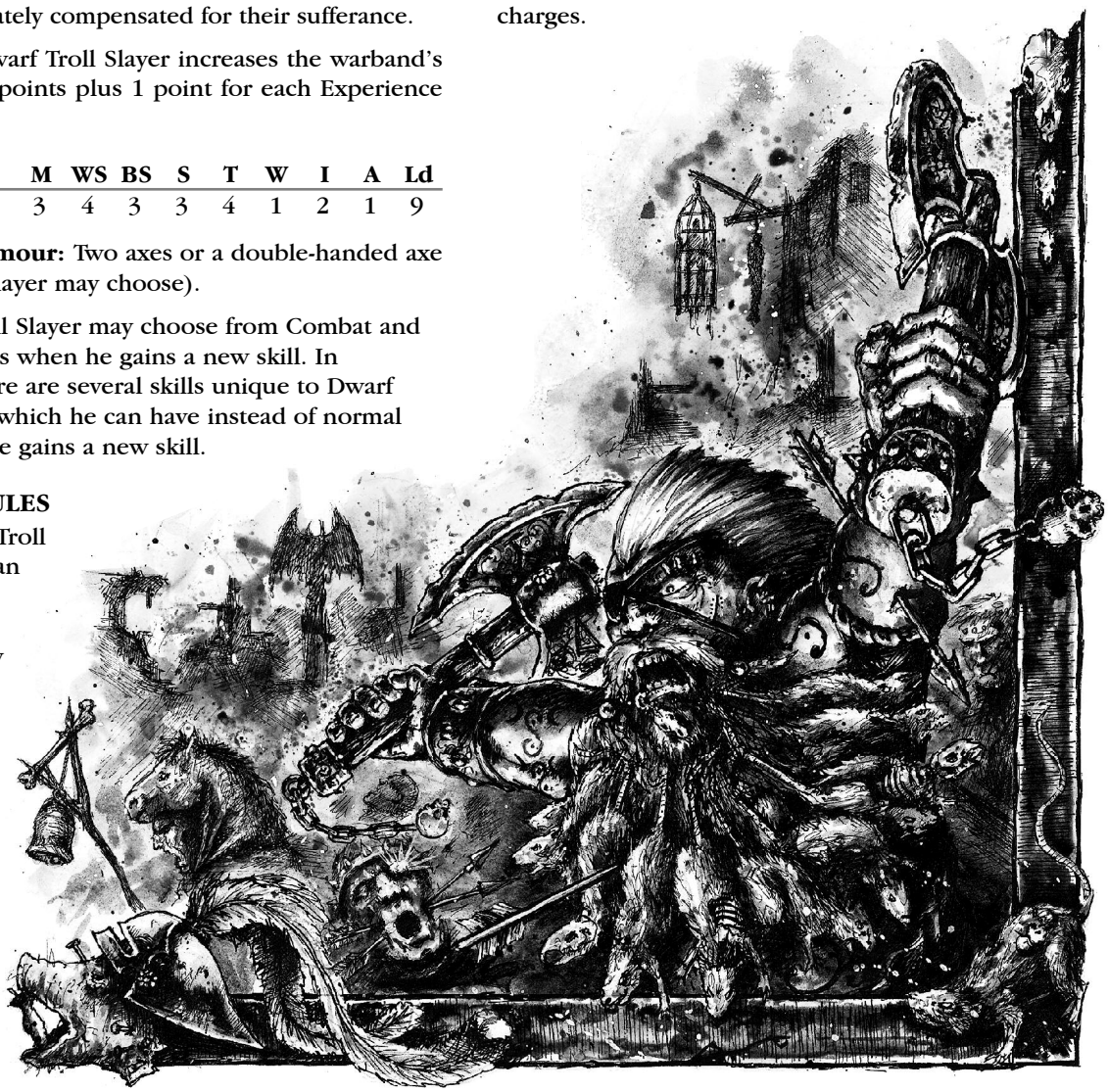
Hard Head. Troll Slayers ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out!

TROLL SLAYER SKILLS

Ferocious Charge. The Dwarf 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 Troll Slayer always wounds any opponent on a D6 roll of 4+, regardless of Toughness, unless his own Strength (with weapon modifiers) would mean that a lower result than this is needed.

Berserker. The Dwarf may add +1 to his to hit rolls during the turn in which he charges.

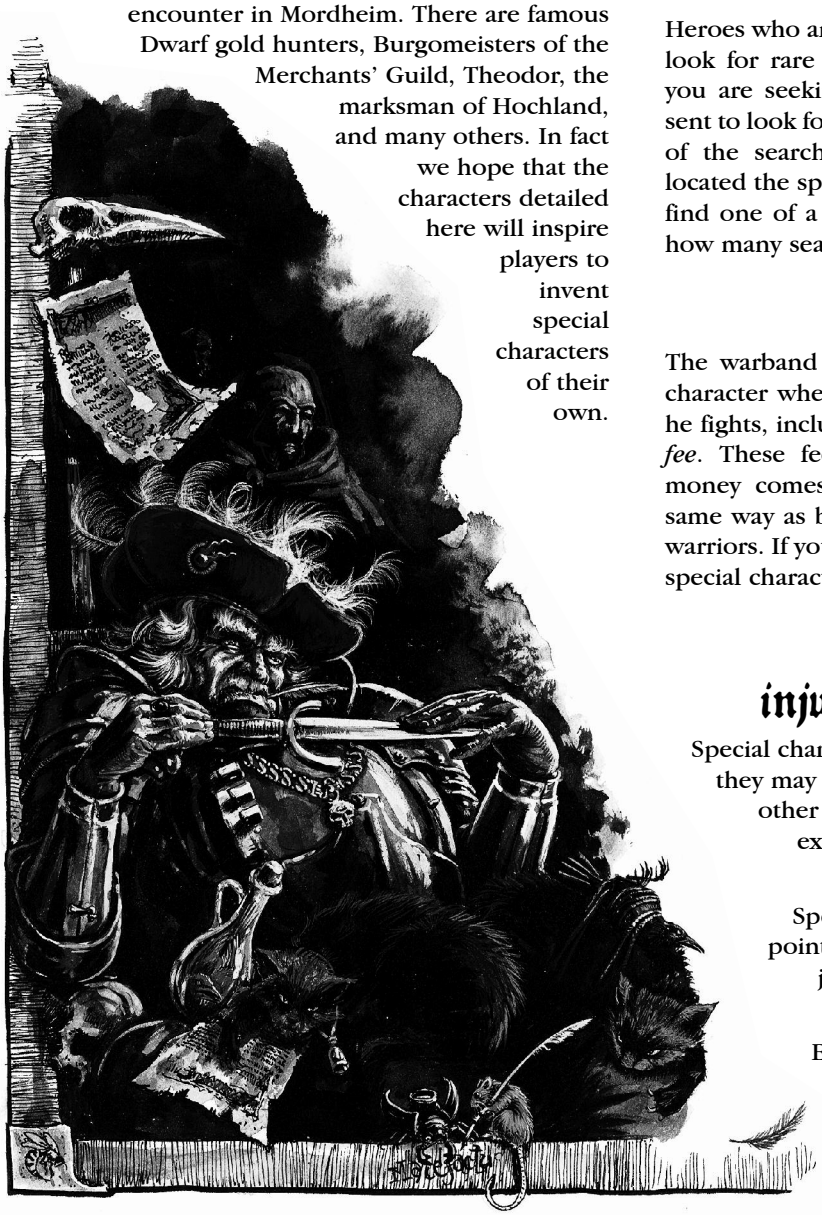


Dramatis personae

This section details some of the strangest and most famous (or infamous) characters to be found in Mordheim and the outlying settlements. Occasionally, these warriors join forces with a warband (usually demanding wyrdstone or a bag of gold in payment).

The following characters (known as 'special characters') are hard to find and expensive to hire – you must be lucky and wealthy to attract their attention.

This list does not, by any means, include all the famous warriors and cold-hearted killers you could encounter in Mordheim. There are famous Dwarf gold hunters, Burgomeisters of the Merchants' Guild, Theodor, the marksman of Hochland, and many others. In fact we hope that the characters detailed here will inspire players to invent special characters of their own.



You can only ever have one of a particular special character in your warband. A warband may employ as many special characters as it likes – if it can afford them!

Looking for special characters

After a battle, you can send any number of your Heroes to look for a special character. Only Heroes can look (Henchmen are rarely trustworthy enough). Heroes who went *out of action* in the last battle are unable to join the search because they are recovering from their wounds.

Heroes who are looking for a special character cannot look for rare items. Decide which special character you are seeking, and how many Heroes have been sent to look for him. Roll a D6 for each searcher. If any of the searchers rolls under his Initiative he has located the special character. You can, of course, only find one of a particular special character, no matter how many searchers roll under their Initiative.

Hire fee

The warband must pay the *hire fee* for the special character when he is recruited, and after each battle he fights, including the first, you must pay an *upkeep fee*. These fees are indicated in the entries. This money comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the special character he leaves the warband.

Experience, injuries and equipment

Special characters have their own equipment. Only they may use this equipment; it can't be given to other warriors. Furthermore, you cannot buy extra weapons or equipment for a special character.

Special characters do not earn Experience points, although they suffer serious injuries, just like Heroes, if they are taken *out of action*.

Each special character's description tells you how much to add to your warband's rating for including them (taking into account their experience and abilities).

Aenur, the sword of twilight

Many famous swordsmen have come to Mordheim to make their fortune, but few can match the terrifying reputation of the Elf swordsman Aenur. This mighty warrior was responsible for slaying the entire Possessed warband of Karl Zimmeran, and single-handedly cleansed the Rat Hole, a settlement that had been overrun by Beastmen.

Rumours about Aenur's origin abound. Elves usually avoid human settlements, and Mordheim in particular, but for some reason the tall, pale swordsman has stayed in the proximity of the ruined city for months.

Some say Aenur comes from beyond the Great Ocean, from the fabled Elven kingdoms, and that he is the captain of the legendary Order of Swordmasters. Others claim that he is a Wood Elf prince in exile. Aenur himself says little about his past and those who are wise do not question him.

Whenever a warband prepares an expedition to explore the inner city, there is a chance they may hear a sharp rap at the gate of their encampment – their unexpected visitor will be Aenur, offering his services to their leader.

If, indeed, Aenur seeks something in the grim ruins of Mordheim, no-one knows what this might be. Some say that he wishes to explore the Pit itself, and slay the enigmatic Shadow Lord, though such a task must surely be above even this mighty warrior.

Aenur is tall even for an Elf, and beneath his finely woven Elven cloak he wears armour of gleaming ithilmar. He carries a sword of immense size which is rumoured to have arcane properties. Certainly no-one who has been struck by it has ever lived to tell the tale.

Hire Fee: 150 gold crowns to hire.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Aenur.

Rating: Aenur increases the warband's rating by +100 points.

