

The Cursed Cavalcade

Note: These rules are free and not official and they are not related to any Games Workshop product. The Rules were written by Tuomas Pirinen many years ago and have been completed by him for the unofficial Mordheim world tournament 2025 with the help of the Morhdeim Italia facebook group team. For the event specific unofficial models were created by Grimforge and you can find them here <https://www.kickstarter.com/projects/grimforge/damned-ruins-the-curse-and-the-courts>

The Cavalcade

The Warbands that have traveled deep into the twisted heart of Mordheim tell tales of foes that are unlike any other in the City of the Damned. The hushed whispers of those who have lived to tell the tale (and even then often only induced by a stout drink) talk of groups of masked men emerging from the polluted mists of Mordheim: silent, terrible men whose appearance is heralded first by a distant music and laughter, as if a party of the damned was being held near-by. They attack any and all intruders to Mordheim without warning or parley, without asking or giving quarter.

These warbands have earned many nicknames in the settlements around Mordheim:

They are called "Masks" and "Faceless" and yet it is their unnerving way of moving and fighting that has led men to call them the Cavalcade.

These masked warbands are somehow beautiful yet eerie sight: they appear to be dressed in bloodstained and tattered finery of the richest nobles of Empire, and many say their decayed garments carry the coat of arms of the house of Ostmark and the personal heraldic device of Elector Count Reinhardt of Mordheim who was taught to have perished in the cataclysm. To hide their visage, they wear incredibly elaborate masks of porcelain, gold and silver, adorned with great headdresses. It is as if they've come to a masked ball instead of battle, for these are clothes associated with the depraved revelries and festivals of them that the nobility of Mordheim indulged in the final days before the city perished. Those who have gazed at the eyes of the masked warriors tell that no eyes have looked back at them. Instead, they have seen only darkness. But despite their finery, the weapons and armor of the Cavalcade are of first order, as if looted from the palace of the Count himself and from the surrounding villas of the nobles families.

In stark contrast of the decayed opulence of these men and women are their companions: for with the Cavalcade fights a multitude of exotic animals: great cats from the far-off lands of Araby, enormous snarling bears whose movements seem to mimic ponderous steps of a dance, fierce falcons and other birds of prey that hunt from the skies, wild boars with tusks glided with gold, and even great black apes with white teeth red tongues with strength and speed unmatched by humans. Many beasts are said to bear the brand of the famed menagerie of Ostmark, for the Count Steinhardt was said to have been fond of matching a man against a beast for the cruel amusement of his high-born guests. Be as it may, both the men and beasts of Cavalcade fall upon the intruders with unreasoning cold fury, yet working in concert as if they could read each other's minds.

And as the Cavalcade engages in battle, all around them the haunting tune of distant revelries grows ever louder as the Warband battles their enemies.

Mercenaries describe how it din makes them lose their concentration, as if they were fighting in a thick fog.

Witch Hunters curse the sound as sorcery, as it seems to hold an irresistible lure to even their most faithful War Hounds. All agree that the longer the engagement lasts, the worse toll the sound takes from the enemies of the Cavalcade.

None can say what truth lies behind the masks as the Cavalcade spares no effort to recover the bodies of their fallen

warriors, and even when they have to abandon the field, a multitude of beasts of Mordheim swiftly emerge from shadows to consume those of the Cavalcade that have fallen, taking the secrets of these men into abyss with, as if the city itself had swallowed them. But what the men who face the Cavalcade fear the most is that instead of giving their defeated opponents the swift mercy of death, the masked warriors always drag their unconscious and wounded enemies with them to the inner city. Most are lost forever, while one or two have returned, their faces twisted into permanent grimace that is neither horror nor joy, their mind lost to them, their lives ruined as they claw their own flesh until their skin lies in tatters.

And even worse, now and then men swear that they've recognized a tabard or shield emblem or recalled a familiar gait in one of the masked men they battle when they've had the misfortune to run into the Cavalcade in the dark heart of Mordheim.

Special Rules

Note that the Cursed Cavalcade cannot use Hired Swords.

Capture!

If a Hero takes Out of Action an enemy human Henchmen model that is not a Large Target with a Misericordia, roll 1 dice: on a 5+ the model is captured and can be dragged down to the Throne of Worms. It is not possible to capture more than 2 enemy models in a single battle in this way. Enemy Heroes can only be Captured as a result of a roll of 61 (Captured!) on the Serious Injuries Table. If you have already captured 2 Henchmen models, roll again this result. The captured hero becomes a Thrall losing all his skills, stats and equipment.

You can obtain up to a maximum of 5 Captured Thralls in this way, thus increasing the maximum number of models in the warband from 13 to 18. Captured Thralls have the same stats of standard Thralls, earn experience but cannot be promoted to Heroes. If you roll Lad's Got Talent roll again. Captured Thralls can be equipped as standard Thralls. They do not count against the 0-5 limit for Thralls. Place all the Captured Thrall in a single group separate from the standard Thrall.

The Throne of Worms

The most horrible end for an enemy of the Cavalcade is not death but capture! Captured models are brought down to the Throne of Worms and abandoned to the judgment of this abomination. Only a few survive this madness but they emerge lost forever!

For each enemy captured, after the battle, roll 1d6:

1-2 The warrior is swallowed up forever by the Throne of Worms. Consider this result as Dead

3-5 The warrior completely loses his mind and is submitted to the power of the Throne. You gain a Captured Thrall for your warband.

6 The warrior is sacrificed with a ritual to the Throne. The Hero who Captured the warrior gains 1 XP.

Note: this replaces the Captured! standard rules on the Serious Injuries Table for Heroes.

Danse Macabre

During the shooting phase the Cursed Piper can direct the cursed melody of his flute against one enemy model he can see within 6" from the Piper. The enemy model must take a Ld test. If failed, the warrior is cursed by the Danse Macabre loses control of his body and forced to dance under the Piper's will. The Piper can move the enemy model in any direction he wishes also out of close combat or force him to fall from height. At the beginning of the enemy's

turn, in the recovery phase the warrior will have to pass a Ld test or will continue to be under the Pipers' control and cannot shoot, charge or cast spells. If engaged in close combat the model cannot attack (it is too busy dancing!). Only one enemy warrior at time can be controlled by the Danse Macabre. If the Piper targets another warrior the previous one is immediately free from the curse.

Choices of Warriors

A Cursed Cavalcade Warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your initial Warband. The maximum number of Warriors in this Warband may not initially exceed 13 but may

gain higher upper limit (see the rules for the *Throne of the Worms*).

Aristocrat: Each Cavalcade Warband must have one Aristocrat to lead it. No more, no less!

Companions: Your Warband may include up to two Companions.

Twisted Scholar: Your Warband may include a single Twisted Scholar.

Cursed Piper: Your Warband may include a single Cursed Piper.

Thralls: You may BUY with GC up to 5 Thralls.

Great Bear: Your warband may include a single Great Bear.

Wild Beasts: Your warband may include up to 2 Wild Beasts

Fighting Ape: Your warband may include a single Fighting Ape.

Starting Experience:

The Aristocrat starts with 20 experience.

Companions start with 8 experience.

Twisted Scholar starts with 4 experience

Cursed Piper starts with 6 experience.

Henchmen start with 0 experience.

Cursed Cavalcade Skills Tables

	Combat	Shooting	Academic	Strength	Speed	Special
Aristocrat	✓	✓	✓		✓	✓
Companion	✓	✓		✓	✓	✓
Scholar			✓			✓
Cursed Piper			✓			✓



Cursed Cavalcade Equipment lists

The following lists are used by The Cursed Cavalcade to pick their equipment.