	M	WS	BS	S	T	W	I	A	Ld
Aenur	5	8	4	4	3	2	7	3	8

Weapons/Armour: Aenur wears ithilmar armour, an Elven cloak and carries an enormous sword known as *Ienh-Khain*.

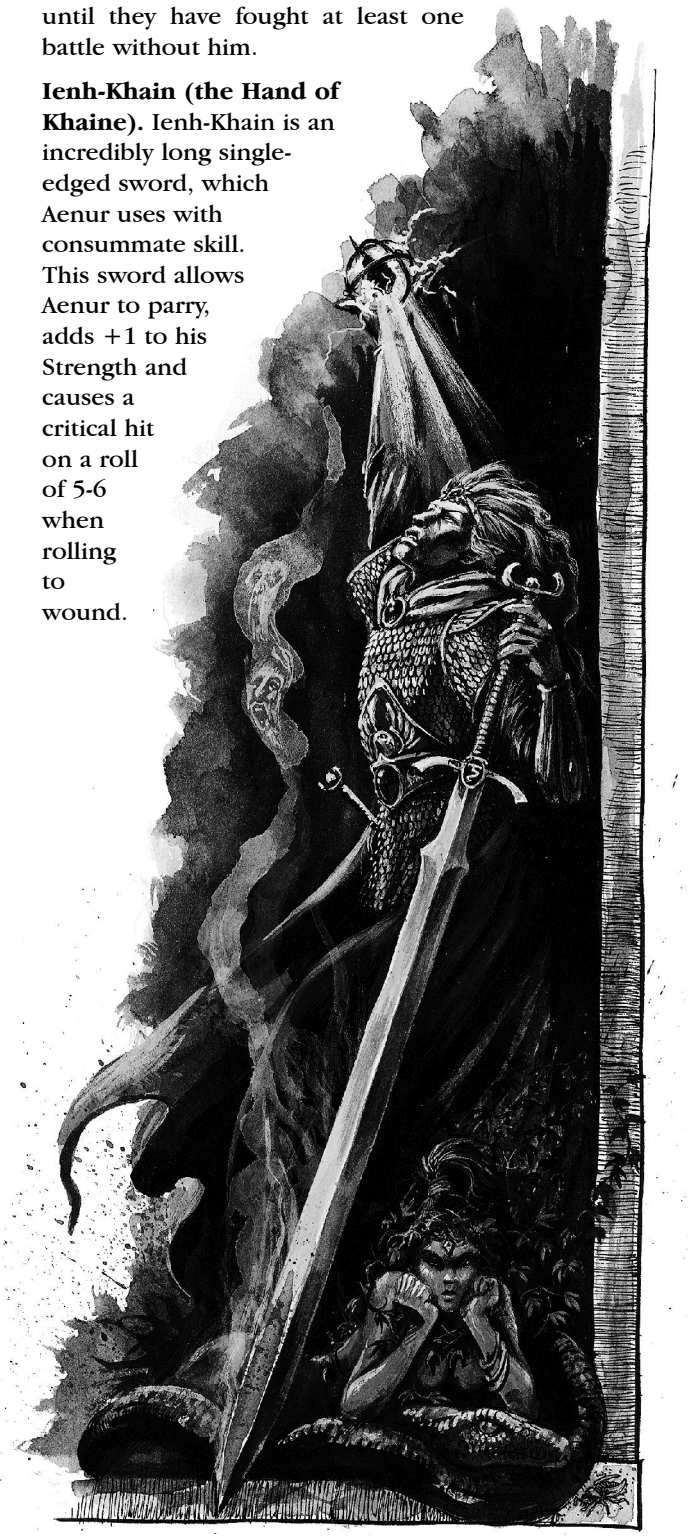
Skills: Aenur has the following skills: *Strike to Injure, Expert Swordsman, Step Aside, Sprint, Lightning Reflexes, Dodge* and *Mighty Blow*.

SPECIAL RULES

Invincible Swordsman. Aenur always hits his opponents on a roll of 2+ in hand-to-hand combat.

Wanderer. Aenur only ever stays with a warband for the duration of the battle. A warband who used Aenur in their last battle may not seek him out until they have fought at least one battle without him.

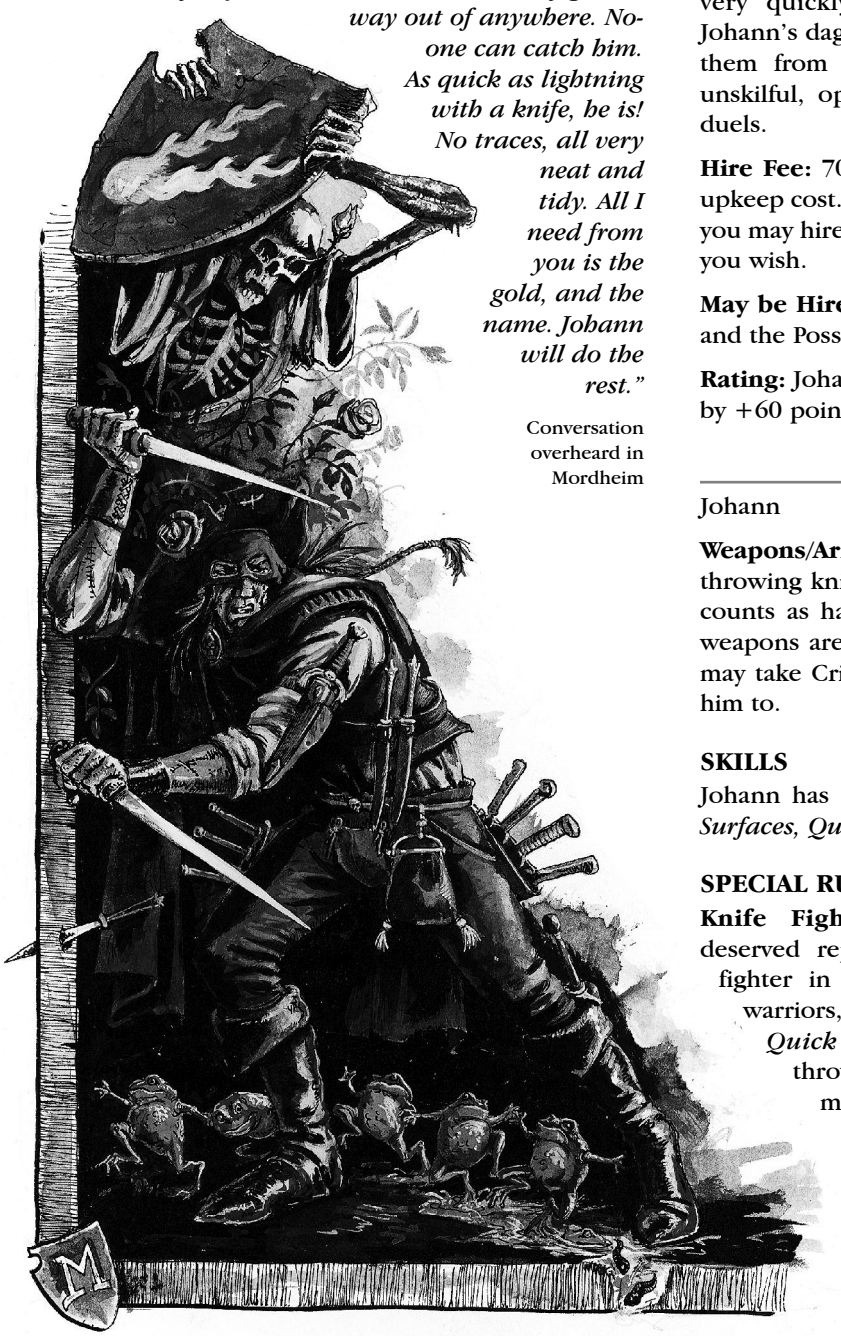
Ienh-Khain (the Hand of Khaine). Ienh-Khain is an incredibly long single-edged sword, which Aenur uses with consummate skill. This sword allows Aenur to parry, adds +1 to his Strength and causes a critical hit on a roll of 5-6 when rolling to wound.



Johann the Knife

"Get your hands off me, brute! Let go of me, and I'll tell you what I know. So, you seek Johann the Knife! Take my advice, friend, do not speak his name out loud. He does not like people talking about him in the street. What do you seek him for anyway? So, you've got a job for him! Well, why didn't you say so before? I cannot say where you might find him, because I do not know myself. Who does? Anyway, no matter. When he hears word, he will find you soon enough! Ha! ha! It will cost you though, for he likes gold, does Johann. He knows this city – what's left of it – like the back of his hand. If he can't find someone, no-one can. He is like a shadow, he can go in and out of anywhere, unseen. He can also fight his way out of anywhere. No-one can catch him. As quick as lightning with a knife, he is! No traces, all very neat and tidy. All I need from you is the gold, and the name. Johann will do the rest."

Conversation overheard in Mordheim



Of the many cutthroats and assassins for hire that infest the settlements around Mordheim, Johann the Knife is the most famous. He exhibits his vocation as hired knife-fighter and assassin extraordinaire by the various lethal-looking daggers hanging from his belt, and the mean glint of his eyes. Johann wears dark leather gear, slightly out of fashion, which has never been washed (or so the barmaids say). His long face bears the scars of many a fight, and his unkempt hair is lank and greasy.

Johann's purse is always heavy with gold, and he takes no trouble to hide it, since only a fool would try to steal it from him. Many have tried, and all have died… very quickly. The craftsmanship and quality of Johann's daggers is beyond compare, as he has taken them from the bodies of the many wealthy, but unskilful, opponents he has despatched in vicious duels.

Hire Fee: 70 gold crowns to hire; +30 gold crowns upkeep cost. Johann is addicted to Crimson Shade, so you may hire him for one portion of Crimson Shade if you wish.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Johann.

Rating: Johann the Knife increases a warband's rating by +60 points.

	M	WS	BS	S	T	W	I	A	Ld
Johann	4	3	6	4	3	2	6	1	7

Weapons/Armour: Johann is armed with countless throwing knives and several long daggers (he always counts as having two swords in close combat). His weapons are always coated with Black Lotus and he may take Crimson Shade before a battle if you want him to.

SKILLS

Johann has the following skills: *Dodge, Scale Sheer Surfaces, Quick Shot, Eagle Eyes* and *Knife Fighter*.

SPECIAL RULES

Knife Fighter Extraordinaire: Johann has a deserved reputation for being the greatest knife-fighter in whole of the Empire. Unlike normal warriors, he can combine the *Knife Fighter* and *Quick Shot* skills (yes, he can throw six throwing knives in one turn if he does not move!).

Bertha Bestraufrung, High matriarch of the sisterhood

Years ago, Bertha sought refuge in the strict discipline and devotions of the Sisters of Sigmar. Only the warrior god of the Empire was worthy of her esteem. Only He was constant and faithful. And had not holy Sigmar, in truth, chosen her to be one of his handmaidens?