HEROES EQUIPMENT LIST Hand-to-hand Combat Weapons Dagger 1 st free/2GC Misericordia 5 GC Sword 10 GC Hammer 3 GC Double-handed weapon 15 GC Boar Spear (Aristocrat only)..... 30 GC Lance 20 GC Bird of Prey (Aristocrat Only).....30GC Missile Weapons Longbow 15 GC Dueling Pistol 25 GC (50 for a brace) Hunting Rifle 200 GC Blunderbuss (One per Warband)..... 30 GC Armor Light Armor 20 GC Heavy Armor 50 GC Shield 5 GC Buckler..... 5 GC Helmet 10 GC Cathayan Quilted Silk Armor 15 GC Superior Black Powder 30 GC	THRALLS EQUIPMENT LIST This list is for Thralls only. Hand-to-hand Combat Weapons Dagger 1st free/2 GC Mace 3 GC Hammer 3 GC Axe 5 GC Sword 10 GC Spear 10 GC Double-handed Weapon..... 15GC Missile Weapons Short bow 5 GC Bow 10 GC Crossbow 25 GC (Max 3 per Warband) Armor Light Armor 20 GC Shield 5 GC Helmet 10 GC
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Cursed Cavalcade Special weapons, armor and equipment

Boar Spear

30 Gold Crown

Availability: Rare 10, Aristocrat only

Boar Spear is the preferred hunting weapon of the nobles of Ostmark, designed to stop a charge of a pain-maddened giant boar with its cross guard. In Mordheim, the nobles of Cavalcade have put it in a much more sinister use – hunting desperate men.

Range	Strength	Special Rules
Close Com	As user +1	Strike First, Cavalry Bonus, Cross Guard

SPECIAL RULES

Strike First: A warrior with a Boar Spear strikes first even when charged, because the long shaft allows him to thrust the oncoming enemies before they have a chance to hit him. This only applies during the first turn of hand-to-hand combat.

Cavalry Bonus: If used by a mounted warrior the Boar Spear gives the wielder a +1 Strength bonus during the turn when he charges.

Cross Guard: The Boar Spear has been designed to stop the charge of an enraged boar on its tracks. When charged it reduces the number of attacks of the first assailant into the close combat by 1, (down to minimum of 1), Attacks from second hand weapon or from any other source except base stats are not affected. Boar Spear has no effect on Large creatures such as Ogres save for the Charge Bonus. The Aristocrat cannot wield two Boar Spears at once.

Misericordia

5 Gold Crown

Availability: Rare 9, Heroes only

Misericordia is a Tilean dagger with a long, thin blade designed to put wounded warriors out of their misery.

Range	Strength	Special Rules
Close Com	As user	Coup de grace

SPECIAL RULES

Coup de grace: When attacking knocked down opponents, Misericordia bypasses all armor saves. As the warriors of the Cursed Cavalcade are experts at hitting the vital spots of their opponents, and the Misericordia can find the smallest chink in even the best suit of armor. Often the wielders choose a spot that causes indescribable pain but does not kill the target outright so he can be dragged before the Throne of Worms.

Cathayan Quilted Silk Armor

15 Gold Crown

Availability: Rare 10, Aristocrat only

The caravans from the far-off lands of the East sometimes bring fabulous, quilted silk armor, light as feather yet tough as steel. It is often worn by Imperial nobles under their armor or clothes to ward off arrows of Assassins.

The Silk Armor adds +1 to the armor saves against any type of attack. It can be combined with any other type of armor.

Bird Of Prey

30 Gold Crown

Availability: Rare 10, Aristocrat only

Trained Falcon, Hawk or other winged predator trained from birth to hunt and fight for its noble owner. The Bird of Prey can be used in the Missile Phase exactly like a Missile weapon with the following exceptions: it has a reach of 18", can attack even hidden targets, and ignores penalties for cover. Use the BS of its owner to determine if it hits and it causes S3 hit if it does hit.

Nightmare:

95 Gold Crowns

Availability: Rare 11, Aristocrat only

The finest of Tilean or Arabian steeds bred for war are often purchased by Imperial nobles, and even amongst those the famed destriers reign supreme.

Count Steinhardt had seven of these magnificent steeds in his stables beneath the palace grounds.

During the Ritual of the Comet the Destriers were the only steeds to survive, having been brought into the catacombs below the palace. Burned by the black flame, they became marked just as their masters, and often wear masks of their own. Your Aristocrat may purchase and ride a Nightmare if you are using the rules for mounted warriors.