The pure blood of the Unberogens runs in Bertha's veins, as evinced by her long golden plaits and fierce blue eyes, which can freeze a Goblin at twenty paces with an icy glare. Even her voice commands authority, turning strong, hairy-thewed men into trembling wretches.

The Sisters look up to Bertha as an example of holy womanhood. She rose rapidly through the ranks of the Sisterhood, and on her deathbed the revered Matriarch Cassandra named Bertha her successor, new High Matriarch, and Abedissa of Sigmar's Rock.

Sometimes, as Bertha straps on her Gromril armour in the light of dawn, she reflects on the lost innocence of her youth. Then, angrily, she tightens the studded leather straps tightly over her iron-hard limbs and strides outside to spend hours practising with her great warhammers, preparing herself, as a bride of Sigmar should, for the day of battle.

Extract from the Tome of Heroes

Hire Fee: None. Bertha will come to the aid of any Sisters of Sigmar warband if they send one or more of their Heroines to look for her in the normal manner, rolling under their Initiative (representing their efforts to gain audience with the High Matriarch). If she does grant an audience, she might decide that her personal help is needed in the forthcoming battle. She will only come to the aid of a Sisters of Sigmar warband if their enemy has a higher warband rating. Consult the table below, and roll a D6 to see whether Bertha will aid the warband. A request for Bertha to aid the warband must be made for each battle you wish her to help the warband.

Difference in Warband Rating	Dice roll required
0-49	Nil
50-99	6+
100-149	5+
150-199	4+
200+	3+

	M	WS	BS	S	T	W	I	A	Ld
Bertha	4	5	3	4	4	2	4	3	10

May be Hired: Bertha Bestraufrung will only join Sisters of Sigmar warbands.

Rating: Bertha increases a warband's rating by +105 points.

Weapons/Armour: Bertha is armed with two Sigmarite warhammers, wears gromril armour, and carries a vial of blessed water and a holy relic.

SKILLS

Bertha has the following skills: *Mighty Blow, Unstoppable Charge* and *Righteous Fury*.

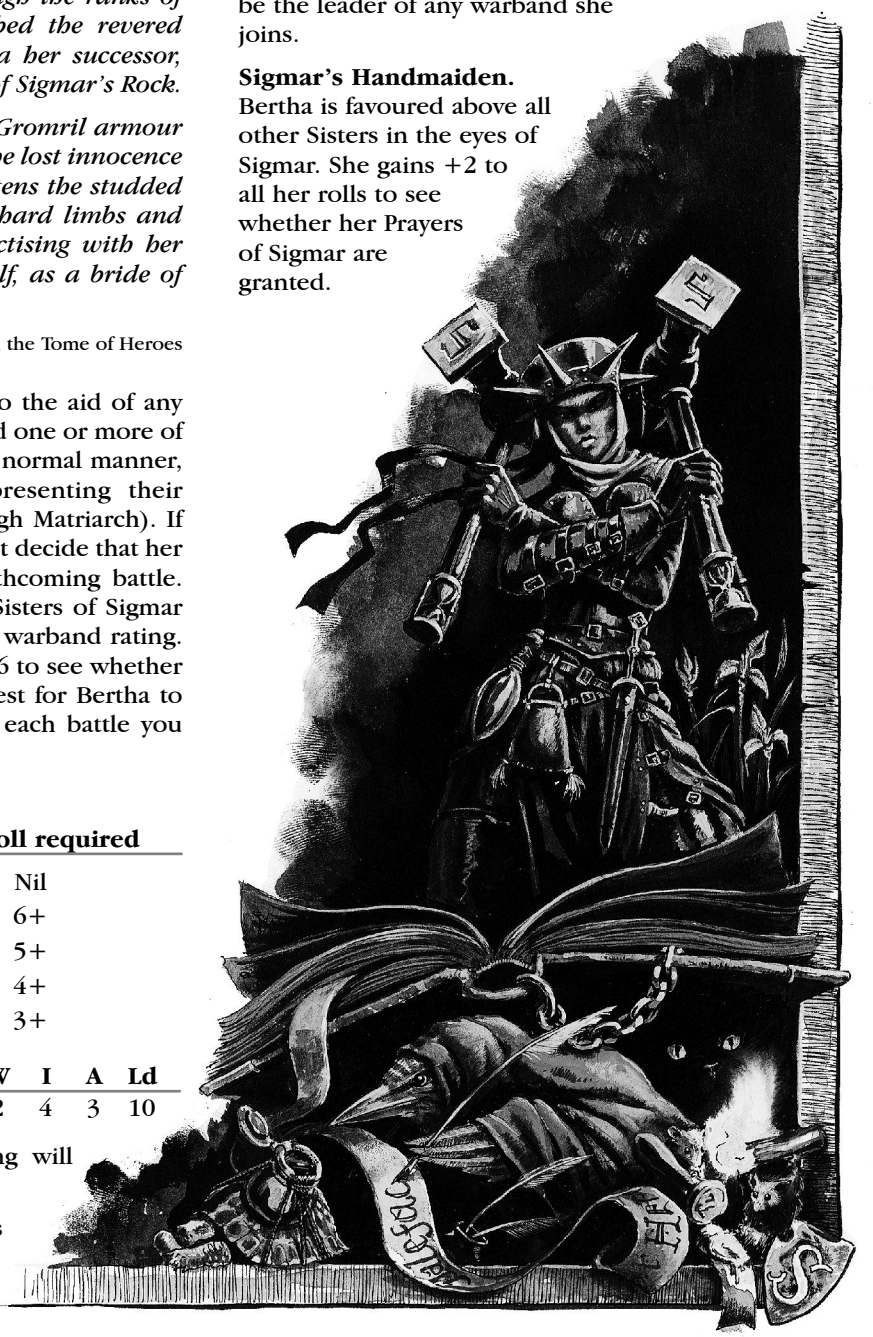
PRAYERS OF SIGMAR

Bertha knows all six Prayers of Sigmar.

SPECIAL RULES

High Matriarch. As the High Matriarch of the Sisters of Sigmar's Mercy, Bertha will automatically be the leader of any warband she joins.

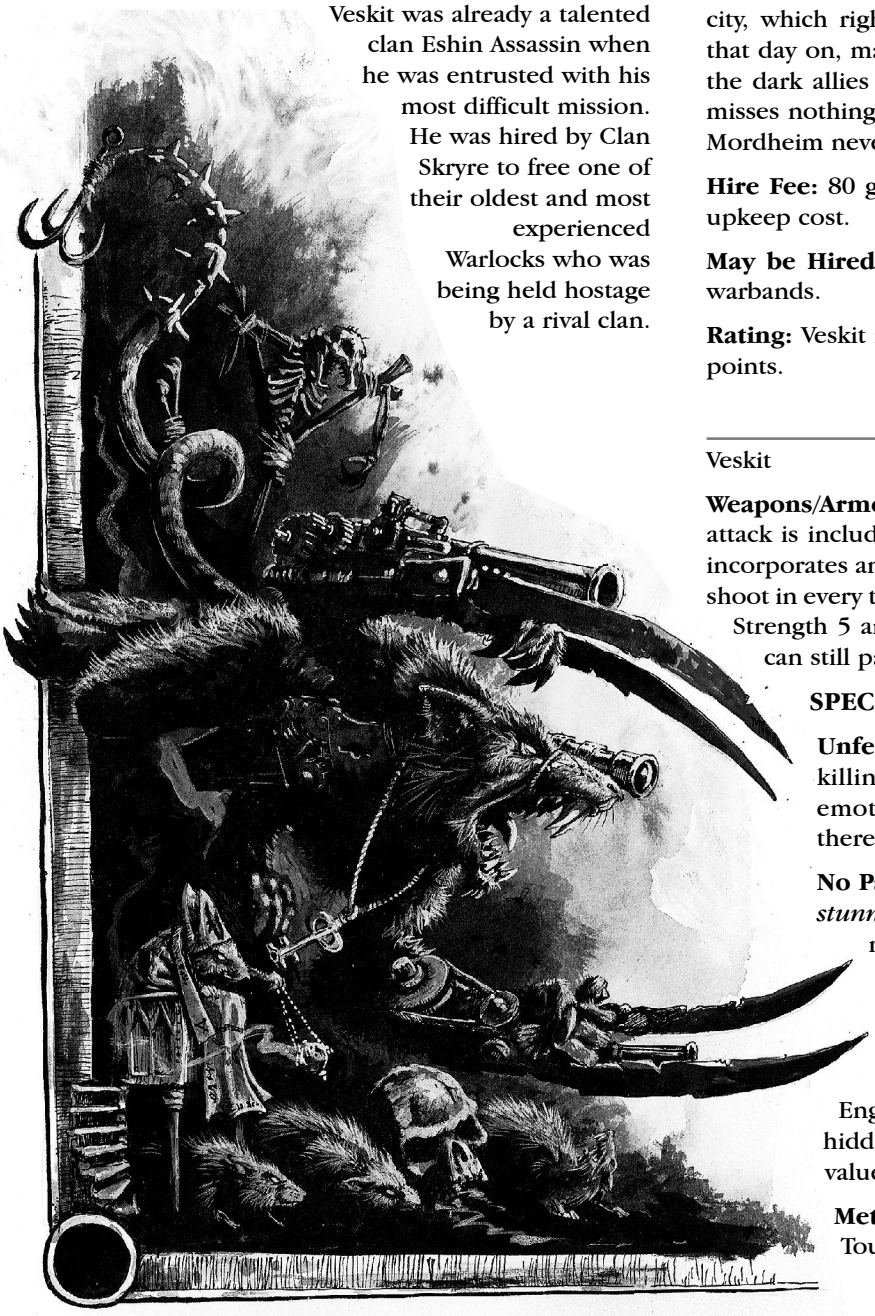
Sigmar's Handmaiden. Bertha is favoured above all other Sisters in the eyes of Sigmar. She gains +2 to all her rolls to see whether her Prayers of Sigmar are granted.



Veskit, High executioner of clan eshin

"It killed us all! We couldn't stop it, our weapons broke against its body... It was black, like a shadow, and it was moving so fast, cutting men to shreds left and right. We fought, yes we fought hard, and old Marcus even tried his trick with the oil flask. It was engulfed by flames and for a moment we thought we'd stopped it. No way, it came out of the fire, still ablaze. It was as if it didn't care! That was too much and those left of us ran for it. Still it followed us, on and on, relentless and merciless. There was no escaping, no hiding, its red eye could always spot you. Oh that eye... that eye..."

Last words of Fritz Huber at the Inn of the Red Moon,



Veskit was already a talented clan Eshin Assassin when he was entrusted with his most difficult mission. He was hired by Clan Skryre to free one of their oldest and most experienced Warlocks who was being held hostage by a rival clan.

Veskit managed to take the prisoner back, fighting his way through the guards, but at a very high cost. He suffered terrible wounds and would have certainly died, but the Nightmaster of Clan Eshin made a pact with the Warlock Engineers. The Skaven scientist-sorcerers replaced various parts of Veskit's body with their part technological, part magical implants and made him into a walking arsenal of deadly weapons. Veskit is now more a machine than a living thing, and his thirst for killing has become almost uncontrollable.