Refer to Mordheim Rulebook and EIF for details.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	3	3	1	2	1	5

SPECIAL RULES

May Not Run: As an Undead creature, a Nightmare may not run, but may charge as normal.

Immune to Poison: Nightmares are not affected by poison.

Banner Of The Noble House

30 Gold Crown

Availability: Rare 10, Heroes only

Burned and tattered as the rest of the finery of the Cavalcade, the Banner represents the noble house of the Aristocrat of the warband, though often decorated with a red mask symbol as well, pledging allegiance to the Cavalcade.

Though their city is fallen and their power lies in dust, the aristocrats of the Cavalcade still vainly hang on to the symbols of their lost glory.

The pride of holding the banner and never abandoning it to the enemy boosts the leadership of the model by 1, and can increase the Ld of the character carrying it to a maximum of 10. Model carrying the banner must use one of his hands to hold it aloft, and cannot carry a shield, buckler, double-handed weapon or additional weapon.

Cursed Masks

While all members of the Cavalcade wear masks of metal associated with the Ritual of the Comet, the inner circle of the count has access to the special masks carrying potent corrupt curse.

Heroes of the Cursed Cavalcade Warband may wear one of the special masks. You can freely distribute the masks amongst your heroes before combat if you wish. Each mask is unique hence you can have only 1 kind of each mask in your warband at any time.

Sun King Mask

Golden mask fashioned to the likeness of the emperors of old adorned with a crown of laurels. The mask symbolizes the hidden wish of the house of Steinhardt to betray the Empire and rise to the throne of Sigmar in Altdorf. None wearing this mask can be brought to his knees, as fitting to an Emperor.

The warrior Wearing the Sun King Mask cannot be knocked down or Stunned, and these results on the Injury Chart have no effect. The only way to bring to remove him from combat is to roll so that he is taken Out of Action.

Aristocrat only.

Silver Death Mask

This mask appears as an ornately decorated skull, and yet it animates as skin of a living man, matching the expressions of the wearer beneath it.

If the Hero wearing the Silver Mask is taken Out of Action, he may reroll any result on a Serious Injury chart. He must accept the second result even if it is worse than the previous roll. Only one Silver Death Mask per Warband.

Fish Head Mask

A disturbing silver mask with studded jeweled eyes liked to a fish from the depths of the Great Ocean. It is whispered that such masks were once used by worshippers of forgotten evil deities that slumber deep beneath the sea, dreaming of the day when they rise from the depths to bring ruin to men. A man wearing this mask can swallow a human whole as snake swallows a rat.

Every time the wearer of the Fish Head Mask takes an opponent Out of Action he gains a wound that can take his number of wounds to a maximum of 5 and lasts until the end of the battle when his number of Wounds returns to normal.

Faceless Mask

This mask has little if any human features, save for two eye slits filled with nothing but blackness. He can move with utter purpose that none dare to stop.

The warrior wearing the Faceless Mask may stop one model from Intercepting his charge once per game. Models immune to psychology such as Undead and Flagellants are unaffected by this.

Plague Doctor Mask

A silver mask with long, bird-like beak, it is a very symbol of death to people of Old World ravaged by the many diseases. In battle a cloud of black death billows forth from the empty eye sockets of the Mask.

Once per game, in the shooting phase, the wearer may unleash the black cloud from within the mask, burning those not part of the Cavalcade. The longer the power is held within the mask, the more potent its effect will be. On the first turn it hits any enemy model within 3" of the wearer at Strength 1, and the distance and the Strength of the effect increases by 1 in the beginning of each turn of the Cavalcade, up to range of 7" and Strength 5 if you wait for 4 turns before releasing the cloud. Roll to hit (with no penalties for range or cover) and to wound as usual. It does not cause critical hits.

Twisted Scholar Only (even if upgraded into Wizard or Chronicler).

Evil Jester Mask

Erratic and unpredictable. The face of the Evil Jester mask twists into either a manic grin, a gaze of pure hatred or terrifying rage before each battle.

In the beginning of the battle roll D6: on a roll of 1 the warrior is subject to Stupidity for the duration of the battle. On a roll of 2-5, the warrior hates all the enemies during the battle. On a roll of 6, the warrior is affected by the rules of Frenzy.

Cursed Cavalcade Special Skills

Cursed Cavalcade Heroes can use the list of skills below instead of the standard list.

Noblesse oblige

The warrior feels utterly superior to his opponents, with long lineage and prestige to look down upon his common enemies, seen as nothing more than cattle to be slaughtered.

The Warrior does not fear any fear-causing creatures and can stomp opponents who are knocked down with his iron-shod boots. This gives them additional attack against Knocked down opponents at their own Strength.

Torturer

Having learned the craft of torture in the Ritual of the Comet, the warrior knows how to inflict maximum pain on the body and uses it in a sadistic and cruel way in combat.

As soon as the model rolls to wound any enemy successfully in melee combat (even if the subsequent armor save is successful though parries can negate this effect) the opponent loses 1 point of Strength permanently for the duration of the battle as the pain from the wound causes agony. The effect is accumulative and can reduce the Strength of the target to a minimum of 1. The Undead are immune to this effect.

Duelist

The warrior is an expert in hand-to-hand combat method of the Imperial duelist, aristocrats famed for their skill in single combat. At the end of each Close Combat phase, the Duelist can force any non-large opponent he is fighting one-on-one 2" at the direction of his choosing if the target fails to roll under its strength value. If this brings the target in contact with another model, both suffer an automatic Strength 2 hit. If this pushes the opponent off from a high place, then he falls and takes damage as normal. The duelist stays on the elevated area.

Heroes

1 Aristocrat

65 gold crowns to hire

The Warbands of the Cavalcade are led by one of the fallen nobles that were part of the inner circle of Count Steinhardt. The Aristocrat might have been a castellan, a knight or a baron or even one of the sons or daughters of Count Steinhardt himself. Bitter, haughty, and cruel, they wear opulent masks to hide the burns of the comet that will never heal.

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

Weapons/Armor: An Aristocrat may be equipped with weapons, armor and equipment chosen from the Cursed Cavalcade Equipment list.

SPECIAL RULES

Leader: Any warrior of the Cavalcade Warband within 6" of the Aristocrat may use his Leadership value when taking Leadership tests.

Capture!: See Special Rule above

0-2 Companions

45 gold crowns to hire

Many men-at-arms, Judicial Champions, Duelists and Knights of lower orders who followed Count Steinhardt in the path of depravity and were cursed along with their master. They now have one last chance to regain their dream of ruling the Empire: to gather slivers of the Comet and make it whole once more. Though they all know it is akin to finding a needle in a haystack for a thousand time, their pride and the knowledge that they may never return to the fold of Sigmar drives them on.

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

Weapons/Armor: A Companions may be equipped with weapons, armor and equipment chosen from the Cursed Cavalcade Equipment list.

SPECIAL RULES

As imperial nobles, the Companions have been taught the way of the sword since an early age. Companions all have **Expert Swordsman Skill**.

Capture!: See Special Rule above

0-1 Twisted Scholar

25 gold crowns to hire

Count Steinhardt initiated many wise men and scholars of Ostmark into the secrets of the Cavalcade. Now these twisted philosophers, blasphemous sages and sadistic physicians who've turned their skills into torture have been cursed alongside with their master, and travel to the ruins of Mordheim desperately looking for Wyrdstone shards in order to heal the Black Heart of the Comet.

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

Weapons/Armor: An Twisted Scholar may be equipped with weapons, armor and equipment chosen from the Cursed Cavalcade Equipment list.

SPECIAL RULES

You may make the Twisted Scholar into a Wizard by paying additional +10 GC. If you do this then the twisted scholar uses Lesser Magic (see Rules Book) and knows 1 spell as usual but will be unable to wear any armor. You may also make the Scholar into a Chronicler for 10 GC instead (but not in addition to) a Wizard. A Chronicler has in-depth knowledge of the city of Mordheim and may reroll an extra dice during Exploration phase and may decide which of the two dice to keep.