When news of the wyrdstone came to the hidden fortress of Clan Eshin, the Nightmaster sent Veskit to Mordheim to deter the man-things from exploring the city, which rightfully belonged to the Skaven. From that day on, many adventurers have met their end in the dark allies of Mordheim. Veskit's unblinking eye misses nothing, and those he hunts on the streets of Mordheim never return to the Gargoyle Gate.

Hire Fee: 80 gold crowns to hire; +35 gold crowns upkeep cost.

May be Hired: Veskit may only be hired by Skaven warbands.

Rating: Veskit increases the warband's rating by +70 points.

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

Weapons/Armour: Eshin Fighting Claws (the extra attack is included in his profile). Each Fighting Claw incorporates an in-built warplock pistol, so Veskit can shoot in every turn, and he fights in close combat with Strength 5 and a save modifier of -3 (note that he can still parry twice with his claws!).

SPECIAL RULES

Unfeeling. Veskit is a cold, calculating killing machine, and feels few of the emotions that living things do. He is therefore immune to all psychology.

No Pain. Veskit ignores *knocked down* and *stunned* results on the Injury chart. He must lose his last wound and be taken *out of action* before he is removed from battle.

Unblinking Eye. Thanks to the sorcerous devices built by the Warlock Engineers of Clan Skryre, Veskit can spot hidden enemies within twice his Initiative value in inches.

Metallic Body. These give Veskit his high Toughness and a 3+ armour save.

Once I was a god, the ruler of the great dark circle which the insect-like creatures of this world call Norrslieb. I was beyond good and evil, my powers waxed great as I used the very core of my world to grant me power over matter and mind.

As time passed. I lusted for power. I reached out to the greater realms, conspired, and there was war in the black heavens. The third part of the Host of Chaos rose up in arms with me and waged war on the greater powers of the Utterdark and sought to destroy them. The skies were lit with the flames of battle.

But the war turned against me and like a fiery star I was cast down, exiled from my lofty abode, only a shard of my world with me to give me power and dominion over the lands beneath. In my majesty I descended, and my coming brought down the lowly abodes of the pathetic beings which inhabit this poisonous, repulsive world.

As I plummeted down and all was chaos and destruction before me, the Dark Shard, my very essence of life was shattered. Now lie almost powerless, a mere shadow of my former self, a dying husk alone in this alien world.

I have made this black pit beneath the earth my grave realm, and send my thoughts before me, bending the miserable creatures of this place to my will. The few survivors of my coming knelt before me, and worshipped me as their god, mistaking me for one of the greater powers who exiled me. I changed them to a form more suitable to my service, and sent them out to hunt for the dark shards which hold my power.

Now others come from lands beyond to steal that which is mine, and once more there is war, an echo of the greater battle I once fought. But I shall rise from my grave and wreak vengeance on all living things, for I am Shadowlord, the king of kings, and soon this world shall be mine...

Rejoice, for there shall come to pass a time when hopes of salvation shall come to nought. Death and despair shall rise up in a tide of terror to sweep away the follies and foolish dreams of mortal man. Let the misguided puppets of law look upon the great destruction to come and weep, for all that is civilised and unnatural shall be brought low.

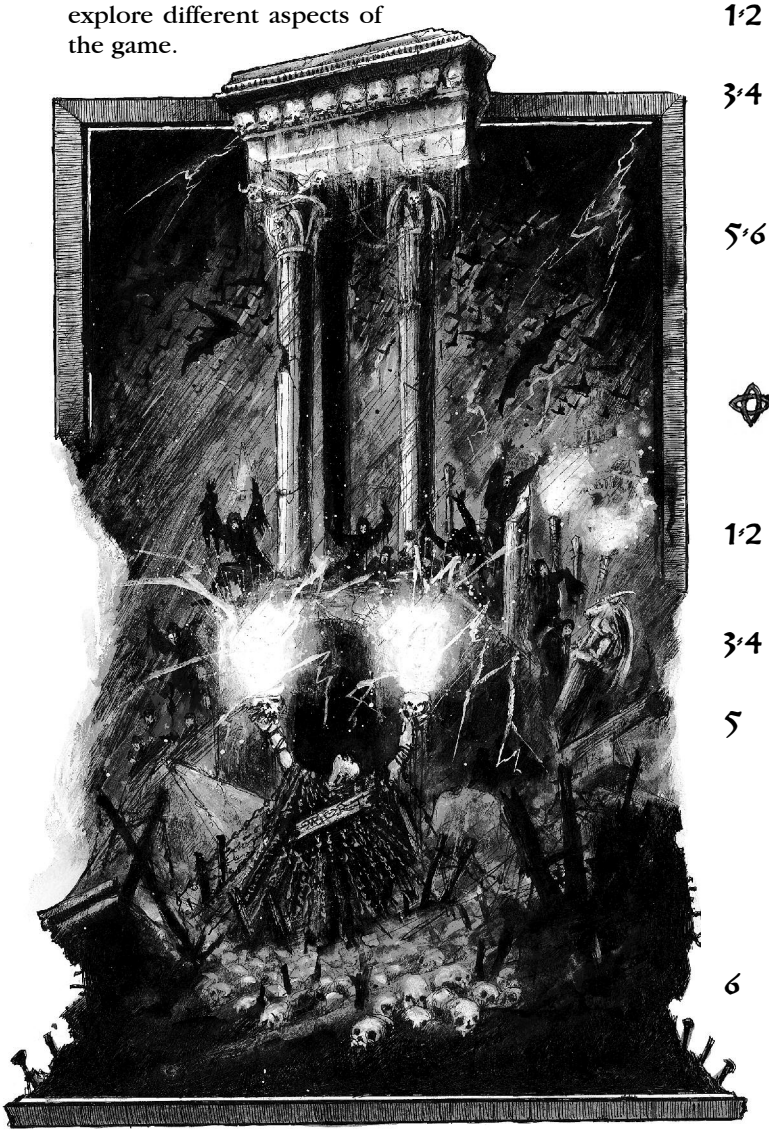
Rejoice for the land itself will heave up in mighty rebellion to the chains of order, the dead shall stir in their graves and the skies will burn with the tears of gods. The fires of blissful war shall scour the fields, forests and towns, and the victims of Death's unswerving affection shall litter the world in bloated heaps. The sins of man will spring bodily from their nightmares, given form by the vile sickness that lies in the hearts of every man.

Rejoice, for the night shall always follow day, the darkness will always eclipse the light and chaos shall once more rule supreme!

Optional rules

This section includes a variety of rules that add an extra dimension to your battles in Mordheim. As they are additions to the basic rules they are not an essential part of the game, and you should agree with your opponent beforehand whether you are going to use any of them.

We recommend that new players ignore this section to begin with, at least until you are familiar with the way the game works. If you consider yourself to be an experienced gamer then you'll have no problem incorporating these elements. Some of these additional rules alter the game quite dramatically, and you are under no obligation to use any of them. They have simply been included for players who want to explore different aspects of the game.



New critical hit charts

Depending on what weapon your warrior is using, you may roll on one of the following Critical Hit charts. For example, if your warrior is using a sword, roll on the Bladed Weapons chart. All the rules governing critical hits given in the main rules also apply to these tables.

missile weapons

(Bows, crossbows, blackpowder weapons, throwing knives etc.)

1-2 **Hits a Weak Spot.** The missile penetrates its target's armour. Ignore all armour saves.

3-4 **Ricochet.** If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.

5-6 **Master Shot.** The missile hits an eye, the throat, or some other vulnerable part. The target suffers 2 wounds instead of 1. There is no armour save.

bludgeoning weapons

(Clubs, maces, hammers, flails, double-handed hammers etc.)

1-2 **Hammered.** The target is knocked off balance. Your opponent may not fight this turn if he hasn't already fought.

3-4 **Clubbed.** The hit ignores armour saves and saves from helmets.

5 **Wild Sweep.** Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.

6 **Bludgeoned.** The victim automatically goes out of action if he fails his armour save. Even if he has several wounds remaining, he will be taken out of action by this attack.

bladed weapons

(Swords, axes, double-handed swords etc.)

1-2 **Flesh Wound.** This attack hits an unprotected area, so there is no armour save.

3-4 **Bladestorm.** The warrior unleashes a virtual hail of blows. The attack causes 2 wounds instead of 1. Take armour saves separately for each wound. Remember that, as with other critical hits, if an attack causes multiple wounds for other reasons as well, you choose the highest number of wounds.

5-6 **Sliced!** The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

unarmed combat

(Wardogs, warhorses, Zombies, Possessed, animals etc.)

1-2 **Body Blow.** Your opponent staggers, allowing you to seize the initiative and make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.

3-4 **Crushing Blow.** The blow lands with tremendous force. You gain +1 to the Injury roll if your opponent fails his save.

5-6 **Mighty Blow.** With a mighty punch or flying kick, you send your opponent sprawling to the ground. The attack ignores armour saves and you gain +2 to any Injury rolls.

thrusting weapons

(Spears, halberds, lances etc.)

1-2 **Stab.** With a quick strike, you penetrate your opponent's defences. You gain +1 to any Injury rolls. Armour saves are taken as normal.

3-4 **Thrust.** The thrust lands with great force and the target is *knocked down*. Take armour saves as normal and see whether the model suffers a wound.

5-6 **Kebab!** The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

Escaping from combat

Warriors that are engaged in hand-to-hand combat at the start of their own turn may try to escape from combat during their movement phase. Such fighters are assumed to have realised that the odds are against them and decided that it is just too dangerous for them to continue.

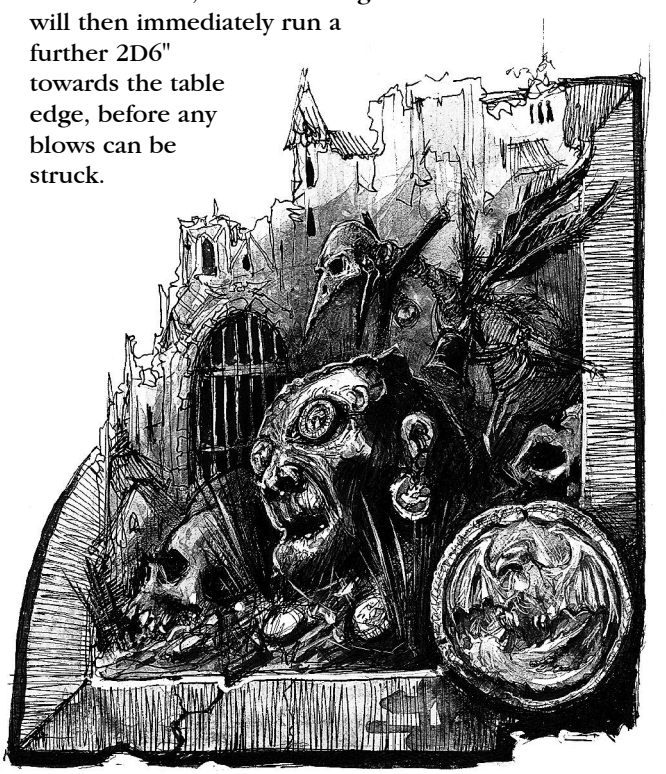
Declare which of your warriors will try to escape from combat at the start of your movement phase, at the same time as you declare charges. Turn the models around to show this.

Take a Leadership test for each warrior trying to escape from combat. This represents his efforts to find the right time to escape. If he passes, the warrior can move up to double his normal Movement rate away from combat and the enemy he was fighting, in any direction.

If he fails, his opponent is allowed to make 1 automatic hit against the warrior who is trying to escape, and the fleeing warrior (provided he survives) will run 2D6" directly away from combat. He will have to take a Leadership test at the beginning of his next turn.

If successful he will stop, but may not do anything else during that turn. If the test is failed, he will continue to run 2D6" towards the closest table edge and must test again the following turn if he is still on the table.

If a warrior is charged whilst he is fleeing, the charger is moved into base contact with him as normal, but the fleeing warrior will then immediately run a further 2D6" towards the table edge, before any blows can be struck.



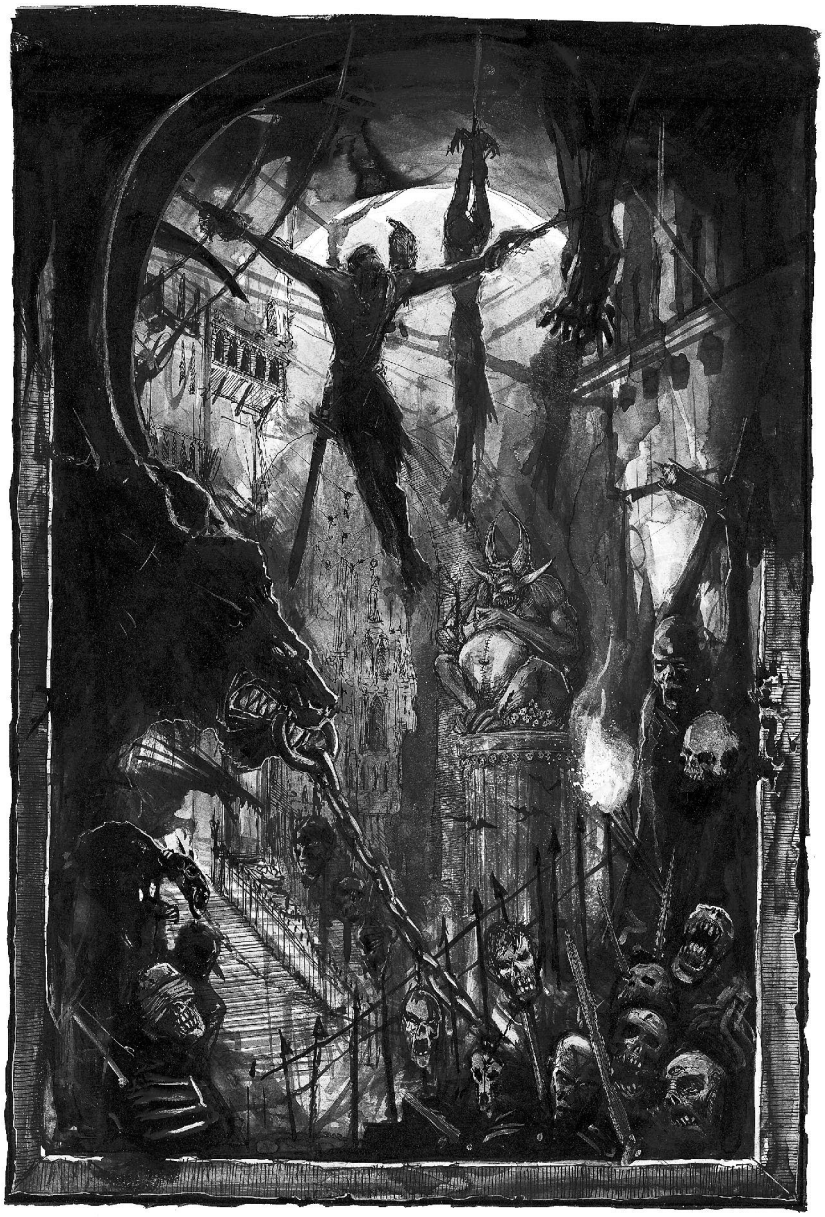
Rewards of the Shadowlord

When a Magister or Mutant from a Possessed warband has accumulated enough experience, instead of picking a skill, he may roll on the Rewards table below. This represents the pilgrimage of the Mutant or Magister to the Pit, where he can beseech a favour from the Shadowlord himself. Roll 2D6.

2 **Wrath of the Shadowlord!** The warrior is mutated beyond recognition and vanishes into the ruins, joining the many other horrors that roam Mordheim.

3-6 **Nothing Happens.** The capricious Shadowlord ignores the pleas of his servant.

7-8 **Mutation.** The warrior develops a severe mutation. Roll a D6. On a roll of 1 you lose a single point from one of your warrior's characteristics (chosen by you), due to atrophy, or some such degrading mutation. On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.



9-10 **Chaos Armour.** The warrior's body becomes encrusted with an arcane, all-enveloping suit of armour. This confers a basic 4+ save, but does not affect the model's ability to cast spells or move in any way.

11 **Daemon Weapon.** The warrior receives a weapon with a bound Daemon inside it. This weapon adds +1 to his Strength in close combat, grants a +1 bonus on all to hit rolls using it. The user may choose the weapon's form (a sword, an axe, etc), though it will not have any of the special abilities normally associated with common weapons of that type. An axe with a bound Daemon, for example, will not benefit from the usual extra save modifier.

12 **Possessed!** A Daemon takes over the soul and body of the warrior. He immediately gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon weapons.

Mounted warriors

Horses are rare and expensive in Mordheim, but they do allow warriors to move quickly, so as long as the steed stays on the streets and does not venture into the ruined buildings, where it could easily stumble and fall. By using the following rules, you can include mounted Heroes in your games.

mounted models in mordheim

A warrior and his horse are treated in all respects as a single model. Should the rider be taken *out of action*, then the entire model is removed from the battle.

Mounted warriors use the rider's Leadership value for all Leadership-based tests. When the warrior is attacked, use the rider's Toughness and Wounds.

Mounted warriors automatically have an armour save of 6+, even if the rider is wearing no armour. This represents the extra protection afforded by the horse. If the rider is wearing armour his armour save will be +1 better than it would be if he were on foot.

In close combat, a warhorse can make 1 attack, but a normal horse has no Attacks characteristic and therefore does not attack in close combat.

Armour, called barding, may be purchased for a warhorse, (refer to the Trading chart). It adds a further +1 bonus to the model's armour save, but subtracts one from its Movement. A normal horse may not wear barding. A barded warhorse is only killed on a serious injury roll of '1' if the model goes *out of action*.

A horse increases a warband's rating by +3 points, and a warhorse by +5 points.

mounted models and movement

Mounted models may not move into buildings. This limits their movement to relatively flat surfaces such as streets.

A horse or warhorse may jump over an obstacle up to 2" in height with no movement penalty.

shooting at mounted warriors

Because of the size of a mounted warrior, any shooter may always pick one as a target, even if there are enemies closer.

mounting/dismounting

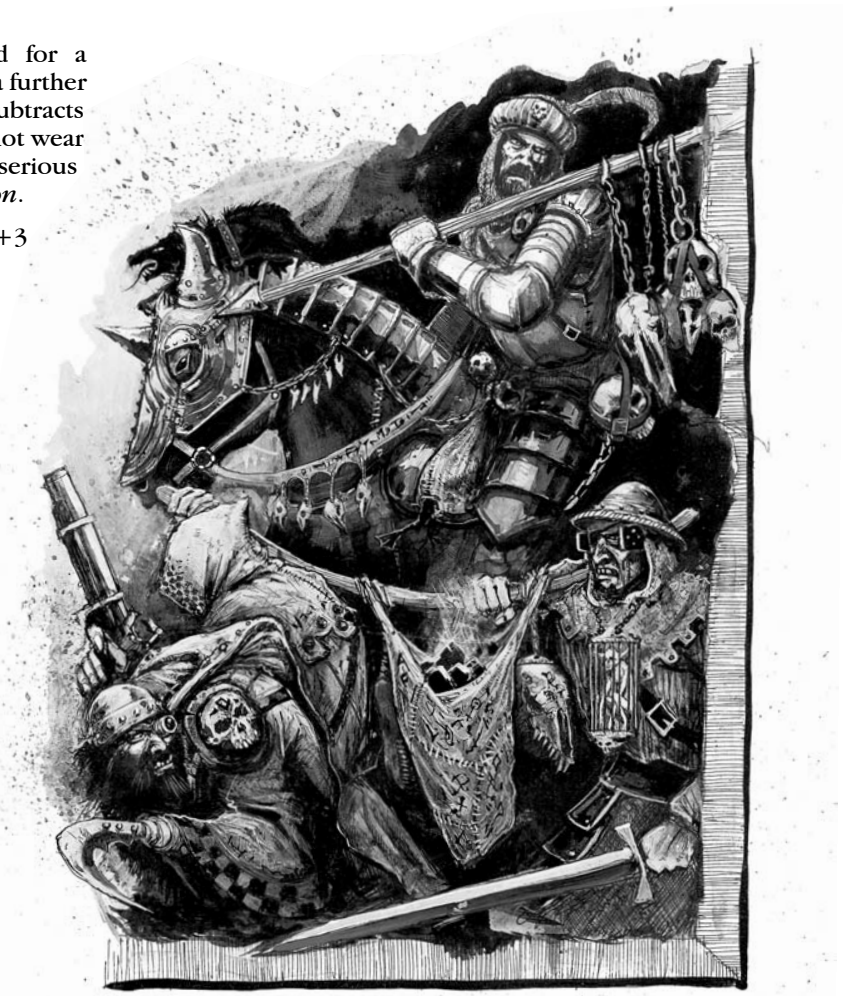
A mounted warrior may dismount during his movement phase. He loses half his movement and may not charge or run during that turn.

A cavalryman who has dismounted is considered to be followed by his steed wherever he goes and may mount it again whenever he wishes, provided he is not inside a building or in any other place where the mount could not be used (such as on a roof). The warrior loses half his movement when remounting and may not charge or run during that turn.

Replace a mounted warrior with a model that is on foot if dismounting, and vice versa.

mounts and campaigns

If a mounted warrior is taken *out of action*, roll a D6 after the battle. On a 1-2, the mount is killed and removed from the warband roster.