0-1 Cursed Piper

35 gold crowns to hire

Many of the great thespians, flutists, and other entertainers were easily lured into the fold of Count Steinhardt. They are now compelled by their curse to play the tune of Danse Macabre as the Cavalcade fights with the scavengers of Mordheim for the scraps of Wyrdstone.

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

Weapons/Armor: A Cursed Piper may be equipped with weapons, armor and equipment chosen from the Cursed Cavalcade Equipment list. Note that he must play a flute or another instrument with one hand, and may not have an off-hand weapon, double-handed weapon, brace of pistols of any kind, or use Bows or Crossbows.

SPECIAL RULES

Danse Macabre: The Piper plays the Danse Macabre in combat. See the separate rules for Danse Macabre.

Capture!: See Special Rule above

Menagerie – Henchmen of the Cavalcade

(Bought in groups of 1-5)

0-5 Thrall

25 gold crowns to buy

These are the miserable men and women brought to the catacombs forced to sit on the Throne of Worms and judged to be worthy to serve the true rulers of Mordheim. They are initiated to the very lowest ranks of the warbands, forced to sleep in the worst cages and animal pits until they have proven their worth.

Their skin is burned and scarred with the flame of the Throne, forever marking them as the members of the Cavalcade, unable to escape and return to their former lives. They wear metal masks just like the rest of the Warband, but far simpler and cruder in design.

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

Weapons/Armor: Thrall may be equipped with weapons, armor and equipment chosen from the Scholar Equipment list.

Special Rules: You can obtain up to further 5 Thralls as Captured Thralls that do not count towards the 0-5 limit. Captured Thralls cannot be promoted to Heroes. Re-roll any LGT result for Captured Thralls. Captured Thralls cannot join existing groups and have to form 1 or more separate groups.

0-1 Great Bear

140 gold crowns to buy

These huge beasts captured from the vast forests of the Empire are prized as the jewels of count Steinhardt's menagerie. Goaded to fight with humans as part of the dark ritual to summon the comet, and corrupted by the flame of the Black Heart, they are extremely dangerous creatures, especially if their blood is drawn.

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

Weapons/Armor: Great Bears never use weapons and armor, and does not need them to fight effectively.

SPECIAL RULES

Maddened With Pain: As soon as the Great Bear suffers a single wound it gains an additional attack.

Large Target: Great Bears are Large Targets as defined in the shooting rules.

Animal: Great Bears are animals and thus do not gain experience.

0-2 Wild Beasts

45 gold crowns to buy (to consider attacks/cost)

These can be Wild Cats from the deep jungles of the south or far-off Lustria, Wild Boars captured by hunters of Ostermark, or some other exotic animal bred for battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	1	5	2(3)	5

Weapons/Armor: Wild Beasts never use weapons and armor, and does not need them to fight effectively.

SPECIAL RULES

Charge: When charging their enemies the Wild Beasts gain +1 Attack on the first turn of close combat.

Animal: Wild Beasts are animals and thus do not gain experience.

Note: Wild beasts can be all sorts of “four legs” animals hence use a cavalry base (25x50mm)

0-1 Fighting Ape

95 gold crowns to buy

Brought from the far-off lands to the menageries of the Imperial nobles, these man-like creatures have been trained by their keepers to attack.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	1	5	2	5

Weapons/Armor: A Fighting Ape never uses weapons and armor and does not need them to fight effectively. At a cost of 10 gc Fighting Ape can be equipped with two cymbals which it frenziedly beats together to the forbidding tune of Danse Macabre.

Any enemy model within 6" will be so disturbed by the sound that they suffer -1BS penalty and -1 Ld Penalty.

SPECIAL RULES

Agile: The Fighting Apes are fantastically agile and nimble, putting even the greatest acrobat or Skaven Assassin to shame. The Fighting Ape has the Scale Sheer Surfaces Skill, Acrobat Skill, and Dodge Skill. In addition, the Fighting Ape can make a diving charge from up to 10" high.

Animal: Fighting Apes are animals and thus do not gain experience.



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