Blackpowder weapons

During the period in which Mordheim is set, the technology needed to make blackpowder weapons was still rare, and pistols, handguns, blunderbusses, etc were prone to malfunctions, jams and misfires.

The following rules were not included in the Shooting section, as they would have slowed down the game, but if you want to create more realistic games, feel free to use the Misfire rules below.

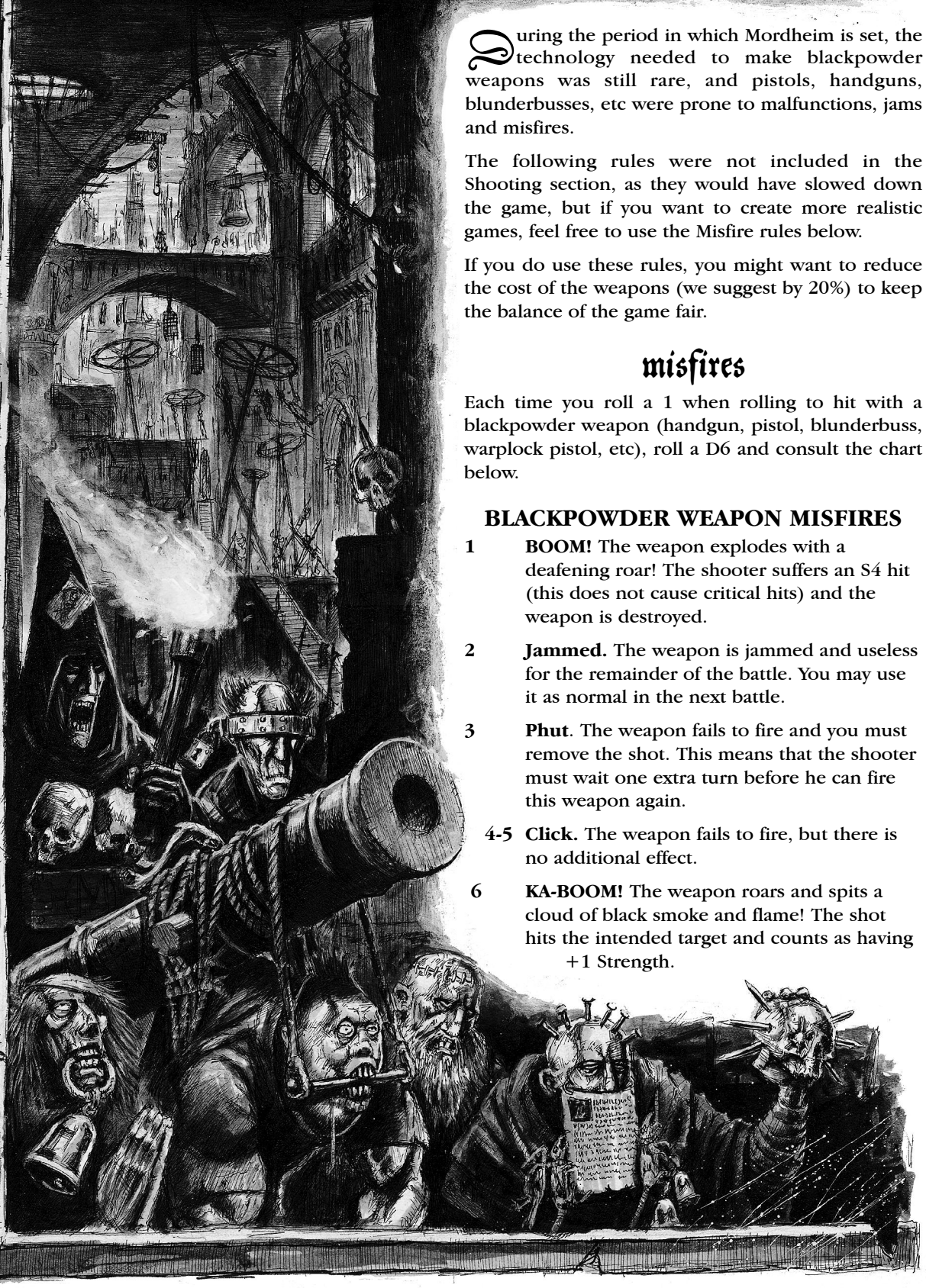
If you do use these rules, you might want to reduce the cost of the weapons (we suggest by 20%) to keep the balance of the game fair.

misfires

Each time you roll a 1 when rolling to hit with a blackpowder weapon (handgun, pistol, blunderbuss, warplock pistol, etc), roll a D6 and consult the chart below.

BLACKPOWDER WEAPON MISFIRES

1	**BOOM!** The weapon explodes with a deafening roar! The shooter suffers an S4 hit (this does not cause critical hits) and the weapon is destroyed.
2	**Jammed.** The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.
3	**Phut**. The weapon fails to fire and you must remove the shot. This means that the shooter must wait one extra turn before he can fire this weapon again.
4-5	**Click.** The weapon fails to fire, but there is no additional effect.
6	**KA-BOOM!** The weapon roars and spits a cloud of black smoke and flame! The shot hits the intended target and counts as having +1 Strength.



Fighting individual battles

One thing we discovered during playtesting Mordheim was that after a while very experienced warbands became virtually unbeatable when fighting against novice warbands.

Whilst this might be amusing for the player with the experienced warband, it will result in a very one-sided battle, where the inexperienced warband is swiftly crushed, without even a chance to put up a decent fight. Although the underdogs system balances this out somewhat, it is often much more fun to play with roughly equal forces, especially when introducing new players to the game.

The following rules allow both players to pick warbands up to an agreed equal value, say 1,000 gold crowns. This will make the game much more even, as the two forces will be roughly similar in strength.

Use the Warband lists to recruit and equip your warband. The lists tell you which Heroes, Henchmen and equipment your warband is allowed to use. The limitations of the list ensure that the warbands are reasonably balanced.

You must recruit at least three warriors, including a leader, and you may either follow the limitations for the maximum size of a warband given in the list or agree a maximum size with your opponent.

weapons & armour

Each Hero you recruit may be armed with one or more weapons and any armour chosen from the appropriate list. Different types of Hero are restricted to different types of weapon. The Equipment lists for the individual warbands tell you exactly what equipment is available. You may buy rare weapons and armour. Pay the appropriate prices for these as given in the Trading charts.

Every model in each Henchman group must take exactly the same weapons and armour. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

The weapons you choose for your warriors must be represented on the models. This way your opponent will know what he is facing (and he will not be shocked to discover in the middle of the game that the warrior who looks like a Halfling with a bow is in fact an Ogre with a club!).

The exceptions to this rule are knives and daggers, which you may assume are tucked in boots or concealed in their clothes, if not actually represented on the model.

upgrading Heroes

In a campaign game, you must earn statistic increases, but in one-off games they can be bought beforehand. You may increase the starting characteristics of your Heroes by paying the cost in gold crowns given below.

Note that all races have maximum statistics values. These can be found in the Experience section of this rulebook.

Movement	+15gc per point.
Weapon Skill	+15gc per point.
Ballistic Skill	+15gc per point.
Strength	+25gc for the first increase/+35gc for each additional increase.
Toughness	+30gc for the first increase/+45gc for each additional increase.
Wounds	+20gc for the first increase/+30gc for each additional increase.
Initiative	+10gc per point.
Attacks	+25 GC for the first increase/+35gc for each additional increase.
Leadership	+15gc per point.
Skills:	+40gc for each skill. You may choose one skill at this price for each characteristic increase you take. Choose from the skills normally available to your warrior.

ready for battle

The warband is now ready to fight against your opponent.

MORDHEIM PLAYSHEET

Turn sequence

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

Recovery

During the recovery phase you may attempt to rally any of your models that have lost their nerve. To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied. The model cannot move or shoot for the rest of the turn, but can still cast spells. If the test is failed, the model continues to flee towards the closest table edge.

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

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

Movement

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

1. CHARGE 2.. COMPULSORY MOVES 3. REMAINING MOVES

RUNNING

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

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

CHARGES

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

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

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

CLIMBING

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

JUMPING DOWN

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

DIVING CHARGE

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

JUMPING OVER GAPS

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

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

WARRIORS KNOCKED DOWN OR STUNNED

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

FALLING

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

Shooting

HITTING THE TARGET

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

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

HIT MODIFIERS

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

ROLL TO WOUND

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

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

CRITICAL HITS

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

CRITICAL HIT CHART

1-2 **Hits vital part.** 1 wound = 2 wounds. Roll armour saves first.

3-4 **Hits exposed spot.** 1 wound = 2 wounds. No armour saves.

5-6 **Master Strike!** 1 wound = 2 wounds. No armour saves; +2 to Injury roll(s).

saving throw to avoid receiving damage from a wound. Deduct any save modifiers that apply.

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

INJURIES

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

INJURY CHART

1-2 **Knocked down.** The force of the blow knocks the warrior down. Place the model face up.

3-4 **Stunned.** The target falls to the ground, barely conscious. Turn the model face down.

5-6 **Out of action.** Remove the model from the game.

Close combat

WHO STRIKES FIRST

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

HITTING THE ENEMY

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

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

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

ROLL TO WOUND

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

ARMOUR SAVE MODIFIERS

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

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

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

WARRIORS KNOCKED DOWN

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

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

MORDHEIM

Mordheim is a skirmish game fought between opposing factions in the ruins of a once great city. If you've never played anything like it before, then read through the following examples to get an idea of how it works. Once you've run through them and have a better idea of what to do, take a look at the rulebook.

Ready for Action

To play through this example you will need two models, a Mercenary armed with a sword and a dagger, and a Skaven armed with a sling and a dagger. Assemble the models following the instructions in this booklet. Later on you can paint them, but do not worry about this to begin with.

Setting up

To play this combat through you'll need some open space on a tabletop or the floor. Place the two warriors facing each other 12" apart. You can use the range rulers from the box to measure the ranges, or a steel tape measure or ruler. The warriors are now ready for combat. They have both been searching for wyrdstone and stumbled upon one another.

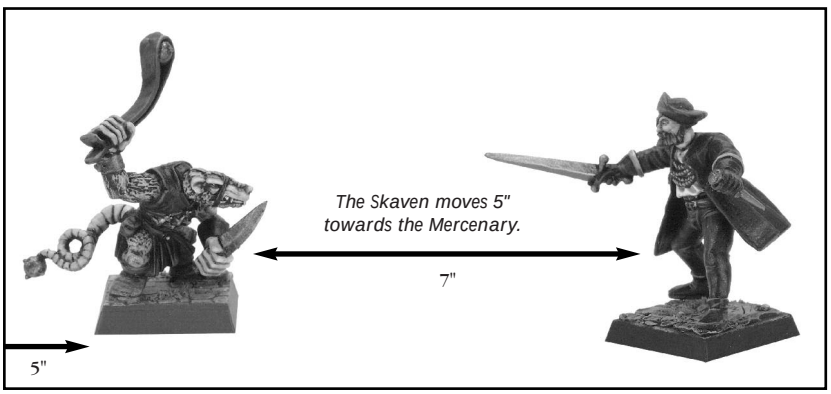
Who Attacks First?

Mordheim is played in turns, first one side then the other, then the first side again and so on. Normally one player represents one side – but you can choose to control both sides for the purposes of our example. To decide who has the first turn both sides roll a dice. The player with the highest score goes first. Let's assume that the Skaven rolls a 5 against the Mercenary's 2, so the Skaven takes the first turn.

Skaven Turn

Movement

During his side's turn, a warrior can move and then shoot his weapon. Let's allow our Skaven to do just this. Move the model directly towards the Mercenary, measuring 5" using the range ruler. Note that Mercenaries and Skaven do not move the same distance. This is explained fully in the rulebook.

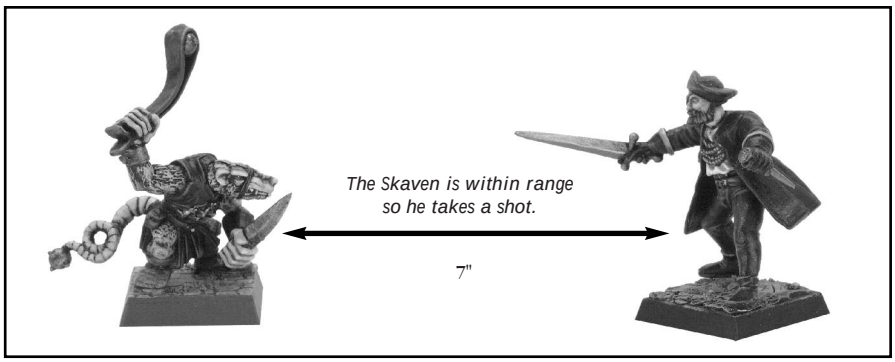


Shooting

After the Skaven has moved he can fire his sling at the Mercenary. The first thing to do is to check the range. The sling has a range of 18" and the target must be within this distance before a hit can be scored.

The ruler shows that the models are 7" apart which is well within the sling's range.

To see whether the Skaven's shot hits the Mercenary, roll a dice. The Skaven requires a score of 5 or more to hit his target. If the score is between 1-4 the shot misses, if the score is 5 or 6 the shot hits.



Roll to Hit

Let's assume that the Skaven scores a hit. We then determine its effect – has the stone struck and wounded his enemy or has it merely caused a bruise or bounced off his armour? To find out roll another dice.

The Skaven needs a score of 4 or more to wound the Mercenary. If the dice roll is 1-3 the Mercenary has had a lucky escape, if the score is 4-6 the stone has injured him. We'll assume that the Mercenary has been lucky and has not been wounded by the sling's stone.

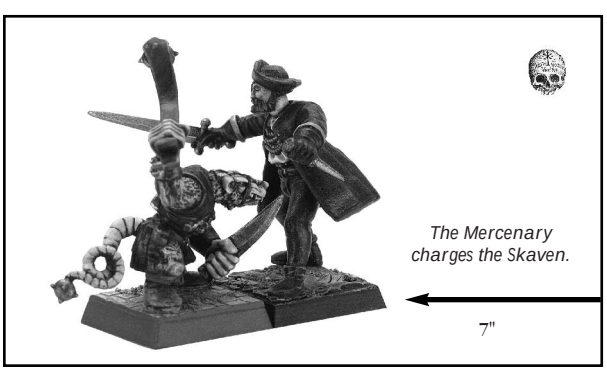
Mercenary Turn

Charge!

The Mercenary is 7" away from the Skaven and has the option of charging his enemy. A charge is a special move at double speed which takes a warrior into hand-to-hand combat. To make a charge, the player must tell his opponent that his warrior is charging. He then measures the range, and if the enemy is within the charge distance of 8" (in the case of a Mercenary who can normally move 4") the warrior is moved towards his enemy and placed in base-to-base contact. We know the models are less than 8" apart, so we'll make the Mercenary charge. With a fierce cry and an astounding leap, he propels himself towards his foe. Move the Mercenary into base-to-base contact with the Skaven.

Hand-to-hand Combat

The two warriors are now said to be fighting hand-to-hand. Once engaged in hand-to-hand combat in this way neither warrior can shoot or move until one or the other is seriously hurt. In every turn, including the other player's turn, a round of hand-to-hand combat is fought. To work out what happens in hand-to-hand combat proceed as follows.



The Mercenary has charged and so has the chance of striking first. This is important, because warriors who are wounded cannot fight back.

Warriors normally have one attack each, but the Mercenary is wielding two close combat weapons (the sword and the dagger) and therefore gets an extra Attack dice. The Skaven cannot use his sling in hand-to-hand combat, so he will only get to roll one dice (assuming that he survives the Mercenary's attacks!).

The Mercenary needs a 4 or more to hit the Skaven. Let's say he rolls a 2 and a 5.

The 2 is a miss, but he scores a hit with the other dice. The Skaven is now in trouble, and we have to determine whether the hit causes a wound.

Roll to Wound

This hit is worked out in the same way as hits from shooting. Roll a dice. If the score is 4 or more, a wound is caused. Let's imagine we roll a 4. The Skaven has been wounded.

Injuries

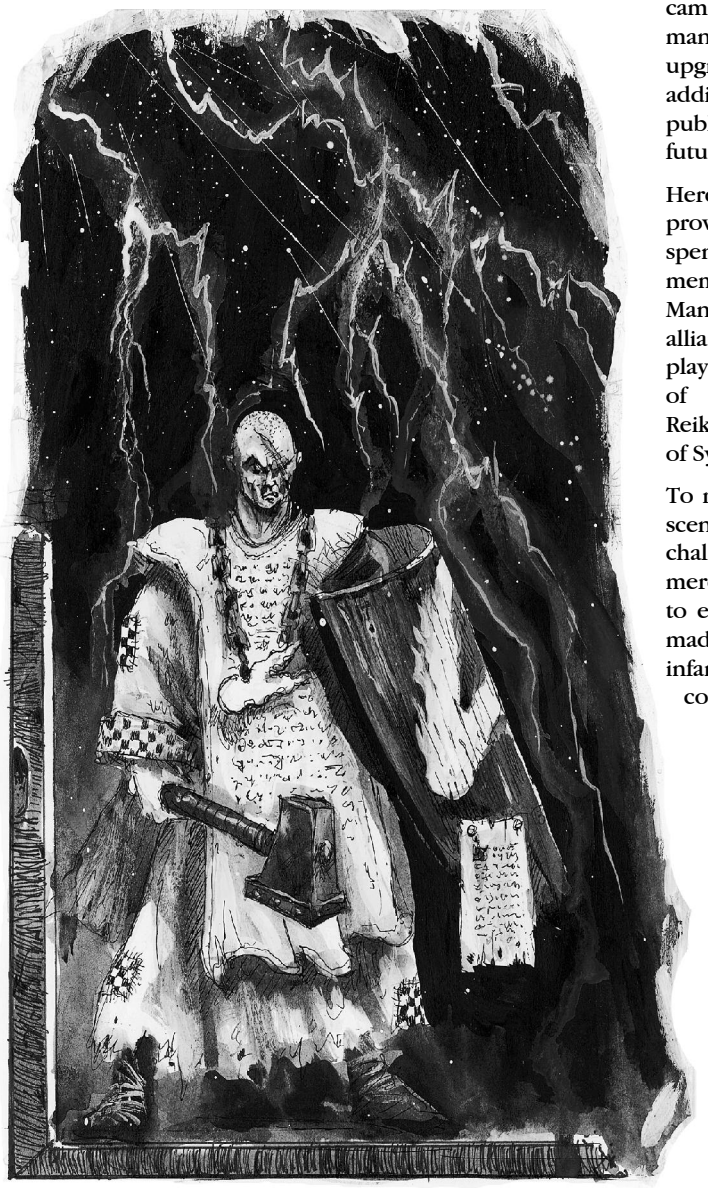
Because the Skaven has suffered a wound, he must roll for injuries. All injuries inflicted by shooting or in hand-to-hand combat are resolved in the same way.

Roll a dice for each wound: a score of 1 or 2 means that the warrior is *knocked down* (he falls to the floor and cannot fight for the rest of this turn. He must attempt to get up on the following turn). On a 3 or 4 he is *stunned* (he will need two turns to recover) and on a 5 or 6 he is *out of action* (the model is so badly injured that he is unable to fight anymore and is out of the combat). We could be cruel and assume that the Skaven is really unlucky; the Human rolls a 6 and the Skaven is *out of action*. Remove the Skaven model from the table top.

Designer's notes

From the very beginning I knew that Mordheim was going to be special. As I have worked on this project from the beginning to the very end I can look back and say that I am proud of all the myriad people who were involved in this project, be they artists, writers, miniature designers, painters or editors.

Most of all, I'd like to thank those gamers who wrote in and gave me feedback and suggestions. Others helped me with playtesting and concepts. Many of these will find their names gracing the credits page, but there were many others, and they all helped to make Mordheim a game for Warhammer players.



Mordheim is a skirmish game system compatible with the Warhammer Fantasy battle game. It is not just a game set in a specific time period in the Empire, it is a skirmish system designed to support the Warhammer hobby. With a little alteration, you can play games set in Lustria where the Lizardmen clash with greedy treasure hunters such as the Dark Elves. Tileans and Norse, or you could descend into the deep darkness of the lost Dwarf realms to do battle between Skaven, Night Goblins, Ogres and Dwarfs and their human mercenaries.

There are many other aspects of Mordheim we could not cram nto this book. In the Optional Rules section we have included some of the more unusual ideas which came up during development of the game. There are many more besides – the effects of fame, buildings and upgrades to the encampment of your warband, additional warbands, new equipment, etc. I hope to publish some of these in White Dwarf magazine in the future, so look out for them.

Here at the Studio I ran the Dark Moon campaign which proved immensely popular. Many lunch hours were spent in desperate skirmishes and ambushes, as members of the Design Studio struggled for supremacy. Many heroes emerged, wyrdstone was traded and alliances struck (and treacherously broken). To assist the players I created a storyline which involved the struggle of the Shadowlord and Grand Prince Siegfried of Reikland, as well as the dreaded Count Vlad von Carstein of Sylvania.

To make matters more interesting, I wrote several special scenarios for players to create variety and new challenges. There were frays over the possession of a merchant ship in the harbour of Mordheim, a huge battle to expel a group of Minotaurs and Beastmen which had made Mordheim their lair and even a visit by the infamous Count Vlad von Carstein of Sylvania and his consequent expedition to the ruins. For some strange reason none of the mercenaries he hired returned... All these incidents were recorded in a weekly newsletter called 'Town Cryer'.

With a little effort you should be able to do the same. All you need is somebody willing to be the Game Master (called Shadowlord in our campaign) to write, organize and record any unusual happenings that go on in the campaign.

I hope Mordheim will offer you lot of fun. Thank you for making the journey with me.

Thomas

Recruiting a warband

When I decided to take part in the Dark Moon campaign here at the Design Studio I had to put together a warband. I already had a bunch of plastic Mordheim sprues, and after a bit of thought I decided build a Middenheim warband because I like the ferocious look of the Middenheimers with their wolf cloaks and hammers and axes. As a bonus, the Captains and Champions of Middenheim warhands start with S4, which can make a big difference in close combat

First I needed a leader. To find some good names for him and his men, I grabbed a few history books and scoured the internet for Germanic names. After some arching I decided to call my leader Wulf, and wrote his name down on the Heroes' roster sheet, along with his characteristics and type (Mercenary Captain).

Next, Wulf needed some weapons and armour. All warriors in Mordheim come equipped with daggers, but if Wulf was going survive for any length of time, he needed better weapons and equipment!

I gave Wulf two hammers, which meant he'd get 2 attacks in close combat, and would be more likely to stun his opponents. I also equipped him with heavy armour, as I wanted to keep him alive for as long as possible. 1 ticked twenty of the boxes that record experience. I didn't get any skills and advances with this – it was simply the amount of experience Wulf had accumulated to become a Mercenary Captain. I marked down his Leader skill on the roster sheet in the boxed marked 'Skills, Injuries, etc.', and wrote down his equipment: two hammers, a dagger and heavy armour.

Satisfied with my leader, I paid 116 gold crowns for him (60gc for Wulf himself, 6gc for 2 hammers, and 50gc for heavy armour) and continued my recruitment.

Next I chose a couple of Champions. The first one of these was Gunther, a huge bruiser who I armed with a halberd. He was joined by 'Crusher' Heinrich, who was armed with a double-handed hammer. With these weapons and Strength 4. this pair would be lethal when they got their hands on any opponent!

Both my Champions started with 8 experience, and I marked this down on the Heroes roster sheet. This experience did not give me additional advances or bonuses – it was simply the amount of experience needed to get them this far. I wrote down their characteristics and equipment on the roster sheet.

Gunther cost me 15 gold crown (35 +10 gc for a halberd) while Heinrich was hired for 50 gold crowns (35 +15 for the double-handed hammer).

I now had three Heroes and had spent 211 gold crowns. Next I wanted some Henchmen. From previous experience I knew that Swordsmen are excellent both in attack and in defence, so I chose a group of three – the Middenland Fencers. All the Henchmen were equipped with a sword and buckler. Their Swordsman skill meant that they would be dangerous in attack as well.

I noted down the name of the Henchmen group 'Middenheim Fencers', their number (3) and their type (Swordsmen) on the Henchmen roster sheet. I also wrote down their characteristics and equipment and made a note of their Swordsman skill in the Special Rules box. As Henchmen don't start with any experience, I had now recorded everything I needed to. I paid 150 gold crowns for my three Swordsmen (each one of them cost 35gc plus 15 gc for the sword and buckler). I still had 139 gold crowns left, so I had enough money for a few additional men.

Even though the Middenheimers are known for their brute strength, it often pays to have some men armed with bows. Some of my potential opponents, such as Skaven, are fast and would be easier to pick off with arrows rather than run them down. I picked a Henchmen group of two Marksman who I named the Drakwald Hunters, and equipped them with longbows. These have an excellent range of 30", and the Marksmen can move and shoot during the same turn. I decided to give them no additional weapons or armour because I intended to keep them out of harm's way. The Marksmen cost me 40 gold crowns each (25 per Marksman and 15 for each longbow).

I had now spent 411 gold crowns, and decided to leave the rest of them for the future. You never know when you will need extra men or new equipment. I also might want to recruit a Hired Sword for my first game, perhaps a Pit Fighter or an Elf Ranger. But for now my warband was complete.

The last thing I needed to do was calculate the rating of my warband, I had 8 men each worth 5 points, and the total accumulated experience of the warband was 36 (20 for the leader and 8 for each Champion) This gave me a warband rating of 76.

Now my warband was ready to be painted. Mordheim be wary of the wrath of the Wolfsheads!

Henchmen

WARBAND NAME: *Wolfsheads*

WARBAND TYPE: *Middenheimers*

TREASURY:

Gold crows: *59*

Wyrdstone shards:

WARBAND RATING:

Total experience:	*36*
Members (*8*) x *5* :	*40*
Rating:	*76*

STORED EQUIPMENT

NAME *Middenheim Fencers*

NUMBER *3* TYPE *Swordsmen*

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

EQUIPMENT
Daggers
Swords
Bucklers

SPECIAL RULES
Swordsmen (re-roll misses with swords when charging)

Group experience:

NAME *Drakwald Hunters*

NUMBER *2* TYPE *Marksmen*

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

EQUIPMENT
Daggers
Longbows

SPECIAL RULES

Group experience:

NAME

NUMBER TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SPECIAL RULES

Group experience:

NAME

NUMBER TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SPECIAL RULES

Group experience:

NAME

NUMBER TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SPECIAL RULES

Group experience:

NAME

NUMBER TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SPECIAL RULES

Group experience:

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Heroes

NAME *Wulf*

TYPE *Mercenary Captain*

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

EQUIPMENT
Dagger
Two Hammers
Heavy Armour

SKILLS, INJURIES, ETC.
Leader (friends within 6" can use Wulf's Leadership value)

Experience:

NAME *Gunther*

TYPE *Champion*

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

EQUIPMENT
Dagger
Halberd

SKILLS, INJURIES, ETC

Experience:

NAME *'Crusher' Heinrich*

TYPE *Champion*

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

EQUIPMENT
Dagger
Double-handed Hammer

SKILLS, INJURIES, ETC

Experience:

NAME

TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SKILLS, INJURIES, ETC

Experience:

NAME

TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SKILLS, INJURIES, ETC

Experience:

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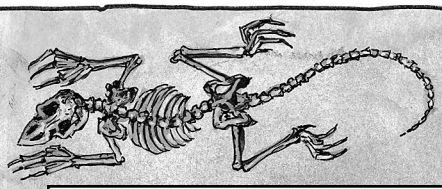
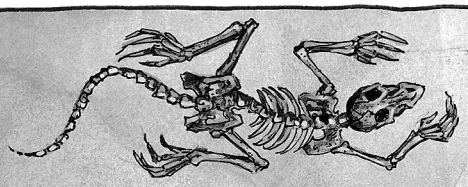


Henchmen



WARBAND NAME:

WARBAND TYPE:

TREASURY:

Gold crows:

Wyrdstone shards:

WARBAND RATING:

Total experience:

Members ( ) x 5 :

Rating:

STORED EQUIPMENT

NAME		EQUIPMENT	SPECIAL RULES
NUMBER	TYPE		

M	WS	BS	S	T	W	I	A	Ld

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Group experience:*

NAME		EQUIPMENT	SPECIAL RULES
NUMBER	TYPE		

M	WS	BS	S	T	W	I	A	Ld

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Group experience:*

NAME		EQUIPMENT	SPECIAL RULES
NUMBER	TYPE		

M	WS	BS	S	T	W	I	A	Ld

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Group experience:*

NAME		EQUIPMENT	SPECIAL RULES
NUMBER	TYPE		

M	WS	BS	S	T	W	I	A	Ld

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Group experience:*

NAME		EQUIPMENT	SPECIAL RULES
NUMBER	TYPE		

M	WS	BS	S	T	W	I	A	Ld

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Group experience:*

NAME		EQUIPMENT	SPECIAL RULES
NUMBER	TYPE		

M	WS	BS	S	T	W	I	A	Ld

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Group experience:*

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Heroes

NAME	EQUIPMENT	SKILLS, INJURIES, ETC.
TYPE		

M	WS	BS	S	T	W	I	A	Ld

Experience:

NAME	EQUIPMENT	SKILLS, INJURIES, ETC
TYPE		

M	WS	BS	S	T	W	I	A	Ld

Experience:

NAME	EQUIPMENT	SKILLS, INJURIES, ETC
TYPE		

M	WS	BS	S	T	W	I	A	Ld

Experience:

NAME	EQUIPMENT	SKILLS, INJURIES, ETC
TYPE		

M	WS	BS	S	T	W	I	A	Ld

Experience:

NAME	EQUIPMENT	SKILLS, INJURIES, ETC
TYPE		

M	WS	BS	S	T	W	I	A	Ld

Experience:

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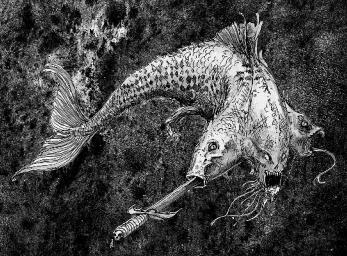
This PDF was based on the second printing of Mordheim Rulebook, and on several different documents published online.



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No toads or rats were harmed during the production of Mordheim. Several fish were consumed.

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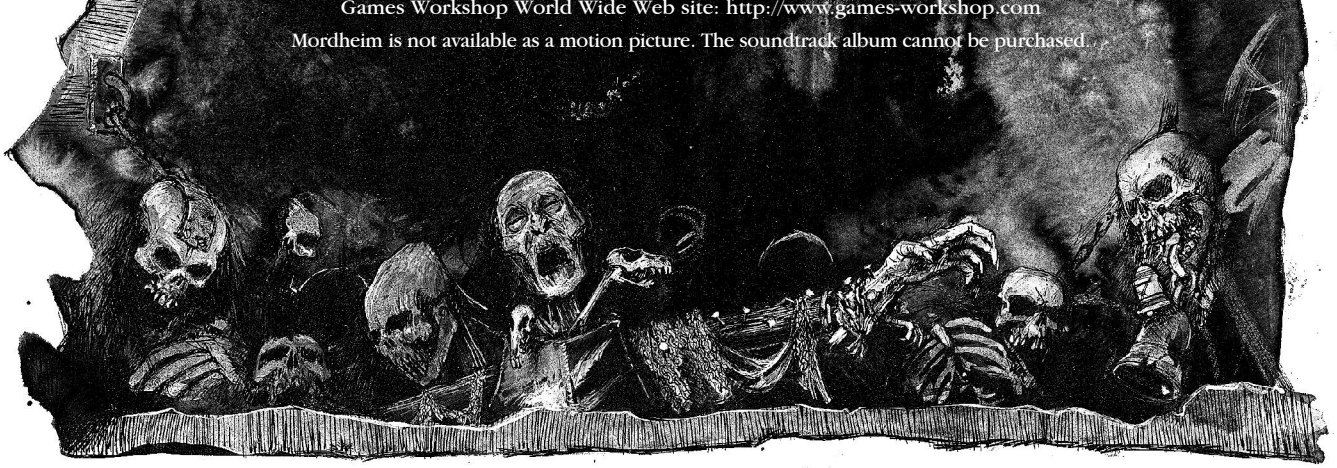
Mordheim is not available as a motion picture. The soundtrack album cannot be purchased.